

HEROES ^{OF} THE REALMS



JEREMY FORBING

HEROES OF THE REALMS

BY JEREMY FORBING

IN PAST ERAS OF THE FORGOTTEN REALMS, the names of great heroes and anti-heroes such as *Farideh, Drizzt do'Urden, Elminster, Laeral Silverhand and the other Seven Sisters, Minsc, Arilyn Moonblade, Jarlaxle, Vajra Safahr, Erevis Cale, Alias, Durnan*, and more all became legend. Now, as a tumultuous century nears its end, a new generation of legends arises...

Will you be one of them?

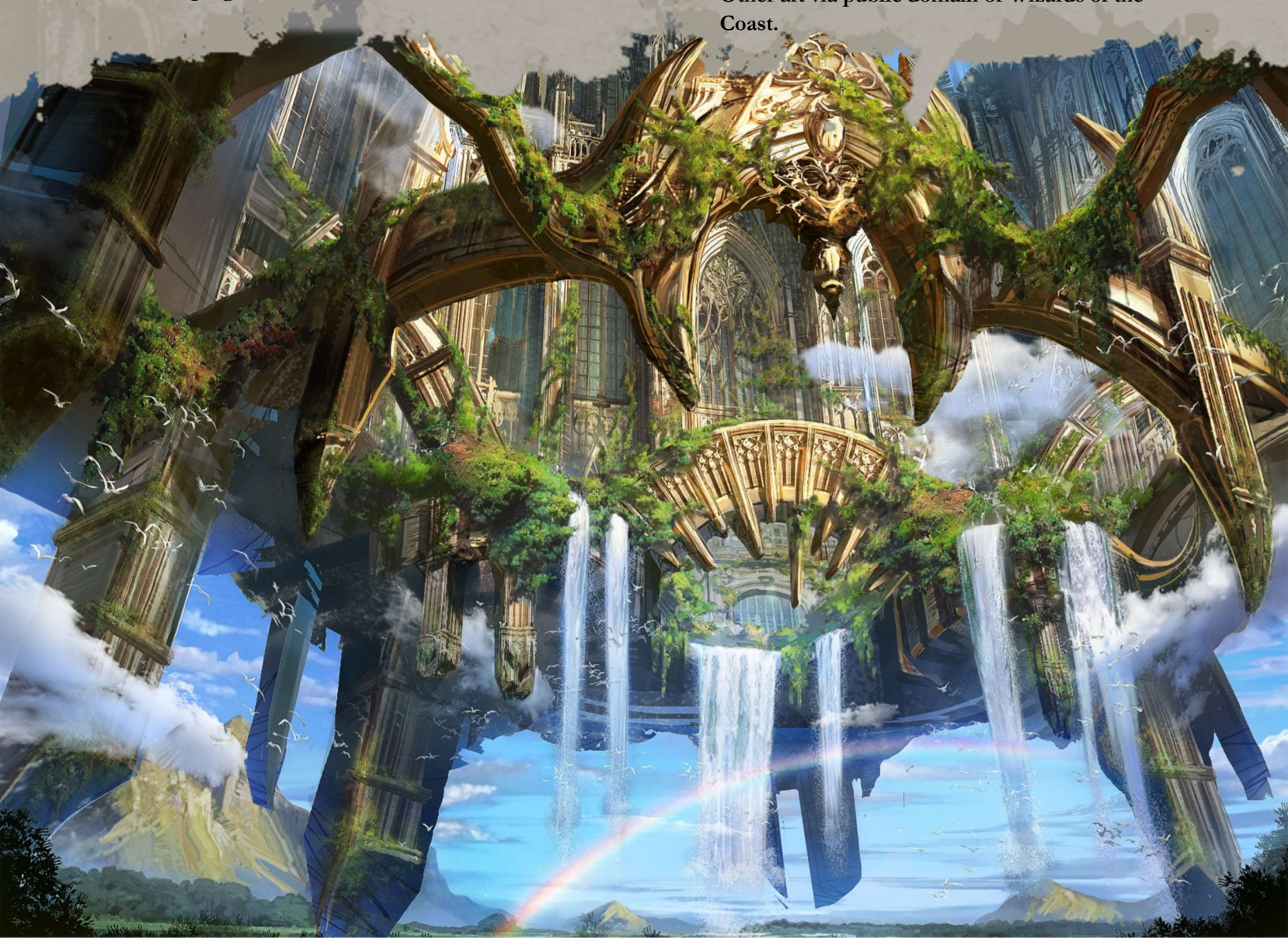
This volume provides subclasses, feats, spells, and other character options for the new heroes accepting the torch passed on by those who came before. As always, work with your DM to decide which new rules are right for your character and the campaign.

“ADVENTURES? CALL THEM THAT IF YOU MUST. I PREFER 'FORAYS INTO LAWLESSNESS' OR 'BLOODTHIRSTY AND DESTRUCTIVE RAIDS,' BECAUSE I'M ON THIS THRONE. WERE I IN THE SADDLE I RODE AS A YOUTH, I'D SEE THEM AS YOU DO. TRY NOT TO FALL OFF AND BREAK YOUR NECK, NOW.”

—AZOUN IV, CAVALIER
AND KING OF CORMYR

ART CREDITS:

- ❖ Cover Art by *Forrest Imel* (foreground hero) and *Camille Kuo* (ruined floating city background)
- ❖ Interior Art by *Lluís Abadías, Armando Ayala, Daniel Comerci, Forrest Imel, Vagelio Kaliva, Fil Kearney, JE Shields, and Dean Spencer*. Other art via public domain or Wizards of the Coast.





HEROES OF THE REALMS

TABLE OF CONTENTS

<p>Chapter 1: Subclasses & Variant Features 3</p> <p style="padding-left: 20px;">Rules Reminder: Spell Save DCs 3</p> <p style="padding-left: 20px;">Rule Reminder: Cantrips Are Spells 3</p> <p>The Barbarian 3</p> <p style="padding-left: 20px;">Path of the Reaper 4</p> <p>The Bard 6</p> <p style="padding-left: 20px;">College of Destiny 7</p> <p>The Cleric 8</p> <p style="padding-left: 20px;">Love Domain 9</p> <p style="padding-left: 40px;">Rules Reminder: Charmed is Not Mind Controlled .. 10</p> <p>The Druid 11</p> <p style="padding-left: 20px;">Circle of Standing Stones 12</p> <p>The Fighter 14</p> <p style="padding-left: 20px;">Sword Coast Duelist 15</p> <p>The Monk 17</p> <p style="padding-left: 20px;">Way of Burning Stone 17</p> <p>The Paladin 19</p> <p style="padding-left: 20px;">Oath of the Aegis 20</p> <p>The Ranger 22</p> <p style="padding-left: 20px;">Mooncaller 24</p> <p>The Rogue 26</p> <p style="padding-left: 20px;">Alleyblade 27</p> <p>The Sorcerer 28</p> <p style="padding-left: 20px;">Spellfire Wielder 30</p>	<p>The Warlock 32</p> <p style="padding-left: 20px;">New Pact Boon Options 32</p> <p style="padding-left: 40px;">Pact of the Gloom 32</p> <p style="padding-left: 40px;">Pact of Iron 33</p> <p style="padding-left: 40px;">Pact of the Ring 33</p> <p style="padding-left: 40px;">Pact of the Vestige Relic 33</p> <p style="padding-left: 40px;">Lore: The Warlock Knights of Vaasa 34</p> <p style="padding-left: 20px;">New Eldritch Invocations 35</p> <p style="padding-left: 20px;">The Dark 40</p> <p>The Wizard 42</p> <p style="padding-left: 20px;">Simbarch Teachings 43</p> <p>The Artificer 45</p> <p style="padding-left: 20px;">Vigilante 46</p> <p>Chapter 2: Feats 48</p> <p>Chapter 2: New Race & Subraces 56</p> <p style="padding-left: 20px;">Elf, Lythari 56</p> <p style="padding-left: 40px;">Lythari Wolf Form 57</p> <p style="padding-left: 20px;">New Race: Shade 58</p> <p style="padding-left: 40px;">Shade Traits 60</p> <p style="padding-left: 60px;">Independent Shade 61</p> <p style="padding-left: 60px;">Netherese Shade 61</p> <p>Appendix: New Spells 62</p> <p style="padding-left: 20px;">Spell Descriptions 62</p>
---	--

CHAPTER 1: SUBCLASSES & VARIANT FEATURES

Spells from many different sources are mentioned in this chapter and those that follow. Those appearing in the *Player's Handbook* are not marked, but other spells are notated with asterisks, as follows:

*=This is a new spell from the *The Blackstaff's Book of 1000 Spells* or other DMsGuild sources, reprinted in this book's Appendix.

XGE=A spell from *Xanathar's Guide to Everything*.

SCAG=A spell from *Sword Coast Adventurer's Guide*.

RULES REMINDER: SPELL SAVE DCs

If a class or subclass feature allows you to cast a spell and its spell save DC isn't specified, the DC = 8 + your spellcasting ability modifier (which might be 0) + your proficiency bonus.

RULE REMINDER: CANTRIPS ARE SPELLS

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.

THE BARBARIAN

"TAKE YOUR LOVE AND YOUR PLEASURE AS YOU FIND IT. DO NOT WORRY SO MUCH OF THE FUTURE THAT YOU LET TODAY PASS YOU BY. YOU ARE HAPPY. NEED YOU KNOW MORE THAN THAT?"

—WULFGAR, SON OF BEORNEGAR
TRIBE OF THE ELK

BARBARIAN VARIANT FEATURES

The following variant features can be added to those granted by the barbarian class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Primal Presence

Civilized folk sense your innate ferocity, finding themselves either drawn to it or upset by it. Whenever you make a Charisma check to interact socially with one or more humanoids raised in civilized cultures, if the number you rolled on the d20 is 11 or higher, or if it is a Charisma (Intimidation) check, you add a bonus to your result check equal to your Rage Damage bonus. Otherwise, you suffer a penalty on the check equal to your Rage Damage bonus.

Wary Mind

At 2nd level, you are constantly on guard against magical attempts to influence your mind. Whenever a creature you can see forces you to make an Intelligence, Wisdom, or Charisma saving throw, you can make a Wisdom (Insight) check. You can choose to substitute the result of your Wisdom (Insight) check for the result of your saving throw. To gain this benefit, you can't be blinded, deafened, or incapacitated.

(This feature replaces a barbarian's *Danger Sense* feature.)



New Primal Path:

PATH OF THE REAPER

Death marks you as its champion. Whether you follow your destiny willingly or strive against it, you are charged with speeding certain fated souls along to the next world. Often, a death dealer like yourself has a tribal or ancestral tie to lands where an afterlife realm—such as the Shadowfell, or the Fugue Plane that welcomes Faerûn's dead—bleeds into the mortal world. It is also possible you nearly died and cut a deal with death to survive.

IN THE REALMS

Among the Uthgardt barbarian tribes, legends speak of these reapers being marked by the Raven Queen. Others serve deities of death, fate, or the grave such as Kelemvor or Myrkul. In the region of the old empires, reaper barbarians are often devoted to Osiris. In Thay and surrounding lands, reapers devoted to Jergal have emerged as secret avengers among the oppressed Rashemi.

Non-human barbarians of this path usually have a tie to deities of earth and death, such as the halfling death god Urogalan, Sejojan Earthcaller of the gnomes, or the elven Naralis Analor. Among orcs, barbarians of this path are considered champions of either Shargaas or Yurtrus, but never both, and these reapers compete to harvest the most souls for the deity with whom they identify.

Stormcrow Spirit

Starting at 3rd level, a grim spirit in the form of a black-feathered bird attends you, escorting the souls of those you slay to the realm of the dead



and at times assisting you. This incorporeal spirit usually remains on your shoulder, invisible to all creatures but you, but as a bonus action you can command it to move to any point you see within 60 feet of you. This command is not spoken; the spirit senses your instinctive intent for it. At the start of your turn, if the stormcrow spirit is more than 60 feet away from you, it vanishes from its current location and reappears on your shoulder. It counts as neither a creature nor an object, though when it is visible it has the spectral appearance of a raven, crow, or similar bird.

While your stormcrow spirit is present and within 60 feet of you, you have advantage on saving throws against becoming frightened, but when you reduce a creature to 0 hit points, you cannot choose to knock it unconscious instead of killing it. Whenever you reduce at least one living creature (not a construct or undead) to 0 hit points during your turn, at the end of that turn, if your stormcrow spirit is present and within 60 feet of you, it grants you temporary hit points equal to your Rage Damage bonus.

Once the stormcrow spirit grants these temporary hit points, it vanishes to lead the slain

creature's soul to the afterlife, returning to you at the start of your next turn. Whenever your stormcrow spirit moves away from you or reappears after vanishing, its spectral form becomes visible to all creatures present until the end of your next turn.

Magic of Death

At 3rd level, you can cast use your stormcrow spirit to cast certain spells, even while you are raging. You can use the spirit to cast one of the following spells with the normal casting time but without using a spell slot or any components: *detect evil and good*, *dread revelation**, *false life*, *gentle repose*, or *warding wind*^{XGLE}. Your spellcasting ability for these spells is your Constitution or Wisdom (whichever is higher). You can even maintain concentration on a spell cast with this feature while you are raging. When you cast a spell with a range of touch, your stormcrow spirit can deliver the spell as if it had cast the spell, but when it is not present, you cannot cast spells with this feature at all.

When you cast a spell in this way, your current hit points and hit point maximum are both reduced by an amount equal to the level of the spell. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

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

Bound Soul

Beginning at 6th level, when your stormcrow spirit would guide a creature you killed to the afterlife, you can force both the stormcrow spirit and the dead creature's spirit to linger for a time so you can ask the dead creature questions. When you gain temporary hit points from your stormcrow spirit at the end of a turn, you can use your reaction to prevent the stormcrow spirit from vanishing and force the animating

spirit of a living creature (not a construct or undead) that you killed that turn to manifest above its corpse as an incorporeal spirit.

While it is manifested in this way, you can speak to the dead creature in its spirit form and it understands your words, provided it could understand at least one language in life. It can also speak to you, assuming it could speak at least one language in life, and you can understand what it says.

Whenever you ask the dead creature a question, it must answer. The creature's spirit knows only what it knew in life. Answers are usually brief, cryptic, or repetitive, but the dead creature can't speak a deliberate lie while communicating with you via this feature. It is aware of this, and if it would normally respond with a lie, it will instead be evasive in its answers, which it can do as long as it remains within the boundaries of the truth. It is unlikely to be cooperative, since you killed it and it almost certainly hates you.

This effect ends once you have asked the creature five questions, or once 10 minutes have passed. When you use your reaction on this feature, your stormcrow spirit does not vanish at the end of that turn the way it normally would; instead, it vanishes when the effects of this feature end, taking the dead creature's spirit with it, then reappearing alone at the start of your next turn.

Punishing Rebuke

At 10th level, those who would stop you from sending your foes to the afterlife pay a terrible price for interfering with destiny. While you are raging, when a creature forces you to make a saving throw, you can use your reaction to deal 2d8 necrotic damage to that creature.

Death's Chosen

At 14th level, when you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage.

THE BARD

“CYRROLLALEE KNOWS, I LOVED MY MOTHER, BUT SHE NEVER UNDERSTOOD WHY I CHOSE MUSIC OVER MERCHANDISING, SO I HIT THE ROAD. THE PEOPLE WHO LOVE US THE MOST HAVE MORE TROUBLE ACCEPTING THAT WE'RE DIFFERENT FROM THEM THAN STRANGERS DO.”

— OLIVE RUSKETTLE, HALFLING BARD
AND THIEF, AND LATER HARPER

BARD VARIANT FEATURES

The following variant features can be added to those granted by the bard class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Silver-Tongued

When you make a Charisma check, you can expend one use of your Bardic Inspiration to gain a bonus on that roll equal to the number you roll on the Bardic Inspiration die.

Inspired Magic

Whenever you hear a new piece of music or a powerful oration, or read a new tome of ancient lore, it can change your relationship to magic and alter the way in which you use it. When you encounter any kind of new art, the next time you finish a long rest you can choose one spell you learned from the Spellcasting feature of your bard class and replace it with another spell from the bard spell list. The new spell must be of the same level as the spell you replace.

Prescient Spells

Starting at 2nd level, whenever your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select that spell from another class's spell list, instead of the bard spell list, as

long as the spell you choose to learn is a divination spell. In addition, you can add half your proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma check you make that doesn't already include your proficiency bonus.

(This feature replaces a bard's Jack of All Trades feature.)



New Bardic College:

COLLEGE OF DESTINY

You are gifted with prescient insights, allowing you to navigate the twisting roads of luck and fate. Traditionally, this college's members wield bows and other ranged weapons, using their preternatural insights to aim with uncanny accuracy. Your foresight emulates that of legendary heroes who could sense truths that have not yet come to pass. By manipulating fortune and glimpsing the future, you help your allies avoid harm and fulfill their true destinies.

IN THE REALMS

Most of these bards receive training at Candlekeep, where they can best study the writings of the seer Alaundo. One popular prophecy asserts that many great bards of this college will come to prominence in the 15th and 16th centuries, arising in certain places: Airspur, Alaghôn, Eveningstar, Icewind Dale, Neverwinter, Shadowdale, Vaelen, and Ylraphon.

Bonus Proficiencies

Starting at 3rd level when you join the College of Destiny, you gain proficiency in any one skill or tool of your choice. You also gain proficiency with all ranged martial weapons.

Inspiring Prediction

Beginning at 3rd level, you inspire others by describing your visions of the future. When you give a creature a Bardic Inspiration die, that creature rolls the die immediately instead of waiting until it is used. Record the result of the die roll. When the creature rolls the Bardic Inspiration die on an ability check, attack roll, or saving throw, it can choose to use the result of that die roll or use the recorded result instead.

In addition, when you hit with a ranged weapon attack, you can expend one use of your Bardic Inspiration to roll a bardic inspiration die and add the number rolled to the weapon damage roll.

Magic of Destiny

At 3rd level, you learn your choice of one of the following cantrips: *blade ward*, *guidance*, *intent laid bare**, *jinx shot**, *sword burst*^{SCAG}, *toll the dead*^{XGE}, *true strike*, *voice of battle**, or *vicious mockery*. You also learn your choice of one of the following 1st-level spells: *cause fear*^{XGE}, *comprehend languages*, *detect magic*, *detect evil and good*, *detect poison and disease*, *identify*, *misdirected mark**, *prophesied strike**, *speak with animals*, or *staggering note**. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Virtue of Prescience

At 6th level, the wisdom of your forethought grants greater protection to your allies. When an attack roll is made against a creature that has a Bardic Inspiration die from you, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the attack roll but before knowing whether it hits or misses.

Further, when a creature adds a Bardic Inspiration die from you to its AC or to a saving throw, if the number rolled is lower than your Wisdom modifier, treat the roll as a number equal to your Wisdom modifier instead.

Unfolding Fate

At 14th level, when things unfold as you have foreseen, you can use your prophetic knowledge to make a devastating strike. When a creature rolls your Bardic Inspiration die or uses its recorded die roll from your Inspiring Prediction feature, you can use your reaction to make one ranged weapon attack. The attack inflicts extra damage equal to the creature's Bardic Inspiration die roll. If this attack targets a creature within 5 feet of the creature that rolled your Bardic Inspiration die, you have advantage on the attack roll.

THE CLERIC

"TO THE SEA OUR SHATTERED BODIES GO, THAT OUR SOULS MAY TAKE FLIGHT. MAY YOU FIND THE PEACE YOU WERE DENIED IN THIS WORLD."

—ADON, CLERIC OF SUNE,
LATER PATRIARCH OF MYSTRA

CLERIC VARIANT FEATURES

The following variant features can be added to those granted by the cleric class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Swift Mercy

When you reduce a creature to 0 hit points with a spell during your turn, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

Devout Strike

Starting at 8th level, once during each of your turns, when you deal damage to one or more targets, you can choose

to deal an extra 2d4 damage to one of those targets. This extra damage is magical damage, but it is of the same type as the damage already being dealt to the target. At 17th level, this extra damage increases to 3d4.

(This feature replaces the Divine Strike or Potent Spellcasting feature of a cleric's divine domain.)



New Divine Domain:

LOVE DOMAIN

Love is preached as the most fundamental component of many faiths, though in practice many believers find such commandments hard to live up to, especially if the religion teaches love towards one's enemies. This domain can represent many aspects of love—such as empathetic kindness, family, friendship, ardent infatuation, or romantic affection—but at its best it nurtures and deepens bonds of compassion between people.

IN THE REALMS

Most think of Sune and the elven Hanali Celanil as Faerûn's goddesses of love, but many other Realms deities grant this domain, including Hathor and Isis of Mulhorand, the Maztican deity Kiltzi, the drow goddess Eilistraee, Berronar and Sharindlar of the dwarves, and a trio of halfling deities (Yondalla, Cyrrollalee, and Sheela Peryroyl).



Domain Spells

You gain the following spells at the cleric level listed:

LOVE DOMAIN SPELLS

Level	Spells
1st	<i>ceremony</i> ^{XGE} , <i>healing word</i>
3rd	<i>enthrall</i> , <i>warding bond</i>
5th	<i>beacon of hope</i> , <i>remove curse</i>
7th	<i>aura of purity</i> , <i>death ward</i>
9th	<i>circle of power</i> , <i>raise dead</i>

Bonus Cantrip

When you choose this domain at 1st level, you learn the *guidance* and *spare the dying* cantrips. These cantrips do not count against the number of cantrips you know.

Bonus Proficiencies

At 1st level, you gain proficiency with heavy armor and the Insight skill.

Presence of Hope

At 1st level, the love you engender in your comrades inspires them with hope when they see you wield divine might. Whenever you use your Channel Divinity feature, you can choose up to 7 friendly creatures who can see you. Each gains temporary hit points equal to your Wisdom modifier + half your cleric level (minimum 1).

In addition, while a creature still has temporary hit points you granted it with this or another cleric class feature, it has advantage on saving throws against becoming frightened.

Channel Divinity: Vulnerable Kinship

Starting at 2nd level, you can use your Channel Divinity to summon up compassion for an enemy, risking harm in the hopes of magically inspiring that enemy to respond in kind. As an action, you present your holy symbol and choose one hostile creature you can see within 30 feet of you. You are charmed by the target, and the

target must make a Charisma saving throw. On a failure, for 1 minute, the target is charmed by you and wants you to be safe from harm, its attitude towards you is friendly, and you remain charmed by the target until it is no longer charmed by you. On a success, the target is unaffected, and you stop being charmed by the target at the end of your next turn.

While your target is charmed by this feature, whenever a creature within its reach deals damage to you, attacks you, or forces you to make a saving throw, that creature provokes an opportunity attack from the charmed target. Whenever possible, the charmed target uses its reaction to make that opportunity attack.

At the end of any turn in which the charmed target made an opportunity attack provoked by this feature, it gains temporary hit points equal to your Wisdom modifier (minimum 1) and repeats the Charisma saving throw. On a success, it is no longer charmed.

When a creature stops being charmed by this feature, its attitude towards you may return to being hostile, or its attitude may change, depending on the nature of your interactions while it was not hostile.

Loving Sacrifice

Starting at 6th level, when a creature you can see that has temporary hit points from you takes damage, you and up to 6 other creatures within 60 feet of it that have temporary hit points (none of which can be the creature taking the damage) can use a reaction to roll a d8. The damage is reduced by the total result of all the d8s rolled (this may reduce the damage to 0). Each creature that uses its reaction in this way takes psychic damage equal to half the number it rolled on the d8. This psychic damage cannot be reduced in any way.

Once this feature reduces damage that would be dealt to creature, that creature cannot benefit from the damage reduction of this feature until the next time you finish a short or long rest.

Potent Spell Casting

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

Compassionate Gaze

At 17th level, when foes meet your eyes, they see you look back with sincere empathy and regard, undermining attempts to harm you with guilt and uncertainty. When a creature attacks you or forces you to make a saving throw, you can use your reaction to force the creature to roll 2d4. You add the total result to your AC against that attack or to your saving throw. Until the end of the turn, you gain a bonus equal to that number to both your AC against that creature's attacks and to all saving throws it forces you to make. This feature has no affect on abominations, constructs, fiends, or oozes.

RULES REMINDER: BEING CHARMED IS NOT MIND CONTROL

Charming a creature does not, on its own, grant any control over the target or its thoughts. It merely makes a creature unreceptive to the idea of hurting you and more receptive to social interaction with you. The actual text reads:

- ✧ A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- ✧ The charmer has advantage on any ability check to interact socially with the creature.

The charmed condition often comes with additional effects when it is imposed by a spell or special ability (such as a vampire's gaze), but the rules always call those added riders out specifically. For example, the *charm person* spell adds that the charmed creature "regards you as a friendly acquaintance," but even this is not mind control. A knight protecting a king won't let her "friendly acquaintance" into her monarch's private quarters; the spell won't make a blacksmith give away a fine suit of plate mail. **Being charmed never creates consent or acquiescence to anything.**

Any spells or effects that do control a target's behavior in some way, like *dominate monster* or *crown of madness*, always do so only as specifically described.

THE DRUID

"I WANTED IT BOTH WAYS—THE STRENGTH OF SPIRIT WITHIN, WHILE I SURROUNDED MYSELF WITH THE TRAPPINGS OF ROYALTY. BUT IT WAS WRONG. I CANNOT LIVE IN THE CASTLE, NOR IN THE SHELTER OF THE TOWN. I AM A DRUID AGAIN, AND SUCH SHALL BE MY DESTINY UNTIL I DIE."

—ROBYN KENDRICK

HIGH QUEEN OF THE MOONSHAES

DRUID VARIANT FEATURES

The following variant features can be added to those granted by the druid class. If a feature does not specify a certain level, you gain it at 1st level.

Preserve Life

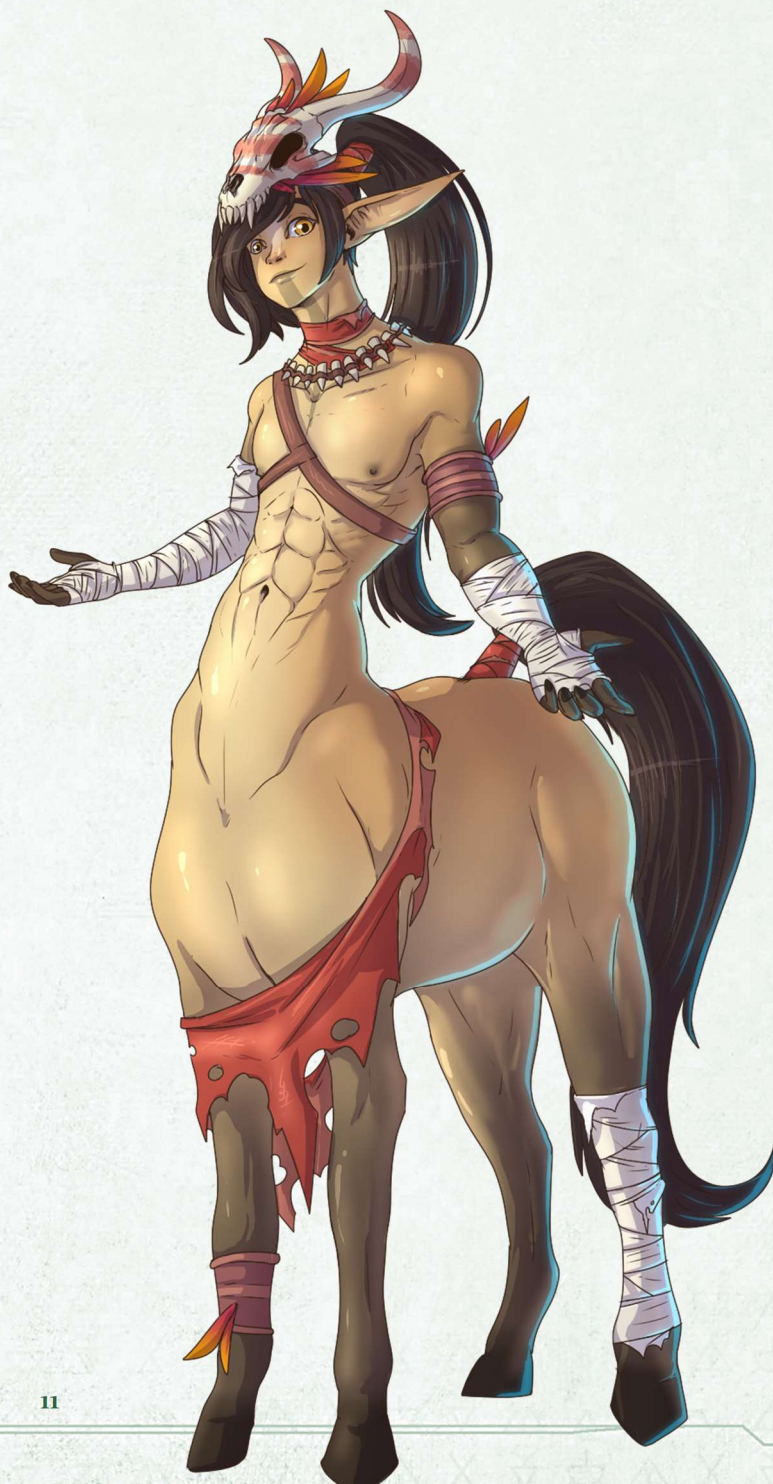
When you reduce a creature to 0 hit points with a spell during your turn, you can use a bonus action to make your choice of either an Intelligence (Nature) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points

Soothsayer

When you prepare your druid spells, you can choose some of your spells from the spell lists of other classes, rather than from the druid spell list. Each non-druid spell you prepare in this way must be a divination spell, and while you have it prepared it is a druid spell for you. The maximum number of non-druid divination spells you can prepare with this feature is equal to half your Wisdom modifier (minimum 1). When you prepare non-druid spells in this way, none of the other spells you prepare can be evocation spells, even if they are on the druid spell list.

Call Primal Spirit

At 2nd level, you can conjure a primal spirit to protect you or otherwise assist you. As an action, you can expend one use of your Wild Shape feature to cast either *find familiar* or *protection from evil and good* as a druid spell. When you cast *find familiar* in this way, the familiar is an elemental instead of a beast, and it vanishes the next time you finish a short or long rest.



New Druid Circle:

CIRCLE OF STANDING STONES

Druids who are members of the Circle of Standing Stones have a special connection with the very bones of the world, communing with the elemental spirits of mountains, hills, caves, and tunnels. Becoming a member of this circle makes you an implacable defender of the land, equally at home above and below the ground, and able to shrug off harm that would kill other mortals instantly. These druids have a reputation for resisting change, seeking to preserve things as they are, but this is not always the case.

In ancient times, members of this circle erected or became caretakers of stone circles, pyramids, petroglyphs, underground temples, and other ancient monuments of stone. Such places remain centers of sacred rites and repositories of primal knowledge, and these druids work to preserve these sites.

IN THE REALMS

Groups of these druids are based around megalithic structures scattered across the Realms, including the rebuilt Standing Stone just south of Myth Drannor, Allyn's Anvil and Calimban Knoll in Calimshan, the Prayer Stone in Amn, Daustable's Morrum in the Shaar, the Stone Stand in the High Forest, the Fang of Skulls in the Silver Marches, and the Twenty Stones of Thruun in Icewind Dale. Other subgroups of this Circle—those more oriented towards evil—congregate around the Wyvernstones of Hullack (in northeastern Cormyr) and the Bone Dance (in the Border Forest between Anauroch and the Moonsea, near Daggerdale).

Circle Spells

Your mystical connection to spirits of elemental earth infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare

each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF STONE SPELLS

Druid Level	Spells
3rd	<i>dust devil</i> ^{XGE} , <i>spike growth</i>
5th	<i>aegis of assault</i> *, <i>meld into stone</i>
7th	<i>elemental bane</i> ^{XGE} , <i>stone shaoe</i>
9th	<i>conjure elemental</i> , <i>wall of stone</i>

Stone Body

Starting at 2nd level, you can summon elemental spirits to fill your body with stony strength and protect you from harm. Your pool of protection is a number of d10's equal to your druid level. As a reaction when you would take damage, spend any number of those dice. Roll the spent dice and add them together, then add your Wisdom modifier. You reduce the damage by an amount equal to that total.

Whenever you reduce damage in this way, you gain advantage on saving throws against effects that would push you or cause you to fall prone until the end of your next turn.

You regain all expended dice when you finish a long rest. You can also expend a druid spell slot to regain a number of expended dice equal to that spell slot's level.

Elemental Shapes

Starting at 6th level, you can use your Wild Shape to transform into a gargoyle. When you use your Wild Shape in this way, you can choose to do so as a bonus action, rather than as an action. Except as described here, you must abide by the other limitations of Wild Shape.

Land's Ally

At 6th level, the stone beneath you will move when you ask and even transport you short distances, granting you new uses for your Stone Body feature;

- ✧ You can extend the earth's protection to others. When a creature within 30 feet of you



that you can see takes damage, you can use your reaction to protect that creature with your Stone Body feature, reducing damage against it by spending

dios from your pool the same way you can reduce damage inflicted on yourself.

- ✧ When you use your Stone Body feature as described above to protect another creature from damage, if that damage was inflicted by a successful melee attack and you and the attacker are both on or touching the same surface, you can also cast your circle spell *aegis of assault** as part of the same reaction.
- ✧ When you use your Stone Body feature to reduce damage inflicted against you, you can choose to roll d6s for the amount of damage reduced instead of dios. If you do so, you can choose one or two creatures within 30 feet of you that are on or touching the same surface as you and force them to make Dexterity saving throws against your druid spell save DC. Creatures that fail take magical bludgeoning damage equal to the amount by which your Stone Body reduced the damage. If a creature fails the saving throw by 5 or more, it also falls prone.

Spirit of Living Rock

Starting at 10th level, you can expend two uses of your Wild Shape at the same time to transform into an earth elemental.

In addition, you gain the ability to speak with any nonmagical stone object or surface you can

see within 60 feet of you. The stone can tell you what events have occurred within 10 feet of it in the past 24 hours. Its perspective, perception, and knowledge may limit what details the stone can provide.

You can speak with stone in this way number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses of this feature when you finish a long rest.

Earth Walker

Starting at 14th level, you can use a bonus action to meld into the earth and move through it as if it were air. When you use this feature, you gain the following benefits for 1 minute:

- ✧ You gain a burrow speed equal to your walking speed.
- ✧ You can move through solid earth or stone, leaving your hands free, without destabilizing it or even leaving a mark, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space large enough to fit into comfortably, and you are stunned until the end of your next turn.
- ✧ When you are burrowing, you can extend the aura of this effect to bring any objects you are carrying, and you can even bring one additional creature that you are carrying as well. You must be able to lift and carry the creature to bring it with you.

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

DM'S GUILD COMMUNITY CONTENT

The Circle of Standing Stones was originally created by Jeremy Forbing for the *Player's Companion*. Jeremy's co-producer on that project, M.T. Black, then reworked the subclass as the Circle of Stone for *Mirt's Undermountain Survival Guide* and again in the *Calimshan Adventurer's Guide*. Elements of all these previous versions combine to create the new one described here.

THE FIGHTER

"WHAT WAS DONE IS DONE, AND I AM CONTENT TO LEAVE IT SO... I HAVE NAMED PRINCE LAMRUIL AS MY BLADE HEIR. WILL YOU TELL HIM OF HIS INHERITANCE AND SEE THAT HE IS PROPERLY PREPARED TO RECEIVE IT? I TOOK UP THE SWORD UNPREPARED. I WOULD NOT SEE ANOTHER DO LIKEWISE."

—ARILYN MOONBLADE, HALF-ELF FIGHTER
AND MOONBLADE BEARER

FIGHTER VARIANT FEATURES

The Extreme Effort variant feature can be added to the existing features granted by the fighter class. You gain it at 1st level.

Extreme Effort

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.

NEW FIGHTING STYLE OPTIONS

You can select the following additional options for your Fighting Style feature.

Blind Fighting

If a creature is not hidden from you, being unable to see it doesn't impose disadvantage on your attack rolls against it. In addition, when a creature has advantage on a melee attack roll against you, you can use your reaction to impose disadvantage on that attack roll (causing it to be rolled normally).

Daisho

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

Duskblade

You learn two cantrips of your choice from the warlock spell list. Neither of the cantrips you choose can have a range greater than 60 feet. Intelligence is your spellcasting ability for these spells. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the warlock spell list.

(If you choose Eldritch Knight as your martial archetype at 3rd level, from that point on you can cast these cantrips as wizard spells gained from that martial archetype, but they do not count against the number of wizard spells you know.)

Grappling

When you hit a creature with an unarmed strike or an improvised weapon attack, you can roll a d4 in place of the normal damage, and the target rolls with disadvantage the next time it makes an attack roll, Strength check, or Dexterity check before the end of its next turn.

Harrier

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

Mobility

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

Mounted

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

Siege Warfare

When you have cover against an attack, if it still hits, you have resistance against that attack's damage.

Tactical Maneuver

You learn one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Weaponmaster's Mark

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When you make an opportunity attack, you have advantage on the attack roll if the target is marked by you.



New Martial Archetype:

SWORD COAST DUELIST

In a world with heavily armored knights and mages hurling thunder and flame, 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 instincts in conflicts both social and martial. As you grow in skill, you choose a regional dueling style that further enhances your ability to outwit and outfight opponents.

IN THE REALMS

As the name indicates, the popular image of duelists—nimble and intelligent, living by their wits, reflexes, and precise weapon training—has become a heroic ideal for young nobles across the Sword Coast, especially in Waterdeep and Baldur's Gate. Mastering dueling styles from different regions is a popular and competitive pursuit. In addition to the regional styles described here, you could work with your DM to create others, especially for characters native to lands beyond the Sword Coast—in fact, the current trend for studying such styles began with rival schools in Waterdeep teaching the popular Sembian Twin Sword style.

Duelist's Mark

At 3rd level, you can sync all your faculties to the ebb and flow of battle against a single opponent. Once per turn, when you hit a creature with a melee weapon attack, you can roll 1d4 and increase the weapon's damage by the result.

A creature that takes this extra damage, it is marked by you until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, while a creature is marked by you, even when it is not within 5 feet of you it has disadvantage on opportunity attacks.

The die you roll for the extra damage from this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, a d10 at 16th level, and a d12 at 20th level.

Regional Technique

Starting at 7th level, you specialize in a unique dueling art associated with a region of the Sword Coast. Choose one of the following options:

- ✧ **The Amnian Thrust.** Whenever you hit with an opportunity attack using a melee weapon that does not have the heavy or two-handed properties, you deal extra damage equal to your Wisdom modifier (minimum 1) and you reduce the creature's speed by 10 feet until the end of its next turn.
- ✧ **Baldurian Flourishes.** When you are not wielding a two-handed weapon, you can take the Dash, Disengage, Help, or Use an Object action as a bonus action during your turn.
- ✧ **Heartlands Parrying.** You can use a bonus action to choose one creature you can see within 30 feet of you. Until the end of your next turn, you have resistance to damage dealt by that creature's weapon attacks.
- ✧ **Northerner.** When you are wielding a weapon in one hand and have any object in your other hand that is not a weapon, you can use a bonus action to choose a target within 30 feet who can see you and make a Charisma (Deception or Performance) check against a DC equal to the target's passive Perception score. If you succeed, the target is distracted, causing the next attack roll against it before the start of your next turn to have advantage. If that attack hits, it inflicts extra damage equal to your Charisma modifier (minimum 1). Different northern cities are associated with distinct arsenals—a Neverwintian likely prefers a longsword in one hand and a torch or some kind of tool in the other, while a Luskar would rather have a

shortsword and a cloak, Mirabarrans favor axe and shield, and Silvaerens are known for wielding a rapier with a lantern or wand.

- ✧ **Waterdhavian.** When you hit with a melee attack using a weapon that does not have the two-handed property, you can use a bonus action to force the target to make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier). On a failure, the attack deals extra damage equal to your Intelligence modifier, and the target falls prone.

Once chosen, the option you select for this feature cannot be changed.

Signature Style

Starting at 10th level, you have personalized your fighting technique to an advanced degree, making it recognizably unique. 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 or make a melee attack, until the end of your next turn, your walking speed increases by 10 feet and your jumping distance is doubled.

Lethal Cunning

At 15th level, your quick and agile mind makes it nearly impossible to get the better of you, whether in combat or a duel of wits. Whenever you make a Strength, Dexterity or Charisma check that includes your proficiency bonus, you can roll 2d4 and add the result to your total.

Master Duelist

Beginning at 18th level, your mastery of your chosen dueling technique 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.

THE MONK

"THE POWERS OF THE BODY ARE BEYOND OUR COMPREHENSION AND EXPECTATIONS... YOU MUST UNDERSTAND THAT IRON SKULL IS BUT A MINOR TEST COMPARED TO WHAT I CAME HERE TO ACHIEVE... I CANNOT CHANGE WHO I AM, NOR WILL I SURRENDER THE PATH I HAVE CHOSEN FOR MY LIFE."

—DANICA MAUPOISSANT
DISCIPLE OF PENPAHG D'AHN

MONK VARIANT FEATURES

The following variant features can be added to those granted by the monk class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Long Arm Style

When you wield a quarterstaff or spear, that weapon gains the reach property. *(This feature replaces a 1st-level monk's weapon proficiency with shortswords. A shortsword is not a monk weapon for a monk with this feature.)*

Ki Meditation

Starting at 2nd level, you gain additional ki features:

MYSTIC STRIKE

During each of your turns, if you spend 1 or more ki points as part of your action, you can then immediately make one unarmed strike as a bonus action.

PERFECTED AIM

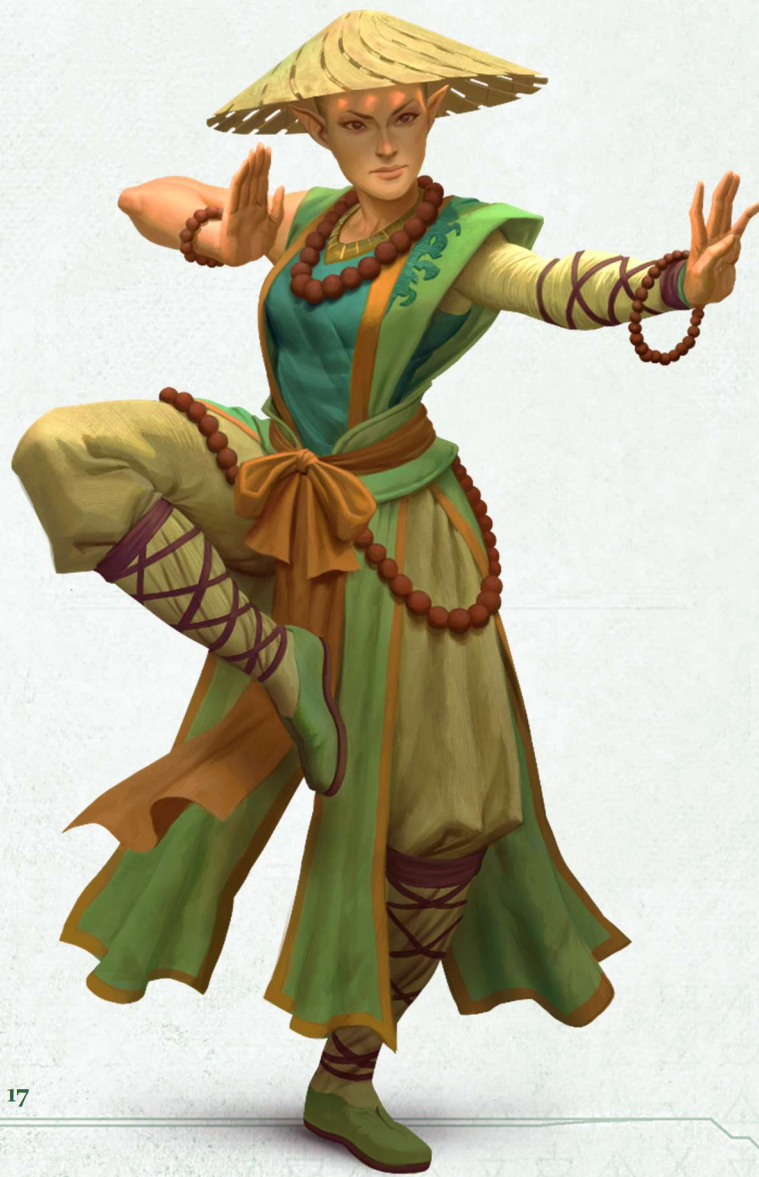
When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.

New Monastic Tradition:

WAY OF BURNING STONE

The martial arts practiced by monks are often categorized into two styles, described as hard and soft, or external and internal. Hard styles meet force with force, relying more on physical power, while soft ones tend to avoid the enemy or redirect its own strength against it. One group of monks, seeking a perfect marriage of these two approaches, found their example in nature.

Building a monastery on the volcanic island of Kanko, in the nation of Koryo in northeast Kara-Tur, these monks studied the erupting ki that flowed with the magma of the volcano. They meditated on its transition between flowing as liquid and hardening into rock. Their insights became the Way of Burning Stone.



IN THE REALMS

Founded on the slopes of Kanko, this tradition spread across Kara-Tur to Shou Lung, Kozakura, and Wa, then west to Faerûn. New monasteries (each near an active volcano) teach these practices in the Firepeaks of the Hordelands, on the slopes of Mount Hotenow near Neverwinter, on Ice Peak Island off the coast of Icewind Dale, in Tethyr's Starspire Mountains, and in Chult's Peaks of Flame.

Lava Body Stance

Starting when you choose this tradition at 3rd level, you can draw volcanic fury from the earth into yourself. Spend 1 ki point as a bonus action to gain 1d6 temporary hit points, plus an extra 1d6 temporary hit points for each additional ki point you spend. These temporary hit points last for 1 hour. The maximum number of ki points you can spend on a single use of this feature is equal to your proficiency bonus.

While you have these temporary hit points, you have resistance to bludgeoning and fire damage, and your skin assumes a stony appearance etched with veins of glowing red, granting you advantage on Charisma (Intimidation) checks.

Once you reach 8th level in this class, you roll d8s instead of d6s for this feature.

You can use this feature twice, regaining both uses when you finish a short or long rest.

Flowing Magma Strike

At 3rd level, when you deal bludgeoning damage with a weapon attack or unarmed strike, you can spend 1 ki point to choose one target of that damage. That target takes fire damage equal to a roll of your martial arts die. You can use this feature only once on each of your turns.

You also learn the *magic stone*^{XGtE} and *fire bolt* cantrips. Wisdom is your spellcasting ability for these cantrips.

Tremor-Riding Kata

Starting at 6th level, you can become one with the flow of volcanic energy beneath you, using it

to travel instantly through the earth. When you are standing on a solid surface, you can use a bonus action to teleport up to 30 feet to an unoccupied space on the same surface.

In addition, when a creature you can see within 30 feet of you hits one of your allies with a melee attack, if you and the attacker are on the same surface, you can spend 3 ki points as a reaction to cast the *aegis of assault** spell.

Earth Dragon's Fury

At 11th level, when you use your Tremor Riding Kata feature to teleport, you can choose to erupt from the ground with an overwhelming explosion of elemental power. When you teleport with that feature during your turn, you can spend 2 ki points as an action to force all creatures within 20 feet of the space where you appear to make a Dexterity saving throw. On a failed save, a creature takes 2d10 magical bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

You can add fire damage to this effect by spending additional ki points. Each added point you spend deals an extra 1d10 fire damage to each creature that fails its save, or half as much fire damage to a creature that succeeds. The maximum number of ki points you can spend on a single use of this feature is equal to your proficiency bonus.

Lava Bending

At 17th level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend ki points to cast *lava eruption** (5 ki points), *lava splash** (4 ki points), *meld into stone* (4 ki points), *passwall* (6 ki points), *pyroclastic tide* (4 ki points)*, *stone shape* (5 ki points), or *wall of stone* (6 ki points) without providing material components. Wisdom is your spellcasting ability for these spells.

THE PALADIN

“THEY ARE GUILTY OF NOTHING MORE THAN HUBRIS, AND SUCH IS A REFLECTION OF OUR OWN ACTIONS THOSE YEARS AGO WHEN WE DETERMINED THE FATE OF DAMARA... I WILL NOT HANG A MAN ON SUSPICION AND MY OWN FEARS.”

—GARETH DRAGONSBANE
PALADIN AND KING OF DAMARA

PALADIN VARIANT FEATURES

The following variant features can be added to those granted by the paladin class. If a feature does not specify a certain level, you gain it at 1st level.

Scholarly Knight

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting ability score for your paladin spells. In addition, whenever one of your paladin class features (including features for your Sacred Oath) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

Swift Mercy

When you reduce a creature to 0 hit points with a spell, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check.

The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

Occult Investigator

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check,

you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to $2d4$ + the level of the spell slot spent. You must use the second roll.

NEW FIGHTING STYLE OPTIONS

When you gain the Fighting Style feature at 2nd level, you can choose your fighting style from the following additional options.

Divine Mark

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When a creature makes one or more attacks that suffer disadvantage from your mark during its turn, at the end of that turn it takes radiant damage equal to your Charisma modifier.

Mounted

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

Pious Knight

You learn two cantrips of your choice from the cleric spell list, which become paladin spells for you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.



New Sacred Oath:

OATH OF THE AEGIS

Paladins who swear this oath supplement their divine and martial might with the art of arcane spellcasting. They are often known as swordmages, arcane defenders, mage knights, or the Aegis-sworn. Their blades not only bite with steel and holy wrath, but pulse with fire, lightning, frost, thunder, or sheer eldritch energy. They are devoted to the protection of worthy people and places, and of magic itself. Influenced by the elven roots of magical swordplay, most paladins of this oath favor armor with silver or gold filigree and graceful etching, often worn beneath a colorful tabard.

When you swear this oath, the subjects you vow to protect become your highest priority. You likely worship a god whose portfolio includes magic, knowledge, guardianship, vigilance, or secrets. Although you study powerful magic, most of what you know relates to enhancing your combat abilities and your place is in the thick of battle.

IN THE REALMS

Though separate traditions are taught by Faerûn's genasi (especially in Calimshan and the Chessentan city of Airspir) and by the otherworldly githyanki, most consider elves the original masters of this oath's techniques. Various forms of the art of the swordmage (including this oath) resurged during the brief return of Myth Drannor, and most of these paladins have studied there or in Evereska.

Tenets of the Aegis

- ✧ *Learning and Lore.* Knowledge is the flickering candle on 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.
- ✧ *Guardianship.* Those who use magic for evil ends often prey upon the weak. If the choice is between harm coming to you or to the

subject of your protection, you take the blow yourself.

- ✧ *Diligence.* Train every day. Just as blades require sharpening before every battle, your magical and martial prowess must be honed by relentless practice. Magic is a supreme privilege, to be approached with caution and respect.
- ✧ *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 AEGIS SPELLS

Paladin Level	Spells
3rd	<i>detect magic, shield of faith</i>
5th	<i>misty step, warding bond</i>
9th	<i>thunder step</i> ^{XGE}
11th	<i>death ward, dimension door</i>
17th	<i>steel wind strike</i> ^{XGE} , <i>teleportation circle</i>

Channel Divinity

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

Dweomerbreaker. When you use your Divine Smite, you can use your Channel Divinity as a bonus action to imbue that weapon with anti-magic energy. If attack damages the target, 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.

Spellfire Shield. When you succeed on a saving throw against a spell, or a spell attack misses you, you can use your Channel Divinity as a reaction to reflect the spell onto a foe. Choose the spellcaster or another creature 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 same attack

roll is rerolled against that creature.

Arcane Favor

At 3rd level when you take this oath, choose one cantrip from the following list: *blade ward*, *challenger's mark**, *booming blade*^{SCAG}, *caustic blade**, *echoing blow**, *fell strike**, *Feywild guardian**, *frostwind blade**, *glimmering blade**, *greenflame blade*^{SCAG}, *icon of fear**, *leading strike**, *lightning lure*^{SCAG}, *luring strike**, *punishing strike**, *resistance*, or *sword burst*^{SCAG}. You learn that cantrip as a paladin spell. At 11th level, you learn one additional cantrip from the same list.

Aegis Aura

Starting at 7th level, you radiate an aura of arcane energy that allows you to counter attacks against your allies with cunning battle magic. Choose one of the following aura options: *Assault*, *Ensnarement*, or *Shielding*.

When creature besides yourself within 10 feet of you is hit by a melee attack, you can use your reaction to inflict one of the following effects on the attacker before the damage from the triggering attack is inflicted. The effect is determined by the aura option you chose, as follows:

- ✧ **Assault Aura:** As a reaction, you teleport to an unoccupied space you can see within 5 feet of the attacker. You can then make a melee spell attack against the attacker as part of the same reaction. On a hit, this spell attack inflicts 2d4 radiant damage.
- ✧ **Ensnarement Aura:** As a reaction, you make a melee spell attack against the attacker (even if it is out of reach). On a hit, this spell attack inflicts 2d4 psychic damage on the target, and it is pulled up to 10 feet in a straight line toward you.
- ✧ **Shielding Aura:** As a reaction, you make a melee spell attack against the attacker (even if it is out of reach). On a hit, this spell attack

inflicts 2d4 force damage and the target of the triggering attack gains temporary hit points equal to the force damage inflicted.

When you reach 9th level in your paladin class, this feature also grants you one of the following 3rd-level spells of your choice as an added oath spell: *aegis of assault**, *aegis of ensnarement**, or *aegis of shielding**. Like your other oath spells, you always have this spell prepared.

At 18th level, the range of your Aegis Aura increases to 30 feet.

Swordmage's Swiftess

Starting at 15th level, when you cast a spell that has a casting time of 1 action, you can expend 10 hit points from the pool of healing granted by your Lay on Hands feature to cast it as a bonus action, changing the casting time to 1 bonus action for this casting.

One with the Weave

At 20th level, you can open up your mind and body to become one with the very substance of magic. As an action, you wreath yourself in a maelstrom of spellfire, gaining the following benefits for 1 minute:

- ✧ Whenever you expend a spell slot of 3rd level or lower to cast one of your oath spells, you can expend 10 hit points from the pool of healing granted by your Lay on Hands feature to regain that spell slot.
- ✧ Creatures within 30 feet of you suffer disadvantage on opportunity attacks they make against your allies.
- ✧ When you roll damage for a cantrip, you can reroll up to 4 of the damage dice. You must use the new rolls.
- ✧ When you use your action to cast a paladin spell, you can make one weapon attack as a bonus action.

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

THE RANGER

"DIE CHEERFULLY, FIGHTING HARD, SO OUR WORLD MAY SURVIVE. I KNOW BARDS TALK LIKE THAT ALL THE TIME, BUT I DON'T. I MEAN EVERY WORD. AND I'M NOT WAITING."

—DOVE FALCONHAND, RANGER
AND KNIGHT OF MYTH DRANNOR

RANGER VARIANT FEATURES

The following variant features can be added to those granted by the ranger class. If a feature does not specify a certain level, you gain it at 1st level.

Educated Hunter

You use your Intelligence modifier, instead of your Wisdom modifier, as your spellcasting ability score for your ranger spells. In addition, whenever one of your ranger class features (including features for your Ranger Conclave) refers to your Wisdom modifier, you can substitute your Intelligence modifier for purposes of that feature.

Instinctive Mark

You can cast the *hunter's mark* spell as a 1st-level spell without using a spell slot, using Wisdom as your spellcasting ability score. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum 1), regaining all expended uses when you finish a long rest. When you cast *hunter's mark* in this way its duration changes to 1 hour for this casting, and it does not require your concentration.

When you gain the Spellcasting feature at 2nd level in your ranger class, you learn *hunter's mark* as a ranger spell, but it does not count against the number of ranger spells you know.

Hunter's Quarry

When you inflict the extra damage from your *hunter's mark* spell on a creature that is your favored enemy, instead of rolling a d6 to determine that damage, you roll 2d4.

Merciful Hunter

When you reduce a creature to 0 hit points with a ranged attack or a ranger spell, you can use a bonus action to make your choice of either a Dexterity check or a Wisdom (Medicine) check (your choice). The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

Terrain Magic

The primal energies of your favored terrain resonate with certain spells. When you cast a spell that inflicts damage of a certain type while in your favored terrain, you can reroll one or two of the damage dice. You must use the new rolls. The damage types which grant this benefit



depend on which of your favored terrains you are in, as follows:

Favored Terrain	Damage Type
Arctic	Cold, Radiant
Coast	Acid, Cold
Desert	Fire, Radiant
Forest	Fire, Lightning, Poison
Grassland	Fire, Radiant
Mountain	Cold, Lightning
Swamp	Acid, Poison
Underdark	Cold, Poison

If you use the New Favored Terrain Options in the following section, add the following favoured terrains to this list:

Favored Terrain	Damage Type
Enchanted	Psychic, Radiant
Ruins	Necrotic, Psychic
Urban	Fire, Thunder
Wastelands	Cold, Necrotic

Occult Investigator

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to $2d4 +$ the level of the spell slot spent. You must use the second roll.

NEW FAVORED TERRAIN OPTIONS

Whenever a feature allows you to choose a type of favored terrain, in addition to the options in the *Player's Handbook* (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), add the following to your options:

- ✧ **Enchanted.** This includes wild magic zones and places where two planes overlap (such as area that crossover into the Feywild or Shadowfell), as well as any area under a large-scale magical effect (such as *hallow*).
- ✧ **Ruins.** Usually includes dungeons, tombs, or any area of settlement built by intelligent creatures where significant structures remain but there are no longer 25 or more civilized

inhabitants. Can also include underground structures in significant states of disrepair (such as an unmaintained sewer system).

- ✧ **Urban.** Areas within settlements that have 25 or more civilized inhabitants, or any place within 1,000 feet of such a settlement.
- ✧ **Wastelands.** Areas that are desolate, nearly lifeless, or blighted by magical or ecological catastrophes, such as dead magic zones.

NEW FIGHTING STYLE OPTIONS

When you gain the Fighting Style feature at 2nd level, you can choose your fighting style from the following additional options.

Blind Fighting

If a creature is not hidden from you, being unable to see it doesn't impose disadvantage on your attack rolls against it. In addition, when a creature has advantage on a melee attack roll against you, you can use your reaction to impose disadvantage on that attack roll (causing it to be rolled normally).

Druidic Seeker

You learn two cantrips of your choice from the druid spell list, which become ranger spells for you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

Harrier

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

Mobility

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing

speed equal to your normal speed, and you gain a +1 bonus to AC.

Mounted

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

Primal Mark

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you (either with this fighting style or by another means, such as the *hunter's mark* spell) has disadvantage on any attack roll that doesn't target you. If a creature marked by you is also your favored enemy, your weapon attacks against it score a critical hit on a roll of 19 or 20.

New Ranger Conclave:

MOONCALLER

As a ranger of the Mooncaller Conclave, you nurture a spiritual kinship with beasts and lycanthropes. Whether due to supernatural ancestry or other magic, this animalistic side manifests in your physical features as well as your behavior. Your tactics leave behind civilized methods for the savagery, speed, and fury of an untamed predator.

IN THE REALMS

Faerûn is home to many barbarian tribes and other clannish groups that gather around lycanthropes as leaders, and many more shaped by shared ancestry tied to werebeasts. Such descendants are often shifters (as described in *Eberron: Rising from the Last War*, but also native to many parts of Faerûn).

The largest such group is the People of the Black Blood, barbaric Malar-worshipping clans of shifters, lycanthropes, and their human and half-orc kin, united by their hatred for civilization and dwelling in forestlands across the Realms. Their greatest numbers are in the Glimmerwood near Silverymoon, while a separate branch, the Black Blood Tribe, rules much of the interior of the Moonshaes isle of Moray.

Other such groups labeled "weretouched" by sages include the Band of the Red Moon that dwells in the Wood of Sharp Teeth near Baldur's Gate and Scornubel, the wererat-led tribal gangs of Luskan, the semi-nomadic tribe of shifters that roams the Forest of Lethyr in the Great Dale, certain noble families of Selgaunt that secretly bear lycanthropic taint, the feuding clans of Steeltoe wererats and Bannon wereboars of the Flooded Forest near Ylraphon, the shifters and their kin common among Dambrath's nomadic tribes, and one noble family of Zazesspur in Tethyr that hides its wereserpent matriarchs and patriarchs. Mooncallers could be tied to any one of these groups.

Combat Savagery

At 3rd level, you can choose whether to use Dexterity or Strength for the attack and damage rolls of your unarmed strikes. Once per turn, when you hit a creature with an unarmed strike or an attack with a natural weapon or light



weapon, you can deal 1d8 extra damage on the target. You can roll 1d10 for this damage instead of 1d8 if the target is prone or if it is your favored enemy. When you deal this extra damage, you can use a bonus action to do your choice of the following:

- ✧ Force that target to make a Wisdom saving throw against your ranger spell save DC or become frightened of you until the end of your next turn.
- ✧ Force the target to make a Strength saving throw against your ranger spell save DC or fall prone.
- ✧ Make an unarmed strike or an attack with a natural weapon or light weapon. Before making the attack you can move up to 15 feet as part of the same bonus action.

Mooncaller Magic

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

MOONCALLER SPELLS

Ranger Level	Spells
3rd	<i>dread revelation*</i>
5th	<i>alter self</i>
9th	<i>remove curse</i>
11th	<i>dominate beast</i>
17th	<i>bite of the werebeast*</i>

Unleash the Silent Predator

At 7th level, you can transform yourself into the powerful creature lurking inside you. When you gain this feature, choose a beast with a Challenge rating of 4 or lower. You can cast the *polymorph* spell as a ranger spell without any components, targeting yourself only and polymorphing yourself into any the beast you chose. The casting time is changed to 1 bonus action for this casting, but the duration is also reduced to 1 minute. The spell does not require

concentration when cast in this way.

While in the form you assumed with the *polymorph* spell, you gain resistance to nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantite. Otherwise it functions just like a normal *polymorph* spell.

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

Howl to the Moon

At 11th level, you can unleash a bloodcurdling howl or roar from your throat, announcing that the hunt has begun. As an action, you can force each creature of your choice within 30 feet of you to make a Wisdom saving throw against your ranger spell save DC. Creatures that are your favored enemy have disadvantage on this saving throw. A target takes 3d8 psychic damage on a failed save or half as much damage on a successful one. In addition, creatures that fail the save are frightened of you until the end of your next turn. For the same duration, you and allies within 10 feet of you add your Wisdom modifier (minimum 1) to damage rolls against frightened creatures.

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

Circle the Prey

At 15th level, you instinctively sense the perfect opening to stalk around your prey and deal a finishing blow. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. For 1 minute, whenever you hit the target with an attack roll, the next attack roll made against the target before the end of your next turn has advantage. If the target dies during this time, you regain hit points equal to your ranger level + your Wisdom modifier (minimum of 1 hit point).

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

THE ROGUE

"YAP, YAP, LITTLE DOG. DO YOU EVER BITE?"

*DRASEK RIVEN, ASSASSIN
LATER CHOSEN OF MASK*

ROGUE VARIANT FEATURES

The following variant features can be added to those granted by rogue class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Extreme Effort

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.

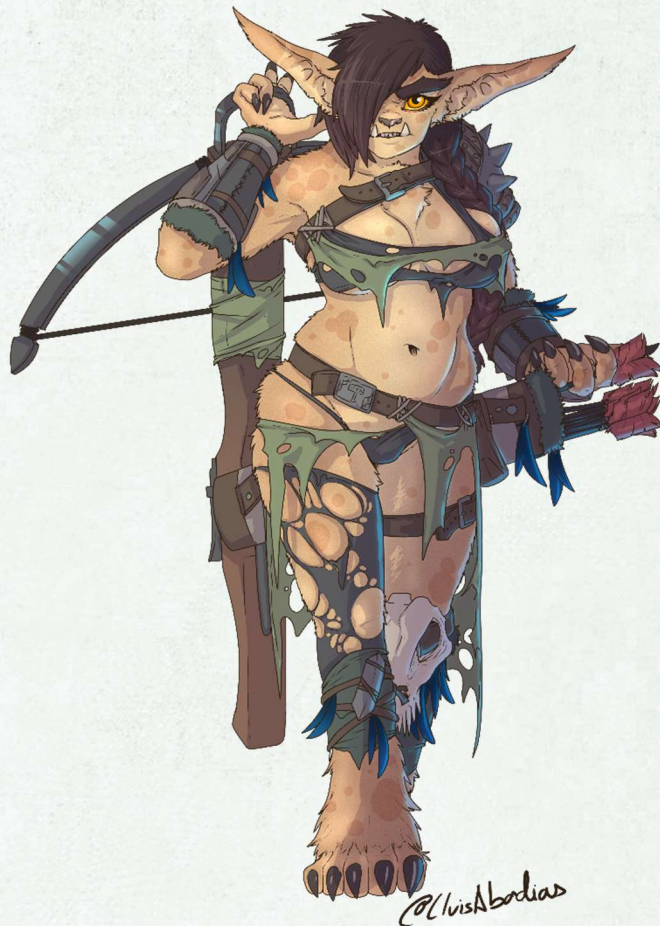
Master of Disguise

You gain proficiency with disguise kits, and with your choice of one of the following: forgery kits, jeweler's tools, leatherworker's tools, or weaver's tools. In addition, you make ability checks to use disguise kits normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

(This replaces a 1st-level rogue's proficiency with thieves' tools.)

Quick Change

At 6th level, you gain a new use for the bonus action provided by your Cunning Action feature. You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so immediately, using the bonus action granted by your Cunning Action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1



bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner.

A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours.

When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.

(A rogue with this variant feature only gains the benefits of Expertise with one additional proficiency at 6th level, instead of two.)

New Roguish Archetype:

ALLEYBLADE

The title “alleyblade” arose in Waterdeep, and it denotes one who not only survives, but thrives, in the most hardscrabble slums of unforgiving cities. As an alleyblade, you excel in recognizing and seizing opportunity. Even outside civilized walls, you retain a keen sense for sudden threats and the weaknesses of foes. Whether you meet life’s unpredictabilities with wry wit or scheming self-interest, you’ve seen it all.

IN THE REALMS

“Alleyblade” began as upper-class Waterdhavian slang in the 14th century, yet those labelled soon claimed it for themselves. Rogues from Baldur’s Gate and Luskan on the Sword Coast to Westgate and Nathlekh on the Dragon Coast have adopted the title, which they wear as a badge of honor.

Running Slash

At 3rd level, you’ve mastered the art of making a swift cut to a target’s limb, crippling pursuit before retreating to a safe distance. If you move at least 10 feet in a straight line immediately before making a melee attack with a weapon that inflicts slashing damage, you can deal your sneak attack damage with that attack, even if you don’t have advantage. All the other rules for the Sneak Attack feature still apply to you.

In addition, when you deal your sneak attack damage, until the end of the target’s next turn, its speed is reduced by 10 feet and it can’t make opportunity attacks against you.

Infuriating Taunt

At 3rd level, you are adept at taunting an enemy’s failure, and can bait even unintelligent foes into recklessness. You gain proficiency with the Deception skill if you don’t already have it. When a creature you can see within 30 feet of you fails an ability check or misses you with an attack, you can use your reaction to roll a Charisma (Deception) check contested by the

creature’s Wisdom (Insight) check. If you succeed, the target takes psychic damage equal to 1d6 + your proficiency bonus. When a creature takes psychic damage from this feature, it has disadvantage on the next ability check or attack roll it makes before the end of its next turn.

Once you successfully inflict psychic damage with this feature, you cannot use it again until you finish a short or long rest.

Fool’s Dance

Starting at 9th level, when you use your Uncanny Dodge feature as a reaction, if there are three or more hostile creatures within 5 feet of you, as part of the same reaction you can move up to 10 feet without provoking opportunity attacks.

Misdirection

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Unlikely Escape

When you reach 17th level, you can use the bonus action granted by your Cunning Action to quickly free yourself from situations that impede you. When you do so, you end any of the following conditions that are afflicting you: grappled, paralyzed, prone, restrained, or stunned. In addition, if your speed has been reduced, it is restored to normal. When you use your bonus action in this way, until the end of the turn, your movement is unaffected by difficult terrain, you are immune to the listed conditions, and your speed cannot be reduced. As part of the same bonus action, you can move up to 30 feet without provoking opportunity attacks. Once you use this feature, you cannot do so again until you finish a short or long rest.

THE SORCERER

“YOU CALLED ME OUT. BY ALL THE GODS, YOU’LL WISH YOU HADN’T.”

—SHANDRIL SHESSAIR
WIELDER OF TRUE SPELLFIRE

SORCERER VARIANT FEATURES

The following variant features can be added to those granted by the sorcerer class. Most don’t require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Psionic Spellcaster

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting

ability score for your sorcerer spells. In addition, whenever one of your Sorcerer class features (including features for your Sorcerous Origin) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

Alchemical Resonance

You have an instinctive sense for the secrets of creating certain alchemical wonders, including gunpowder weapons, that have been discovered in various corners of the multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master’s Guide*, you are proficient with them, and with alchemy supplies.

(This replaces the proficiency with light crossbows a sorcerer gains at 1st level.)

Magnetic Presence

At 17th level, your unnatural presence and power become something most mortal humanoid instinctively sense, and many find themselves unconsciously drawn to you. If you spend at least 1 hour within 60 feet of one or more humanoid creatures that are indifferent to you and which can see you, each such



humanoid becomes friendly to you, remaining so until you do something to change that attitude or the creature is no longer within 60 feet of you. If a creature is already friendly to you, if you spend 10 minutes interacting with it and it is still friendly to you at the end of those 10 minutes, that creature must make a saving throw. On a failure, it is charmed by you until it takes damage, rolls initiative, or is no longer in your presence.

These effects are not magical, and they happen whether you wish them to or not.

METAMAGIC OPTIONS

The following Metamagic options are added to the Metamagic feature a sorcerer gains at 3rd level. You can use each of these new Metamagic options even if you have already used a different Metamagic option during the casting of the spell.

Accurate Spell

When you make a spell attack roll and miss, you can spend 1 sorcery point to reroll the attack roll. You must use the second roll.

Enhancing Spell

When you cast a spell with a range of a touch on a

creature, you can spend 2 sorcery points to empower that creature's form with magical might. For 1 minute, that creature's unarmed strikes and weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Fortifying Spell

When you cast a spell of 1st-level or higher, you can spend a number of sorcery points up to half your sorcerer level. For each point you spend in this way, you can roll a 1d4, gaining a number of temporary hit points equal to the total rolled.

Prophetic Spell

When you use a spell slot to cast a divination spell of 5th level or lower, you can spend a number of sorcery points equal to the spell slot used to regain that spell slot immediately.

Versatile Spell

When you cast a spell that deals acid, cold, fire, lightning, or necrotic damage, you can spend 1 sorcery point to change the type of the damage to one of the other listed damage types.



New Sorcerous Origin:

SPELLFIRE WIELDER

Spellfire is the raw energy of the Weave. It can be manipulated in two ways. As *silver fire*, it is a gift granted by Mystra for the use of her Chosen (such as Laeral Silverhand and Elminster the Sage) and certain other favored servants. The wielding of true spellfire, rarely and seemingly randomly bestowed, is by far the more powerful of these talents.

Most who bear the gift of spellfire never have time or opportunity to develop those skills, due to destroying themselves early on or being forced to live on the run from those who seek to exploit them. You, however, have undertaken careful practice to grow your talents into magical mastery. You know that, in time, those who can discipline the power of spellfire are able to hone their talent into true sorcery. Within you lies the potential for fantastic abilities of which most dabblers can only dream.

IN THE REALMS

Of those who know of spellfire, most believe the legend that only one person in all Faerûn is gifted with it at a time. In the past century, gossip identified that one person as Shandril Shessair, an orphaned kitchen-maid from a tavern in Highmoon of Deepingdale. Shandril inherited the power from her mother, the incantatrix Dammasae. For this, she was hunted by a hundred mages, Zhentarim and Thayans and Cult of the Dragon and independents, all slaughtering each other along the way in their ruthless pursuit of her power.

In fact, however, texts in libraries from Candlekeep to Perpustakaan tell of multiple wielders existing at once. In the 1300s, the sage Baerendtia Riverhand of Sperndelzyon, herself a spellfire wielder living in hiding, wrote that “A mage hiding in the Border Kingdoms possesses true spellfire, and a cruel and arrogant noble of Chessenta, and the wizard R—but I’m sure you grasp my point.” History also speaks of Haclam Sunderstone, a ranger in the early Sword Coast who stood alone against an orc horde pouring south past the Coldwood... and turned them all into smokes and scorch scars.

Channel Spellfire

At 1st level when you choose this sorcerous origin, you gain a set of abilities fueled by special dice referred to as *spellfire dice*.

Spellfire Dice. You have two spellfire dice, which are d8s. 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 a third spellfire die at 5th level, a fourth at 11th level, and a fifth at 17th level. At 11th level, your spellfire dice become d10s instead of d8s; at 17th level, they become d12s. 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. The maximum number of spellfire dice you can spend each turn is equal to your proficiency bonus. Whenever you spend 2 or more spellfire dice in a single turn, you must make a Constitution saving throw against a DC equal to 15 + the number of spellfire dice spent. If you fail, you and any creatures within 10 feet of you take force damage equal to your sorcerer level.

Using Spellfire Dice. You can expend spellfire dice to gain a number of 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 would be 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 consumed by flame before it even reaches you.
- ✧ Whenever you deal fire damage with a spell or cantrip, you can use your bonus action to expend 1 or more spellfire dice to deal extra

damage against one target of that fire damage (even if that target took no fire damage due to immunity or a similar effect). 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 half your total spellfire dice roll.
- ✧ As an action, you can expend 1 spellfire die to cast *detect magic*.

Spellfire Radiance. Whenever you spend 1 or more spellfire dice, until the end of your next turn you can cast the *produce flame* cantrip at will, and 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.

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

Absorb Magic

At 6th level, when you roll 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.

In addition, whenever you successfully end one or more spell effects using a spell you cast with a sorcerer spell slot (such as counterspell or

dispel magic), you regain 1 expended spellfire die.

Finally, as a bonus action, you can spend 3 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 two new benefits:

- ✧ When you expend a spell slot to cast a spell that includes a fire damage roll, that roll gains a bonus to equal to your Charisma modifier.
- ✧ Whenever you expend 1 or more spellfire dice, you gain resistance to cold damage and fire damage for 1 minute, and 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 cold damage, fire damage, radiant damage, and necrotic damage, and resistance to damage from spells.
- ✧ You gain a fly speed of 40 feet. You can hover when flying with this feature.
- ✧ 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.

THE WARLOCK

"I'M NOT THE CHOSEN OF ASMODEUS ANYMORE.
MY NIGHTMARES ARE ALL MY OWN NOW."

—FARIDEH, WARLOCK OF THE
CAMBION LORCAN

WARLOCK VARIANT FEATURES

The following variant features can be added to those granted by the warlock class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. A variant feature that does not specify replacement of another feature or certain level is provided at 1st level.

Eerie Presence

When you make a Charisma (Intimidation) check, you roll a d4 and add the result as a bonus. When you make a Charisma (Persuasion) check, you roll a d4 and subtract the result as a penalty.

Warlock Knight

You were raised to join an eldritch ruling class, such as the Warlock Knights of Vaasa or the Crimson Knights. Since your education focused on leadership and military training, you gain proficiency in two of the following skills of your choice: Arcana, Athletics, History, Intimidation, Insight, Persuasion, or Survival.

(This variant feature replaces the normal skill proficiencies a warlock gains at 1st level.)

Eldritch Tactician

Starting at 4th level, whenever you gain a level in your warlock class, you can choose one of the invocations you know and replace it with one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your warlock spellcasting DC. The first time you gain a



maneuver with this feature, you also gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

NEW PACT BOON OPTIONS

When you gain the Pact Boon feature at 3rd level, add the following new options to your choices for that feature.

Pact of the Gloom

You can call upon the magical substance of shadow and weave it into a cloak that helps you hide from enemies. When you are in dim light or darkness, you can use your bonus action to create a gloom cloak, a magical mantle of

shadow that appears on your person. When you create this garment, you can choose its style and appearance, which can be any sort of cloak, cape, long coat, or jacket, but always inky black in color. Your gloom cloak disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, dismiss the cloak, or die.

While you wear your gloom cloak, when you roll a Dexterity (Stealth) check, you can substitute your Charisma modifier for your Dexterity modifier. In addition, whenever you use your reaction to cast a spell or cantrip, you can take the Disengage or Hide action as part of the same reaction.

You can transform one magical cloak into your gloom cloak by performing a special ritual while you wear that cloak. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the cloak, shunting it into an extradimensional space, and it appears whenever you create your gloom cloak thereafter. You can't affect an artifact in this way. The magic item ceases being your gloom cloak if you die, if you perform the 1-hour ritual on a different item or if you use a 1-hour ritual to break your bond to it. The magical cloak appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of Iron

You can create an eldritch bond with a suit of light or medium armor by performing a special ritual with it over the course of 1 hour, which can be done during a short rest. You can then dismiss the armor, shunting it into an extradimensional space from which it will appear again whenever you use your action to summon it. When you summon your pact armor, you can also do it instantly as part of the same action. While you are wearing it, your pact armor weighs nothing, you are proficient with it, and it never imposes disadvantage on your Dexterity (Stealth) checks. Your pact armor

appears to be made out of whatever material you choose, from mundane black iron to fantastical configurations of smoke and glass.

You can make magical armor into your pact armor, as long as it is not an artifact or a sentient item. Magical armor retains its properties while it is your pact armor.

The armor ceases being your pact armor if you die, if you perform the 1-hour ritual on different armor, or if you use a 1-hour ritual to break your bond to it. The armor appears at your feet if it is in the extradimensional space when the bond breaks.

DMs GUILD COMMUNITY CONTENT

The Pact of Iron, along with some related eldritch invocations, originally appeared in Robert Donoghue's [*The Grey Tyrant: A Warlock Pact by 5by3 Games*](#). The present authors wish to note that *The Grey Tyrant*, written by one of the original co-creators of the FATE RPG, is one of DMs Guild's great overlooked gems. It is a truly bold and unique piece of game design, and portions of it have been gratefully converted for use here.

Pact of the Ring

You bear a nigh-indestructible ring. If the ring is lost or somehow destroyed, you can perform a 1-hour ceremony to create a replacement. While you bear this ring, once during each of your turns when you hit with an attack roll for a melee weapon or a cantrip, you can inflict extra radiant damage equal to your Charisma bonus on one target you hit with that attack. If the damage for the attack already includes your Charisma bonus (such as if you hit with *eldritch blast* and have the Agonizing Blast eldritch invocation), you cannot inflict this extra damage. An attack which includes this extra damage blazes with a violet, starlight glare.

Pact of the Vestige Relic

You can perform a 1-hour ritual on a spellcasting focus you are holding that is a rod, staff, or wand, transforming it into a pact relic tied to the power of *vestiges*—the remnants of powerful

forces and entities that once wielded great authority or awful capabilities. While you have this pact relic, the magic you gain from your patron is enhanced by these arcane influences, mislaid spheres of power, and forgotten allegiances, enhancing some of your eldritch invocations.

A magical rod, staff, or wand that becomes your pact relic retains all of its previous magical properties. If your pact relic is lost or destroyed, you can perform the 1-hour ritual to enchant a new rod, staff, or wand, causing the old one to stop being your pact relic. This ritual can be performed during a short or long rest.

The augmentations this pact grants to certain eldritch invocations are noted below (or, for the new invocations included in this book, as listed in each one's description). You must have the invocation named to gain the benefit described.

Agonizing Blast, Eldritch Spear, Grasp of Hadar, Lance of Lethargy, or Repelling Blast. When you miss with one or more attack rolls for *eldritch blast*, at the end of the turn you can call upon Hadar, the Ebon Hunger. Choose one creature within 15 feet of you to which you did not deal damage during that turn. The creature takes necrotic damage equal to your proficiency bonus if you have your pact relic in hand.

Armor of Shadows. When a creature has disadvantage on an attack roll against you but still hits, you can call upon Caiphon the Dream Whisperer to help move you out of harm's way. If you have your pact relic in hand, you can use your reaction to roll 1d4. Add your proficiency bonus to the result. Any nonmagical bludgeoning, piercing, or slashing damage you take from that attack is reduced by the total.

Beguiling Influence. During your turn, when you succeed on a Charisma (Deception or Persuasion) check contested by another creature's ability check, you can call upon the protection of King Elidyr, last lord of a lost empire. At the end of that turn, you gain temporary hit points equal your proficiency

bonus if you have your pact relic in hand.

Bewitching Whispers, Chains of Carceri, Dreadful Word, Mire the Mind, Sculptor of Flesh, Sign of Ill Omen or Thief of Five Fates. Whenever a creature that is already the target of an active concentration spell you cast fails a saving throw, you can call upon the inexhaustible lifeforce of towering Zutwa. If you have your pact relic in hand, you can use your reaction to regain hit points equal to half your proficiency bonus.

LORE: THE WARLOCK KNIGHTS OF VAASA

In the Forgotten Realms, the chief practitioners of the Pact of the Ring are the Warlock Knights of Vaasa, spellcasting noble elites of that country's brutal, slave-based feudal system. As part of their pact, each wears a simple loop of dark, crystalline iron as a symbol of their station and power, made from a sinister substance called *ironfell*.

This warped knightly order is based on an otherworldly being, a sleeping(?) colossus known as Telos that fell onto Vaasa during the Spellplague, who serves as the patron of their pacts. Little is known of Telos's nature, though recent rumors state this being once had a hateful rivalry with a now-dead god known as Seriach, the Hell-Hound Whisperer (and some say a vestige of Seriach seduces renegade Warlock Knights to make new pacts, with the Whisperer as their patron).

The Vaasan lords harvest the substance called *ironfell* from Telos's body. It is hard as steel when worked, though more crystalline in structure and duller in luster. From *ironfell*, the Warlock Knights forge their pact rings.

Warlock Knights are chosen from among the most ruthless and capable in Vaasa. A few titles have passed hereditarily, but only to heirs who have demonstrated their worthiness.

Their hierarchy is loosely based on common feudal traditions. Knights without land are known as *executors*, and these petty nobles serve as emissaries, spies, soldiers, and assassins for greater Warlock Knights. Landed knights, also known as *fellthanes*, have absolute power over their holdings and maintain private armies. *Fellthanes* are vassals to more powerful figures known as *vindicators*. The greatest *vindicators* make up the *Ironfell Council*, which revolves around the Voice of Telos.

NEW ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those in the *Player's Handbook*. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. Any listed level prerequisite refers to your level in your warlock class.

Bonded Ally

You borrow magic from an ancient eladrin enclave to share in an ally's triumphs and pain. As an action, you touch one willing creature and establish a bond with it. Once before the next time you finish a short or long rest, when you regain hit points, the bonded ally can use its reaction to regain an amount of hit points equal to half the amount you regain. Also, once before the next time you finish a short or long rest, when your bonded ally regains hit points, you can use your reaction to regain an amount of hit points equal to half the amount your bonded ally regains.

This bond remains in place until you use an action to end it, your bonded ally uses an action to end it, or you use this feature to bond with a different creature.

Brutal Caster

When you score a critical hit with a spell attack roll for a spell that deals damage, you can roll one of the spell's damage dice one additional time and add it to the extra damage of the critical hit.

Clarion Call

You can use a warlock spell slot to cast either *thunderwave* or *warning shout**. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *thunderwave* or *warning shout**, you can invoke the vestige known as Yuri the Hunter, and the sound of his bellowing horn, causing one creature of your choice within 30 feet of you to take thunder damage equal to your Charisma modifier.



Dark Maelstrom's Reach

Prerequisite: 7th level

When a hostile creature within 60 feet of you succeeds on a saving throw, you can use your reaction to place an invisible maelstrom of dark misfortune on that creature, dealing necrotic damage to it equal to half your warlock level + your Charisma modifier (minimum 1).

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you can call on the vestige Xevut, He Who Hungers, to use the dark maelstrom to transfer the avoided affliction to another foe nearby. As part of the same reaction you used to deal the damage for this invocation, choose one other creature within 15 feet of the creature that succeeded on the saving throw. That creature must make the same saving throw if it has not already done so this turn. On a failure, it suffers the same effect the other creature would have suffered if it had failed.

Darkspiral Aura

Prerequisite: Pact of the Gloom feature

When you reduce a hostile creature to 0 hit points, you can use your reaction to enshroud yourself in swirling shadows that give you advantage on Dexterity (Stealth) checks. Your darkspiral aura ends when you take a short or long rest, or when you choose to expend it.

When a hostile creature that you can see within 60 feet targets you with an attack roll, you can expend your darkspiral aura as a reaction to deal necrotic damage to it equal to half your warlock level + your Charisma modifier.

Destructive Messenger

Prerequisite: 5th level, Pact of the Chain feature

You can use a 10-minute ritual to turn your familiar into a nondescript commoner of a humanoid race appropriate for the nearby area,

dressed in the manner of a local peasant or vagabond. Your familiar loses all of its own statistics and uses those of a commoner only, but it can speak and has all the normal abilities of a commoner of that race. You can use your telepathic bond with your familiar to speak through it while it is in this commoner form, and to perceive through its senses as per the *find familiar* spell. You can use a bonus action to return it to its normal form as your familiar at any time.

If your familiar is reduced to 0 hit points while in its commoner form, it immediately explodes in a shadowy conflagration, forcing every creature within 20 feet of it to make a Dexterity saving throw against your warlock spell DC. A creature takes 4d8 necrotic damage on a failure, or half as much on a success.

Eldritch Bond

Prerequisite: 12th level, Bonded Ally eldritch invocation

When you use your Bonded Ally eldritch invocation, until the bond ends, you can use your action to teleport to the unoccupied space closest to your bonded ally, provided the two of you are on the same plane of existence. Your bonded ally can do the same thing, using its action to teleport to the unoccupied space closest to you.

Ender of All

Prerequisite: 11th level

You can cast *disintegrate* once without expending a spell slot. You must finish a long rest before you can do so again.

Falsify Perceptions

Prerequisite: 9th level

You can use a warlock spell slot to cast either *modify memory* or *mislead*. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *modify memory* or *mislead*, you can call on the vestige Xandor the Mad to add a bonus equal to your Constitution, Intelligence, or Wisdom modifier (your choice, minimum 1) to all your Charisma (Deception) and Dexterity (Sleight of Hand) checks for 10 minutes.

Fiendish Talent

Whether you sold your soul or won a midnight competition at a crossroads, somehow your performing skills compel supernatural support. You gain proficiency in the Performance skill if you don't already have it, and with one musical instrument of your choice. Also, choose one musical instrument you are proficient with. You gain expertise with that musical instrument, which means your proficiency bonus is doubled for any ability check you make with it.

Finally, you learn one bard cantrip of your choice. This is a warlock cantrip for you, but it doesn't count against the number of cantrips you know.

Fierce Familiar

Prerequisite: 9th level, Pact of the Chain feature

As a bonus action, you can command your familiar to take the Attack action.

Gloom Walk

Prerequisite: 7th level, Pact of the Gloom feature

When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can then take the Hide action as part of the same bonus action.

Ironfell Blade

Prerequisite: 5th level, Pact of Iron feature or Pact of the Ring feature

You can transform a one-handed melee weapon that inflicts slashing or piercing damage, changing it into the mysterious metal-like substance called ironfell. To do so, you must touch the weapon and perform a 1-minute ritual. When you take the attack action on your turn and attack with a weapon you have transformed in this way, you can attack with that weapon twice, instead of once. If you perform the ritual again on a different weapon, any weapons you have previously transformed in this way return to normal.

In addition, you fulfill all prerequisites for other eldritch invocations as if you had the Pact of the Blade feature, treating your ironfell blade weapon as your pact weapon for the purposes of those invocations.

Iron Sky Starfall

Prerequisite: 9th level, eldritch blast cantrip, Pact of the Ring feature

When you hit a creature with your *eldritch blast*, you can cast *hold person* as a bonus action using a warlock spell slot, changing the casting time to 1 bonus action for that casting. The *hold person* spell must target the creature you hit with *eldritch blast*.

Life Bind

Prerequisite: 5th level

You can use a warlock spell slot to cast either *animate dead* or *life transference*^{XGE}. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you can invoke the remnant of the dead god Amaan to gain resistance to poison and necrotic damage for 1 hour after you cast *animate dead* or *life transference*^{XGE}.

Mandrake Effigy

Prerequisite: 11th level

You can cast *create homunculus*^{XGtE} once without expending a spell slot. You must finish a long rest before you can do so again.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, any homunculus you create with the *create homunculus*^{XGtE} spell is infused with the vitality of Zutwa, gaining resistance to acid and necrotic damage.

Otherworldly Alliances

Prerequisite: 9th level

You can use a warlock spell slot to cast either *planar binding* or *teleport circle*. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, once you finish casting either *planar binding* or *teleport circle*, you can call upon the secrets of Seriach the Hell-Hound Whisperer to add a bonus equal to your Charisma modifier to all your Intelligence (Arcana or Religion) checks for 1 hour.

Improved Pact Armor

Prerequisite: Pact of Iron feature

You can use your pact armor as a spellcasting focus for your warlock spells. Also, your pact armor grants you a +1 bonus to AC, in addition to the armor's normal bonus to AC, unless it is

magic armor that already grants an additional AC bonus.

Pact Shield

Prerequisite: 7th level, Pact of the Blade or pact of Iron feature

When you summon your pact armor or pact weapon, you can also create a magical shield made of eldritch energy. Whenever you dismiss your pact armor or pact weapon, you can dismiss this shield as well. Otherwise it works like a normal shield.

While you are holding your pact shield, when a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to roll a d8. Add your Charisma modifier to the number rolled, and reduce the attack's damage by that total (to a minimum of 0 damage).

Power in Endings

Prerequisite: 7th level, Pact of Iron feature

When you make a death saving throw, you choose to roll with advantage or disadvantage. Whenever you fail a death save, you immediately recover one of your expended warlock spell slots. Once you have recovered a spell slot in this way, you cannot do so again until you finish a short or long rest.

Preternatural Performance

Prerequisite: 11th level, Pact of the Tome feature, proficiency in the Performance skill

Your patron grants you rare supernatural skill in performing. You gain expertise with your Performance skill, which means your proficiency bonus is doubled for any ability check you make with it. Also, whenever you gain a warlock level, you can choose one spell you learned from the Spellcasting feature of your warlock class and replace it with a spell from the bard spell list. The new spell must be of the same level as the spell you replace.



Probing Shadows

Prerequisite: Pact of the Gloom feature

The darkness whispers to you, guiding your senses to notice looming threats. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells, and advantage on Wisdom (Perception) checks made to avoid being surprised. To gain these benefits, you can't be blinded, deafened, or incapacitated.

Relentless Pursuit

Prerequisite: 12th level, Pact of the Gloom feature

As an action, you can choose one creature you've dealt necrotic damage to since the start of your previous turn. You teleport up to 60 feet to the unoccupied space closest to that target.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you have advantage on your next attack roll against the target before the end of your next turn, thanks to the swiftness of Ulban, who flashes across the nighty sky in a fiery streak of blue flame.

Smoking Bolts

Prerequisite: Pact of the Blade feature

You can create a hand crossbow using your Pact of the Blade feature. When you load it, instead of using normal ammunition, you can draw a wisp of black smoke out of the air that magically transforms into a black crossbow bolt, which vanishes after 1 minute. When you fire it at a creature you've made a successful Wisdom (Insight) check against within the past 24 hours, you have advantage on the attack roll. When you hit a creature with it, you can expend a warlock spell slot to deal an additional 1d8 necrotic damage to the target per spell level.

Shard Star Warrior

Prerequisite: 15th level

When you make an attack roll for a melee weapon or a cantrip, you score a critical hit on a roll of 19 or 20 if you have not already inflicted a critical hit that turn.

Starlight Hex

Prerequisite: 5th level, hex spell

When you cast the *hex* spell using a warlock spell slot, the initial target you choose as its first subject immediately takes 1d8 magical radiant damage and must succeed on a Constitution saving throw. On a failure, it is blinded until the end of its next turn. Also, whenever you inflict necrotic damage with your *hex* spell, you can choose for it to be radiant damage instead.

Threshold Breaker

Prerequisite: 5th level

You can use a warlock spell slot to cast either *knock* or *warp stone**. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *knock* or *warp stone**, you can call upon the dormant wisdom of Gibbeth the Endless to add a bonus equal to your Charisma modifier to all your Intelligence (Investigation) and Wisdom (Perception) checks for 10 minutes.

Twofold Pact

Prerequisite: 11th level

When you gain this eldritch invocation, you can choose a second option for your Pact Boon feature. You gain all the benefits of this second pact, including fulfilling prerequisites for other eldritch invocations that require it.

Unyielding Armor of the Void

Prerequisite: 9th Level, Pact of Iron feature

You can make a suit of heavy armor into your pact armor.

New Otherworldly Patron:

THE DARK

You've bound yourself to a being of the endless darkness surrounding the cities of the drow and other Underdark races. Your patron gifts you with powers of darkness, betrayal, poison, spite, and malice, and constantly tries to entice you with more... at the cost of harming your friends.

IN THE REALMS

Many Underdark societies revolve around dark beings that grant these powers, especially exarchs of the drow goddess Lolth. Such patrons include: Bloqroth the Yochlol, Laveth the Daughter of Lolth, Ragnorra the Mother of Monsters, Rallaster the lesser god of razors, Scahrossar the Mistress of Exquisite Pain, The Patient One, the vast demonic snake Sertrous, and the mightiest illithid Elder Brains (like Io, the converted Elder Brain that now serves the duergar of Duerradin). Even servants of dark surface deities like Shar might grant such pacts.

Expanded Spell List

The Dark allows 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.

THE DARK EXPANDED SPELLS

Level	Spells
1st	<i>ego lash*</i> , <i>ray of sickness</i>
2nd	<i>Elonia's glamour*</i> , <i>protection from poison</i>
3rd	<i>bestow curse</i> , <i>stinking cloud</i>
4th	<i>Evard's black tentacles</i> , <i>phantasmal killer</i>
5th	<i>cloudkill</i> , <i>spidersilk slash*</i>

Gifts of the Endless Night

At 1st level you learn the *spiteful glamour** cantrip and the spell *your glorious sacrifice** as warlock spells, though they do not count against the number of spells you know.

At 3rd level, you also gain your choice of one the following eldritch invocations, ignoring all prerequisites: Bonded Ally or Darkspiral Aura. This does not count against the number of eldritch invocations you can have as a warlock.

Trusting Ally

At 1st level, if a creature places its trust in you, your magic grants it special benefits. When you finish a short or long rest, you can choose one willing creature that

you can see within 30 feet of you to become your *trusting ally*. While a creature that is your trusting ally can see you, if you are conscious and within 10 feet of that ally, it gains a special benefit: once per turn when that ally makes an ability check or saving throw that does not include its proficiency bonus, it can roll a d4 and add the result to the ability check or saving throw. The trusting ally can wait until after it rolls the d20 before deciding to use this benefit, but must decide before the DM says whether the roll succeeds or fails.

You can have a number of trusting allies equal to your Charisma modifier. Once a creature is your trusting ally, it remains so until you go more than 24 hours without seeing each other or until either one of you uses an action to end this effect.

The die a trusting ally rolls for this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

However, a trusting ally becomes less resilient against your magic. When your trusting ally rolls a saving throw against a spell you cast, that ally has disadvantage on the saving throw.



Insidious Sting

At 6th level, once per turn, when one or more creatures take poison or psychic damage from a spell you cast, you can choose one of the creatures taking that damage. You add your proficiency bonus to the poison or psychic damage dealt to that creature.

Involuntary Sacrifice

At 6th level, when you would inflict your Insidious Sting damage, if at least one creature on the same plane of existence as you is your trusting ally, you can use your reaction to choose one such creature and force it to roll the die from your Trusting Ally feature. That ally takes necrotic damage equal to the number rolled or your Charisma modifier, whichever is higher.

If you damage your trusting ally with this feature, the extra damage you inflict with your Insidious Sting damage is equal to your proficiency bonus + twice the necrotic damage your ally took from this feature, instead of the normal amount. This increased damage is calculated based on the amount of necrotic damage your ally actually took from this feature, after any immunities, resistances, or other forms of damage reduction.

Darkest Mirror

Starting at 10th level, you can use a bonus action to close lids of the darkest night over your eyes, allowing you to see invisible creatures as well as into the Ethereal Plane. When you do so, you can see into the Ethereal Plane for up to 1 hour, and for the same duration you see all invisible creatures on both your current plane and in the Ethereal Plane. You see the area immediately around you, out to your normal range of vision.

If you have a specialized type of vision (such as darkvision) then it functions as normal. You do not gain any special forms of vision, nor any immunity to attacks that depend on eye sight (such as the gaze of a medusa).

While you are using this feature, you cannot see the plane where you are currently located, nor any creature on that plane (including your allies) unless it is invisible. Unless you use a bonus action to end your use of this feature early, for the duration you can only see invisible creatures and the Ethereal Plane.

You can use this feature twice, regaining all expended uses when you finish a short or long rest. When you reach 14th level in your warlock class, your number of uses for this feature increases from two to three.

Passionate Betrayal

Starting at 14th level, as an action, you can whisper dark promises to a hostile creature of your choice within 60 feet, causing it to confuse friends with enemies and vice-versa. You cast *dominate monster* on the target as a warlock spell without using a spell slot. While charmed by this spell, the target considers any creature hostile to you to be a threat to itself, and any creature friendly to you as a friend, so if the creature completes an order from you and doesn't receive further direction, it continues attacking creatures hostile to you as best it can.

This power carries a price. When you cast *dominate monster* with this feature, you must choose at least one creature on the same plane of existence as you that is your trusting ally, otherwise the spell fails. For the duration, when the chosen trusting ally makes an attack roll or forces another creature to make a saving throw, it must roll the die from your Trusting Ally feature and subtract the result from its attack roll or from the DC of the saving throw.

DMS GUILD COMMUNITY CONTENT

The Dark is based on a warlock type from 4th Edition D&D, previously converted for [Mirt's Undermountain Survival Guide](#) by M.T. Black, James Introcaso, and Greg Marks. Their conversion has been gratefully revised to create the new iteration of this patron included here, which also appears in [The Blackstaff's Warlock Codex](#).

THE WIZARD

“MAY THIS BE ENOUGH TO STOP THE TRAITOR—AND SERVE TO DISCOURAGE THOSE WHO WOULD FOLLOW HIS EXAMPLE.”

—VAJRA SAFAHR
7TH BLACKSTAFF OF
WATERDEEP

WIZARD VARIANT FEATURES

The following variant features can be added to those granted by the wizard class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description.

Academic Education

You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

Adept Researcher

While you are in a good library or well-equipped laboratory, you have advantage on Intelligence checks that include your proficiency bonus.

Battlefield Mage

Starting at 2nd level, once during each of your turns, when you deal damage to one or more



targets with a weapon attack or with a wizard spell of 1st-level or higher you cast that turn, you can choose to roll a d6 and add the result to the damage against one target. When you reach 14th level, this extra damage increases to 2d6.

(The Battlefield Mage feature replaces a wizard's Arcane Recovery feature.)

SIMBARCH TEACHINGS

Though she vanished in the Era of Upheaval and her rule ended decades ago, in the Forgotten Realms, no mage in living memory retains so fearsome a reputation as the sorcerer and wizard called the Simbul.

Considered by many the greatest spellcaster of her era, the awesomely powerful 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. The Simbul embellished traditional techniques of wizardry with new inventions, always teaching innovation and unpredictability. Her apprentices took on apprentices of their own, who in turn kept her lessons alive by teaching others.

Students such as yourself, who have inherited the Simbul's teachings, are known as *simbarchs*. Like her, 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. Though you were taught compassion and restraint, when the time comes for wrath, you are a terrible enemy indeed.

IN THE REALMS

Since the Witch-Queen vanished, many elite spellcasters practicing her teachings have come together to rule Aglarond in her place. They have formed the Simbarch Council, a governing body made up exclusively of the Simbul's magical "descendants." However, many simbarchs are not members of the council and prefer to practice their magic privately. Adventuring simbarchs tend to fall into the latter group.

Of course, as a simbarch, you have the right to claim a seat on the council, but doing so entails burdensome responsibilities and political considerations. If and when you do decide to join the council, it might take months or even years before you are formally recognized. Whether or not you join the leaders of Aglarond, you are an inheritor of the Simbul's arcane legacy.

Minor Synosdweomer

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 one Hit Die. You regain hit points as if that Hit Die had been spent during a short rest, plus additional hit points equal to twice the level of the spell slot used.

Once you use this feature, you cannot use it 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 the next minute, whenever you hit the same target with a spell attack, you deal extra damage to it equal to your proficiency bonus. This effect ends if you are incapacitated, if the target is reduced to zero hit points, or if you use this feature again.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), 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 on. As part of 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 by the ritual, while the arcane focus is transformed into the matrix focus. The matrix can still be used as an arcane

focus, but you also require it to employ the other benefits of this feature.

Whenever you have a matrix focus you created on your person, you can perform a 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 can then expend a number of Hit Dice equal to the number of spells chosen, drawing on your life force 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, changing its casting time to 1 bonus action for this casting. When you spend Hit Dice for this feature, you do not regain hit points. When casting spells from your matrix, all the normal rules for casting multiple spells in a single turn still apply, but these spells are treated as bonus action spells for this purpose.

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 touch a creature and heal it. Roll 1d4 for each 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 Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

Spellfire Tempest

Starting at 14th level, you can unleash your true arcane wrath, taking to the sky in a blaze

of blue or silver fire that burns away your mortal frailty while pummeling your enemies. As an 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. When you do so, the next time you inflict damage with a spell on one or more creatures before the end of your next turn, you can reroll a number of the damage dice equal to your Intelligence modifier (minimum of 1).

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



THE ARTIFICER

“MECHANICAL VESSELS THAT SAILED ON THE AIR. SMOKEPOWDER TUBES THAT COULD TEAR A MAN IN HALF. CLOCKWORK BIRDS THAT SANG SO SWEETLY YOUR EARS WOULD ACHE TO HEAR THEM. THE GONDSMEN OF LANTAN BUILT ALL THAT AND MORE...”

—CAVANDRO THE CUNNING
HIGH ARTIFICER OF GOND

VARIANT FEATURES

The following variant features can be added to those granted by the artificer class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description.

Uncanny Preparedness

At 3rd level, when you need a commonly sold piece of gear or set of tools, you can make a DC 15 Intelligence check if you have a container (such as a backpack or sack) that could hold that gear or tool. On a success, you find the needed gear or tool is in your container, provided it is worth 50 gp or less and less than 1 foot long or wide). You must immediately pay the gp cost of the item to use this ability, otherwise it does not work—you previously thought ahead and purchased this item when you last had the opportunity to do so. Once you successfully gain an item with this feature, you cannot do so again until you finish a short or long rest.

(Uncanny Preparedness replaces the artificer's 3rd level feature, The Right Tool for the Job.)

Occult Investigator

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to 2d4 + the level of the spell slot spent. You must use the second roll.

NEW ARTIFICER INFUSIONS

These following new infusions are available for the artificer's Infuse Item feature.

Roof-Runner's Armor

Prerequisite: 10th-level artificer

Item: A suit of light armor (requires attunement)

A creature wearing this light armor can add a bonus equal to its Intelligence modifier to its Dexterity checks, Wisdom checks, and Strength (Athletics) checks..

This armor has 4 charges. As a bonus action, you can expend 1 charge to cast *spider climb*, targeting yourself only, changing the casting time to 1 bonus action for this casting.

Vigilante's Glass

Item: A magnifying glass

Whenever a creature carrying this magnifying glass casts a divination, enchantment, or illusion spell of 1st level or higher, for the next hour, every time it makes a Wisdom check, an Intelligence (Investigation) check, or a Charisma (Intimidate) check, it can treat a roll of 7 or lower on the d20 as an 8.

The magnifying glass has 4 charges. Whenever a creature holding it fails an ability check, it can expend 1 charge to reroll that check with advantage. Each day at dawn, the magnifying glass regains 1d4 expended charges.



New Artificer Specialist:

VIGILANTE

Even in the noblest kingdoms, justice can fall by the wayside, and in corrupt or lawless ones, the foulest deeds often escape punishment. The vigilante's cause is to correct these failings, preying upon those who prey upon others.

Each artificer who walks this path defines the quest in different terms. A lawful hero might serve a higher code, compensating for local authorities' lapses, while a more chaotic type might be driven by contempt for unjust rules and rulers. Whether pursuing the greater good beyond the reach of impotent magistrates, or merely seeking glory while channeling the violence of their own evil impulses, these artificers operate outside the law. Therefore, they must be secretive about how they enforce their justice, creating magical masks, cloaks, hoods, disguises, and the like to hiding their identities.

Vigilantes know that adopting a mysterious, larger-than-life persona can inspire hope in allies while deterring enemies with fear of their vengeance. Most use flamboyant tools and athletic fighting styles to draw the attention of their foes. Some even leave a distinctive token with those they bring to justice, ranging from the symbolic, such as a dead rose, to the gruesome, such as carving their symbol into an enemy's flesh. Each individual vigilante must adopt or create the legacy that is most true to their own brand of justice.

IN THE REALMS

While some vigilante artificers operate in rural places, acting as outlaws and to prey on the corrupt before vanishing into the wilderness, most favor large cities beset by crime or corruption, such as Baldur's Gate, Luskan, Mulmaster, Westgate, Calaunt, Heliogabalus, Nathlakh, Phsant, Telflamm, or even the prison city of Wheloon. In certain cities of Amn and Calimshan dominated by large thieves' guilds, whole teams of vigilantes have assembled.

Crimefighter's Training

When you adopt this specialization at 3rd level, you gain proficiency one martial weapon of your choice and your choice of two of the following skills: Athletics, Acrobatics, Insight, Intimidation, Investigation, Perception, or Stealth. You also gain proficiency with disguise kits, and you can use a magnifying glass as a spellcasting focus for your artificer spells.

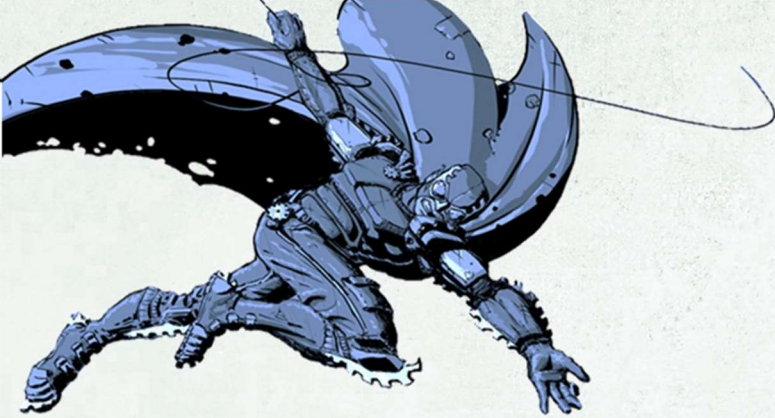
In addition, when you attack with an unarmed strike, a simple weapon, a thrown weapon, or a finesse weapon, you can use Intelligence instead of Strength or Dexterity for your attack and damage rolls and the target takes an extra 1d6 psychic damage if it is not immune to the frightened condition.

Finally, you learn the Artificer Infusion Vigilante's Glass, but it does not count against the number of infusions you know.

Concealing Cowl

Beginning at 3rd level, when you finish a long rest, you can magically combine a cloak or similar garment with a suit of light or medium armor to create your concealing cowl. You must be touching both the cloak and the armor when you do so, and the armor cannot be of a type that imposes disadvantage on Dexterity (Stealth) checks. Your concealing cowl is a reinforced, protective garb that functions as the armor used in its creation while also disguising your identity, and you choose its color and other aspects of its appearance (such as whether it includes a mask, cape, helm, or hood) when you create it. If the cloak or armor was magical (such as being one of your infused items), or even if both were, the cowl retains all magical properties of the items combined to create it. You gain the following benefits while wearing your concealing cowl:

- ✧ The concealing cowl attaches to you and can't be removed against your will. While you are wearing it, no visual sign of your



actual identity can be perceived by others, not even with magic.

- ✧ When a creature attempts to read your thoughts by telepathy or other means, or when it tries to learn information about your identity with divination magic, it must make an Intelligence saving throw against your artificer spell save DC. On a failure, the attempt does not yield any information.
- ✧ If it is medium armor, you can add your Dexterity modifier to a maximum of +3 to the base Armor Class that it provides, instead of the armor's normal maximum. If it is light armor, you gain a +1 bonus to your Armor Class. The armor's weight is negligible, and it is formfitting and wearable under clothing
- ✧ The concealing cowl contains many magical pockets, pouches, and belt compartments, in which you can store up to 5 separate sets of artisan's tools, 100 pieces of ammunition, and up to 25 lbs. of other equipment. While in your concealing cowl, these items do not add to the cowl's weight.
- ✧ When you draw a weapon, tool, or other piece of gear from the cowl, you can use that item as a spellcasting focus for your artificer spells until the end of your next turn. When you use such a focus to cast an artificer spell that deals damage, you can roll a d10. You gain a bonus to one of the spell's damage rolls equal to the number rolled.

Vigilante Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Vigilante Spells

table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

VIGILANTE SPELLS

Artificer Level	Spells
3rd	<i>compelled duel, mark of the vigilante*</i>
5th	<i>dramatic entrance*, spider climb</i>
9th	<i>fear, fly</i>
11th	<i>blade of flickering shadows*, death ward</i>
17th	<i>greater restoration, steel wind strike</i> <small>XGE</small>

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Avenging Terror

At 9th level, once during each of your turns, when you deal damage to one or more targets, you can choose one or two creatures that either took this damage or were within 5 feet of a creature that took this damage. Each creature you choose takes 2d8 psychic damage.

Any creature that takes psychic damage from this feature must roll a Wisdom saving throw against your artificer spell save DC. On a failure, that creature is frightened of you until the end of your next turn.

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

Resurgent Justice

At 15th level, when you drop to 0 hit points and don't die outright, you can choose to drop to 1 hit point instead and gain temporary hit points equal to five times your artificer level. When you, do each creature of your choice within 30 feet of you that you can see takes psychic damage equal to 2d10 + your artificer level. Once you use this feature, you can't use it again until you finish a long rest.

CHAPTER 2:

FEATS

“WHEN YOU FAIL, IT DOESN'T MEAN YOU'VE FALLEN OFF THE MOUNTAIN. IF YOU'VE SLID DOWNHILL A LITTLE, YOU CAN CLIMB BACK. BUT YOU NEED HELP TO DO IT. YOU NEED FRIENDS.”

— *PRIAM AGRIVAR*
PALADIN OF TYR

For campaigns that use the optional Feat rules, this chapter presents additional choices.

ALCHEMIST TRAINING

The secrets of alchemy are crucial to the survival of many adventurers, requiring professionally trained experts such as yourself. Alchemists can be found in any major city, though they are most common in places where the ways of mages and artificers are taught formally, such as Lantan, Halruaa, Silverymoon, Thay, Aglarond, or Rashemen. This feat grants you the following benefits:

- ✧ Increase your Intelligence score by 1, to a maximum of 20.
- ✧ You gain proficiency with alchemist's supplies, and with the Arcana skill.
- ✧ You gain expertise with alchemist's supplies, which means your proficiency bonus is doubled for any ability check you make with them.
- ✧ As an action, you can choose one potion you can see within 5 feet of you. You identify that potion as if you had tasted it.
- ✧ When you finish a short rest, if you have alchemist's supplies, you can improve the potency of certain kinds of healing potions. Choose one potion you have had access to for the past hour, which must be one of the following potion types: *potion of healing*, *potion of greater healing*, *potion of superior*

healing, or *potion of supreme healing*. If that potion is drunk within 1 hour of the end of the short rest, when the creature drinking the potion rolls to determine the amount of healing they receive, they add your proficiency bonus to the final total, and they can reroll a number of the dice up to your Intelligence modifier (minimum of one). They must use the new rolls.

BORN OF THE PLAINS

Your people are great riders and nomads with a history of raiding non-migratory settlements. You learned to ride before you could walk, and ranged across a vast expanse such as the Plain of Horses, the Great Amber Steppes of the Hordelands, or the Eastern Shaar. Even if you or your kin are no longer directly involved in raiding, you still learn relevant techniques for maneuvering to strike swiftly and intimidate your targets. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You gain proficiency with one of the following skills: Animal Handling, Athletics, Intimidate, Nature, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

- ◇ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers, and is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

CHILD OF THE HIDDEN FOREST

Past cruelties gave your ancestors good reason to distrust the ambitions of “civilized” nations, so



their descendants make secret homes in deep forests inaccessible to outsiders. Growing up in such a refuge taught you ancient ways of oneness with nature, granting you the following benefits:

- ◇ Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ◇ You gain proficiency in two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, or Survival.
- ◇ When you make a Dexterity (Stealth) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.
- ◇ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ◇ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

FOLK OF THE FROZEN FRONTIER

Your kinfolk dwell in the harshness of the furthest and coldest wilds, such as the Frozenfar or the Great Glacier. This feat grants you the following benefits:

- ◇ Choose one of the following ability scores: Strength, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.

- ✧ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates
- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.

HOUSE OF GOLD

You are part of a noble house known for extravagant wealth, ruthless cunning, and a victorious history. Masters of both intrigue and warfare have arisen from your family over the years. They are famous for handsomely rewarding loyal support, and for brutally punishing those who offer harm. This feat grants you the following benefits:

- ✧ Choose either Intelligence or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is



indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

- ✧ Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.
- ✧ You can influence others with your family's reputation for always paying its debts—whether that means rewarding aid or punishing defiance. As an action, you can choose one humanoid creature that can hear you. For 1 minute, you have advantage on all Charisma checks directed at that creature. After this effect ends, you must finish a long or short rest before you can use this trait on that particular creature again. If a creature previously influenced with this effect is confronted with proof that the promise of repayment cannot or will not be fulfilled, it becomes hostile towards you, and may seek retribution later or even immediately attack.

INTELLIGENT CASTER

Prerequisite: At least one level in a class that allows you to cast spells using Charisma or Wisdom with the Spellcasting feature.

Though spellcasting abilities of a type you practice are usually fueled by faith or force of personality, your own approach focuses more on study, rigor, and education. This feat grants the following benefits:

- ✧ Increase your Intelligence score by 1, to a maximum of 20.
- ✧ Choose one class in which you have at least one level, which grants you the Spellcasting class feature, and which specifies Charisma or Wisdom as the spellcasting ability for its Spellcasting feature. Your spellcasting ability for the Spellcasting feature provided by that class becomes Intelligence instead of Charisma or Wisdom.
- ✧ You become proficient in the Arcana skill if you are not already.
- ✧ You learn one cantrip of your choice from the wizard's spell list.
- ✧ If your campaign uses the optional multiclassing rules, if Charisma or Wisdom is a prerequisite for multiclassing from the class you chose for this feat, you can substitute Intelligence for Charisma or Wisdom when multiclassing from that class.

JADED URBANITE

Whether you grew up in a large city or spent time in one as an adult, you are familiar with life on crowded urban streets, and you know to be on constant guard against attack, theft, or clever deceit. This grants you the following benefits:

- ✧ Increase your Wisdom score by 1, to a maximum of 20.
- ✧ Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain proficiency in that skill

if you don't have it already, and you also gain expertise, meaning you double your proficiency bonus on ability checks with it.

- ✧ Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.
- ✧ Within a village, town, or city, you are never slowed by difficult terrain unless it is magical, and you can move through spaces occupied by non-hostile humanoids and beasts as if they were allies.
- ✧ When you are surprised, you can still take a single action during the surprise round, but it can only be the Dash, Disengage, or Help action.

SEA RAIDER HERITAGE

You come from a culture known for using ships to engage in piracy or raid mainland settlements. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.
- ✧ You have advantage on all saving throws and ability checks related to swimming and to staying on-board any water vehicle.
- ✧ You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one

superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

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:

- ✧ If you already have spellfire dice, you gain one more; otherwise, you have two spellfire dice, which are d6'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. You can only spend 1 spellfire die per turn.
- ✧ 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.

- ✧ 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 or a similar effect). 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.
- ✧ As an action, you can expend 1 spellfire die to cast *detect magic*.
- ✧ Whenever you spend 1 or more spellfire dice, 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.

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

✧ You learn the *produce flame* cantrip.

You choose Intelligence, Wisdom, or Charisma as your spellcasting ability for any spells gained from this feat.



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, with the Spellplague long past, creatures changed forever by magic, known as the spellscarred, riddle the world. Most sow madness and fear wherever they appear. However, to a select few, 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 harm others with its sizzling power or invigorate your own body. 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. This grants you the following abilities:

- ✧ **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 you 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. You can only end this effect during your turn, but doing so does not require an action. 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. 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.

STEADY AT THE HELM

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

- ✧ Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20.
- ✧ You gain proficiency with navigation tools and with vehicles (water).
- ✧ You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.

- ✧ You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.
- ✧ You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

SWAMP DWELLER

You are well-accustomed to life in swamps, marshlands, or bogs, such as the Flooded Forest or the Marsh of Chelimber. Having few resources, your neighbors could survive by foraging, fishing, and hunting, all while navigating treacherous terrain and avoid deadly wildlife. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.
- ✧ You have a great affinity for poisons, and you are proficient with poisoner's kits. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.

- ✧ You can move across difficult terrain made of earth, foliage, snow, ice, or waterlogged material of any kind without expending extra movement.



TEMPEST TECHNIQUE

You are an expert in a special two-weapon fighting style that makes you the point of calm within a whirling barrier of deadly blades. This gives you the following benefits:

- ✧ When you use a bonus action during your turn to make a melee attack using a light or finesse weapon, if you have a weapon in each hand, you gain a +2 bonus to the attack roll if you have previously hit the target with a weapon attack during the same turn.
- ✧ When you make an opportunity attack with a light weapon, you can roll a d4 and add the number rolled to the attack roll.
- ✧ You gain your choice of one of the Fighting Styles available to the Fighter class, which can only be chosen from the following options. You can never take the same Fighting Style option more than once:
 - *Defense*. While you are wearing armor, you gain a +1 bonus to AC.
 - *Harrier*. When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.
 - *Two-Weapon Fighting*. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

WONDER WORKER

Whether or not you create magic items, you practice eldritch crafting techniques such as those taught on the isle of Lantan. This grants you the following benefits:

- ✧ You learn two of the following cantrips of your choice: *light*, *mending*, *magecraft focus**, *minor illusion*, *prestidigitation*, *spare the dying*, or *thaumaturgy*.

- ✧ Choose one spell that has the ritual tag. You can cast the chosen spell, but only as a ritual. You keep a written record of any ritual spell you learn to cast with this feat (if you keep a wizard's spellbook or another book that contains ritual spells, the record can be kept in the same book). In order to cast the spell as a ritual, you must have had access to the written record for that spell for at least 1 minute since the last time you finished a long rest. At 9th level, you learn one additional ritual spell, subject to the same limitations. Any ritual spell you choose for this feat must be of a level less than or equal to half your current level (rounded up). If the written record of a ritual spell you learned with this feat is lost or destroyed, you can recreate it by writing it down using appropriate means (such as pen, ink, and parchment), a process which takes 2 hours per level of the spell.
- ✧ You gain one tool proficiency of your choice.
- ✧ You gain expertise in the use of one tool with which are proficient, which means your proficiency bonus is doubled for any ability check you make using that tool proficiency.
- ✧ You can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level.
- ✧ Choose Intelligence or Wisdom as your spellcasting ability score for spells gained from this feat.

CHAPTER 2: NEW RACE & SUBRACES

This chapter presents a new elf subrace native to the Realms, the reclusive lythari, as well as a new race, the shades.

LYTHARI: A NEW ELF SUBRACE

“TO WOOD ELVES, GLIMPING A LYTHARI IN THE FOREST IS AS REMARKABLE AS CATCHING SIGHT OF A WOOD ELF IN THE FOREST IS TO HUMANS.”

—ELMINSTER THE SAGE

The lythari, known among the wood elves as “silver shadows,” are true lycanthropes: good-aligned elves capable of changing into wolves. New lythari can only be created from elves, using in a special ritual of bonding that leaves a permanent scar resembling a wolf bite..

The Lythari are an extremely shy race, and even their own elven relatives consider them mysterious. They preferring to remain in the deep forest, far from any civilization. They do not produce metal objects of any sort, and build nothing more elaborate than brush shelters.

Lythari adventurers are rare. Those whod do take up adventuring usually seek companions who will aid them in performing a specific quest.

In the current era, lythari live in small, independent bands, communal societies with no real leaders or written laws. Some live in the

forests of Evermeet, but most live in forested portions of the Feywild, near hidden planar portals leading to their hunting grounds in the deep woods of Faerûn.

ELF, LYTHARI

In wolf form, lythari are beautiful, with pale gray or silver fur and intelligent, blue or brown eyes. Wolf form lythari leave no impression of danger or ferocity, but rather seem friendly and companionable. If lythari run with normal wolves in wolf form, they are accepted as pack members and treated with deference, except by evil wolf-like creatures (such as worgs).

In their elven forms, the lythari are beautiful and otherworldly beings. They dress in furs, hides, and other natural garb, decorating themselves with feathers, bone jewelry, and similar objects in a fashion more ancient than the oldest wood elf tribes. Tall and pale skinned, they have light blue or green eyes and silver hair.

Ability Score Increase. Your Wisdom score increases by 1.

Lupine Form. You can use your action to polymorph into a Lythari wolf, as described in the sidebar at the end of this subrace description. In this form, you appear identical to a normal wolf with silver fur.

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

Natural Lycanthrope. You bear the curse of lycanthropy, making you immune to being cursed with it again, and you can pass the same curse to another willing elf, in a ritual that takes 1 hour. At the end of the ritual, that elf changes its subrace to Lythari, as if it had been reborn with the *reincarnation* spell, replacing all the benefits of its former subrace with those of a Lythari. This ritual cannot be performed on creatures that are not elves.

Fey Language. You can speak, read, and write Sylvan.



LYTHARI WOLF FORM

As a Lythari in your wolf form, you retain your normal statistics (including ability scores) and the benefit of any features from your class, race, or other source, which you can use if the new form is physically capable of doing so. While in this form, you cannot wear armor, cast spells, speak, or take any action that requires hands. You gain the following benefits in lupine form:

- ✧ Your walking speed increases by 10 feet.
- ✧ You gain a +1 bonus to AC.
- ✧ You gain resistance to nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantine.
- ✧ You gain advantage on Wisdom (Perception) checks that rely on hearing or smell, and on Charisma checks to influence non-evil beasts.
- ✧ You grow sharp claws, allowing you to use your Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, which inflict 1d4 slashing damage instead of the normal bludgeoning damage.
- ✧ You gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 1d8 piercing damage. If this attack hits a target that is your size or smaller, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.
- ✧ You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

You can remain in your wolf form for up to 1 hour. If you take a short or long rest while in your wolf form, you extend your wolf form's duration by the length of that rest. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using an action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.



FILKERNEYTS

NEW RACE: SHADE

“THE TRAIL OF FIVE DARKNESSES IS NO EASY PATH TO FOLLOW. YOU SAY YOU ARE READY TO TAKE YOUR OWN JOURNEY; TO SEE WHERE THE TRAIL ENDS? I CAN TELL YOU THIS—THE PASSAGE TO IMMORTALITY IS UNIQUE TO THE INDIVIDUAL. MY EXPERIENCES ARE MY OWN, AS ARE MY FEARS AND MEMORIES OF THAT FATEFUL TIME. AND IF YOU EMERGE, CLINGING TO THE FRAGILE THREAD THAT IS LIFE, EXPECT NO COMFORT AND NO KINSHIP, FOR BY EMBARKING ON THIS QUEST YOU SEVER TIES WITH ANYONE YOU HAVE EVER LOVED. ARE YOU READY? ARE YOU TRULY PREPARED?”

—KHASUS, HIGH DARK OF FELLWARREN

Ambitious, ruthless, and paranoid, shades are mortals who have traded part of their souls for a sliver of dark essence from another plane. No matter what race, nation, or land one was first born into, each shade undergoes a dark ritual of rebirth that transforms them into a creature of stealth and secrecy who is caught between life and death. In taking on the twilight powers granted to shades, they also take on dark thoughts from worlds beyond, creating an even darker disposition.

This arduous ritual is as likely to slay its practitioner outright—obliterating body and soul—as it is to transform the subject into a shade. The first shades in the Realms were citizens of the Netherese flying city of Thultanthar, later known as the City of Shade. Their High Prince spirited away the entire city and its population into the Shadowfell for 2,000 years. He also discovered the ritual known today in scholarly circles as *the Trail of Five Darknesses*, and used it to transform only his most loyal subjects into shades.

During Thultanthar’s absence, a rare few mortals back in the Realms deciphered the knowledge of how to become a shade on their own. Many members of the Eshowe tribe of Chult became shades, particularly

magicians and clerics of Eshowdow, the Shadow Giant. To most of the world, however, even the existence of shades was unknown until the 14th century, when Thultanthar returned to Faerûn. The flying city soared above the deserts of Anauroch for over a century before falling in a climactic battle. During that time, shades became more common in the Realms.

Sentient mortals of any ancestry can become shades, though the majority began their lives as humans. The ritual draws upon ambient shadow magic, and is most survivable when performed at places where the boundaries between the Forgotten Realms and darker realms are the thinnest, such as crossings to the Shadowfell.

Shades resemble their original mortal selves, though they sacrifice their native vitality to



become slender creatures of shadow. Their eyes are orbs of dull black, dark gray, or purple. Their coloring takes on subdued hues, with most shades having pale or ashy skin and lank, black hair. They prefer dark, somber clothing of silk, suede, or supple leather, decorated with metal.

Usually, the pact that fuels a shade's transforming ritual is made with dark powers in the Shadowfell, but some negotiate with beings in the darkest depths of the Far Realm (known as "the Far Shadow") or even with deities connected to darkness or the Underdark (such as Lolth or Shar).

Only adult mortals can survive the rite. There are no such things as young shades, and shades produce offspring as normal for a member of their original race. The ritual also doubles a shade's normal life span.

Most who become shades do so due to their own unbridled ambition and utter desperation. A few shades deny these self-serving drives, striving to ensure that the true nature of their souls overcomes the shadowy taint of their chosen path. These shades reject their own kind and seek other company.

Almost always drawn to the life of an adventurer, such shades try to earn the trust of a close circle of friends, defending those comrades with the ruthlessness for which their kind is known. However, some decry this behavior as just another facet of the shades' characteristic avarice, treating friends as personal possessions that must be kept safe at all costs. Shade adventurers are highly versatile, excelling in any calling where stealth and ties to dark otherworldly magic are advantages.

Many have noted the similarity between the shade race and the elves known as the shadar-kai. The transformation is believed to be similar, and in the past, it is believed many who have been called shadar-kai were actually shades. This accounts for much of the confusion between those who believe shadar-kai to have formerly been human and those who know them as elves.

Patient Ambition

The transformation Shades undergo creates a consistent sense of ambition for which their kind is known. No matter the justification, the conscious act of embracing the power of shadow changes that person. For many shades, having given up a portion of their own soul in the name of power means that no sacrifice is too great.

Shades value restraint, poise, and patience. They bide their time in all things, keeping a low profile as they manipulate events to their advantage. Just as the Shadowfell's malaise can smother the spirits of mortal adventurers who venture into that dread plane, the sliver of shadow within each shade subdues emotion. They still feel love, hate, pride, despair, and the like, but bury these feelings deep inside. A shade's smirk or frown carries as much weight as a halfling's laughter or an orc's frenzied roar.

A Path of Their Own

Unlike members of most other races, shades choose to become what they are. For each shade character, it is important to determine whether this was a path they chose to follow freely, or if they see the shadow as a curse and a burden they must bear.

Shades stand between life and death. A part of each shade's soul has already moved on. Although shades still live, the shadow that fills subdues their mortal emotions. They are not given to rash action or sudden changes of plan, and do not rush into any situation where they have the option to first analyze the potential dangers. The strength of shadow is its ability to conceal, and shades take full advantage of their opponents' lack of awareness to read their weaknesses.

If shades have a unifying ethic, it is the notion of protecting what is theirs. The things each shade calls their own—their possessions, their knowledge, even their friends—are precious to them, and those who attempt to harm or steal

what is theirs suffer harsh retribution. They defend their goals and their allies with the same extreme prejudice, and woe to any creature that underestimates their wrath.

Shadows on Society's Edge

The dark nature of their transformation places shades firmly outside the societies they arise from. They distrust all except their closest companions. Truly misanthropic shades embrace their darkness fully, seeing others as pawns to be exploited in the quest for power.

In the mortal realm, a shade often takes up a life of wandering or lives as a social outcast on the fringes of humanoid society. It is common for shades to mask their true nature with magic or clever disguises, using their shadow powers as a screen against watchful eyes. In many cases, shades reject family or clan names from their past lives to take on the name of the shadow crossing or other place where they transformed.

For all their fierce independence and self-reliance, some shades feel a hunger for companionship driven by the emptiness of their fractured souls. Although such shades rarely become social creatures, they gravitate to strong allies, alongside whom they can prove themselves in battle. Such long-term companions are typically the only ones who ever see a shade's true emotions, even as the shade demonstrates the full strength of his or her driven ruthlessness in those allies' defense.

Around crossings from Faerûn to the Shadowfell, shades form small communities that reflect the avaricious and brutal nature of their residents. Shades who choose to settle in the planes beyond are typically those who have strongly embraced the darkness in their souls. In their enclaves, rigid caste structures prevail, shade nobles plot against each other viciously, and shades unattached to a noble house are treated as outcasts or used as pawns in attacks against rival nobles.



SHADE TRAITS

Your shade character has a number of traits in common with all other shades.

Ability Score Increase. Your Dexterity score increases by 2.

Age. A shade ages at half the speed a normal member of their previous race would.

Alignment. Most shades are Lawful Neutral, Neutral, or Lawful Evil, having sought this path for power or ambition. Even good-aligned shades must fight to retain their compassion for others against the cold taint of shadow.

Size. Shades are usually a bit taller and slimmer than they were in their previous lives. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fragile Mortality. Whenever you regain Hit Dice at the end of a long rest, you must make a

DC 15 Constitution saving throw. If you fail, you lose a number of Hit Dice equal to half your proficiency bonus (rounded down).

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

Necrotic Resistance. You have resistance to necrotic damage.

Practiced Sneak. You are proficient with the Stealth skill.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. Netherese shades share certain traits that independent shades do not. Choose one of the described types as your subrace.

Independent Shade

Having become a shade on your own, you know the selfish ambition that drives most of those make the transformation, so maintain a determined self-reliance when among your own kind. Yet you also know there is strength in numbers. Many shades congregate in settlements close to shadow crossings, whether in Faerûn or worlds beyond. Whether you are part of such a community or walk among the common races, you sharpen your natural gift for stealth to a preternatural level, allowing you to walk unseen nearly whenever you wish.

Ability Score Increase. Your Charisma score increases by 1.

Shade Skill. You gain proficiency in your choice of one of the following skills: Deception, Investigation, or Sleight of Hand.

Swift as Shadows. You learn the *shifting shadow** cantrip. Charisma is your spellcasting ability score for it. If the space you end up in after casting *shifting shadow** is not in direct

sunlight, that space is blurred and concealed by shadow magic, making it heavily obscured until the end of your next turn.

Twilight Cantrip. Whenever you cast a cantrip during your turn, you can take the Hide action as a bonus action that turn.

Netherese Shade

Now that the City of Shade has fallen, those Netherese shades who survived that final battle are set free in the world. Some scheme to reclaim their nation's greatness, but others take the loss of their masters as an opportunity to walk their own path instead of shackling their deep ambitions to others' commands.

Netherese shades tend to be arrogant, having been raised to believe status as a shade was a reward for the most worthy. They find it difficult to trust others, but necessity forces them to make new alliances. Faerûnians find the attire, customs, speech, and equipment of most Shadovars oddly dated, since their culture was cut off from the rest of the world for over two thousand years. Shadovar adventurers often wear ornate robes or intricately filigreed breastplates, and for weapons they favor similarly-styled staves or halberds.

Ability Score Increase. Your Intelligence score increases by 1.

Netherese Cantrip. You know one Evocation, Illusion, or Necromancy cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Shadovar Education. You are proficient in Arcana.

Shar's Bargain. When you cast a cantrip that has a casting time of 1 action, you can choose to inflict necrotic damage on yourself equal to your proficiency bonus to change the casting time to 1 bonus action for this casting. This damage cannot be reduced or prevented by any means. Once you use this trait, you cannot do so again until you finish a short or long rest.

APPENDIX:

NEW SPELLS

“I AM A MAGE OF NO SMALL WATER.”

—AKABAR BEL AKASH, TURAMI WIZARD

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. Each spell here is granted by one or more of the other character options included in this book. For information about using these spells in other contexts (such as on existing class spell lists), please reference *The Blackstaff's Book of 1,000 Spells* and *The Blackstaff's Warlock Codex*.

AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- ✧ Teleport to an unoccupied space, as long as that space is not farther away than you are

now from the creature that made the triggering attack.

- ✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved,

you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.



AEGIS OF ENSNAREMENT

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering

attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

AEGIS OF SHIELDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage and a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone

else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

BITE OF THE WEREBEAST

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the fang of a wild predator)

Duration: Concentration, up to 1 minute

You change yourself into a bestial shape which resembles the hybrid form of a lycanthrope of your choice. You retain this form until the spell ends, gaining the following traits:

- ✧ You have resistance to all nonmagical bludgeoning, piercing, or slashing damage from weapons that aren't silvered.
- ✧ You have advantage on all Strength checks, Strength saving throws, and Wisdom (Perception) checks.
- ✧ Your carrying capacity is doubled.
- ✧ You grow fangs, which act as a natural weapon with which you are proficient. You can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using your fangs, which inflict 2d8 piercing damage. Your fangs are considered magical, granting you a +1 bonus to the attack and damage rolls you make using them.
- ✧ Your Armor Class cannot be lower than 15, no matter what kind of armor you are wearing.
- ✧ Whenever you take the attack action on your turn, you can attack with your fangs as a bonus action.

While in this form, at the start of each of your turns, you must make a Wisdom saving throw

against your own spellcasting DC. If you fail, you cannot cast spells until the beginning of your next turn.

BLADE OF FLICKERING SHADOWS

4th-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

You temporarily become a creature of shadow, flickering in and out of a demiplane on the borders of the Shadowfell as your weapon ripples with dark magic. Until the spell ends, you have resistance to necrotic damage, you inflict 3d4 additional necrotic damage whenever you hit a creature with a melee weapon attack.

For the duration, you roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in a shadowy reflection of it, which lies somewhere on the planar boundary between your current location and the Shadowfell. (If you are already in the Shadowfell when you cast this spell, the spell fails and the casting is wasted.) At the start of your next turn, and when the spell ends if you are in the shadowy reflection, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While in the shadowy reflection, you can see and hear the plane you originated from, but everything is lightly obscured, and you can't see anything more than 30 feet away. You are not truly in the Shadowfell nor in your previous location during that time, but somewhere in

between the planes. Whenever you are in the shadowy reflection, only other creatures with resistance or immunity to necrotic damage can see you or affect you, or be affected by you.

CAUSTIC BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

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 magically conjured acid traces the path your weapon cut through the air.

If the target ends its next turn within 5 feet of one or more other creatures you can see, you can inflict acid damage equal to your spellcasting ability modifier on your choice of one of those creatures. Whether or not this happens, at the end of the target's next turn, the spell ends.

This spell's damage increases when you reach higher levels. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 acid damage to the target, and the acid damage to the second creature increases to 1d10 + your spellcasting ability modifier. Both damage rolls increase by 1d10 at 11th level and 17th level.

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

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 mark the

creature until the end of your next turn, bellowing a magical challenge it cannot ignore. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

The next time a creature marked by you with this spell makes an attack roll that doesn't target you while it is within 5 feet of you, it has disadvantage on the attack.

If a creature marked by you with this spell willingly moves more than 30 feet away from you, or if makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and you add an additional 1d8 to the damage a creature you marked with this spell suffers for moving more than 30 feet away from you or attacking you with the disadvantage imposed by this spell. Both damage rolls increase by 1d8 at 11th level and 17th level.

DRAMATIC ENTRANCE

2nd-level enchantment

Casting Time: 1 reaction, which you take when you would make a Dexterity check for initiative

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You make your Dexterity check for initiative at advantage, and gain a +2 bonus to Armor Class until the spell ends. In addition, until the end of your first turn in the combat, your speed increases by 10 feet and you gain a +2 bonus to attack rolls. This spell ends early if you fail a saving throw or an enemy hits you with an attack.

DREAD REVELATION

1st-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, images of you and your companions as daunting figures discourage your foe from confronting you. The attack deals an extra 1d8 psychic damage to the target, and you can push the target up to 5 feet away from you. In addition, the next time the target makes an attack roll against you or a creature friendly to you before the end of its next turn, it takes psychic damage equal to your spellcasting ability modifier.

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



ECHOING BLOW

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

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 range. 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 extra thunder damage equal to your spellcasting ability modifier, which creates a loud noise that can be heard up to 100 feet away. In addition, if this attack causes the target to make a Constitution saving throw to maintain concentration on a spell, that saving throw is made with disadvantage.

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 (whether or not it is concentrating on a spell). This extra damage increases to 2d6 at 11th level and 3d6 at 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.

ELONIA'S GLAMOUR

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of ruby dust)

Duration: Concentration, up to 1 hour

The target of this spell becomes very physically beautiful, with a subtle glow surrounding it in shadows, and tiny motes of light clinging to it in sunlight. The target gains advantage on all Charisma checks until the spell ends.

FELL STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and the towering fury you display commands your foe to kneel. You can use your bonus action this turn to force the target you hit to roll a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, and if it is Large or smaller, it falls prone. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes on a failed save increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

FEYWILD GUARDIAN

Conjuration cantrip

Casting Time: 1 reaction, which you take when a hostile creature you can see within 10 feet of you takes the Disengage action or makes an attack that does not target you

Range: 10 feet

Components: V, M (a melee weapon)

Duration:

Instantaneous

You draw on magic of the Feywild to quickly teleport in order to punish an enemy who ignores you. When you use your reaction to cast this spell, you can teleport up to 10 feet to any unoccupied space where the triggering creature would be within the reach of your melee weapon. As part of the same reaction, you can immediately make one melee weapon attack against the triggering creature. The amount of damage inflicted by this attack cannot be higher than your spellcasting ability modifier.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d4 radiant damage to the target. This extra radiant damage increases to 2d4 at 11th level and 3d4 at 17th level. Whenever you add this radiant damage to the damage of your weapon attack, the maximum amount of damage the attack can inflict is equal to your spellcasting ability modifier + the amount of additional radiant damage granted by this spell.

FROSTWIND BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

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 your weapon's blow inflicts winter's wrath, leaving a frosty trail as it cuts through the air. The next time the target you hit



makes an attack before the end of your next turn, it must choose either to make the attack with disadvantage or to take 1d6 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold

damage from this spell reduces its 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 1d6 cold damage to the target, and the damage the target suffers for not taking disadvantage on its next attack increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

GLIMMERING BLADE

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon 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 can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of your next turn.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target. This extra radiant damage increases to 2d6 at 11th level and 3d6 at 17th level.

ICON OF FEAR

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and your weapon takes on an aspect of iconic fear, striking dread into your foe while emboldening a close ally. You can immediately push the target up to 5 feet away from you.

When you push a creature with this spell, one ally of your choice within 5 feet of you can immediately use its reaction to move up to 10 feet. If the target starts its next turn within 5 feet of that ally, the target takes additional psychic damage equal to your spellcasting ability modifier.

Creatures that are immune to the frightened condition take no psychic damage from this spell.

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 psychic damage increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

INTENT LAID BARE

Divination cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. You can use your spellcasting

ability instead of Strength for the attack roll and damage roll of this attack.

On a hit, the target suffers the attack's normal effects, and its moment of pain gives you an opening to search your target's mind, sensing its intentions until the start of your next turn. Until then, the target cannot benefit from the disengage action, and it cannot benefit from advantage on melee attack rolls against you. In addition, for the duration, if you and the target share a language, you can communicate telepathically with it as long as it is within 30 feet.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 psychic damage to the target. This extra damage increases to 2d6 at 11th level and 3d6 at 17th level.

JINX SHOT

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

LAVA ERUPTION

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bottle carved of obsidian)

Duration: Concentration, 1 minute

Choose a point you can see on the ground within range. A fountain of liquid hot magma erupts in a 20-foot sphere centered on that point. For the duration, the area of the spell (including all portions of that area, above the ground or beneath it) becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried.

A creature takes 3d6 bludgeoning damage and 3d6 fire damage when it enters the spell's area for the first time on a turn or starts its turn there.

After the spell ends, the area of the spell remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell

using a spell slot of 5th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each level above 4th.

LAVA SPLASH

3rd-level conjuration

Casting Time: 1 action

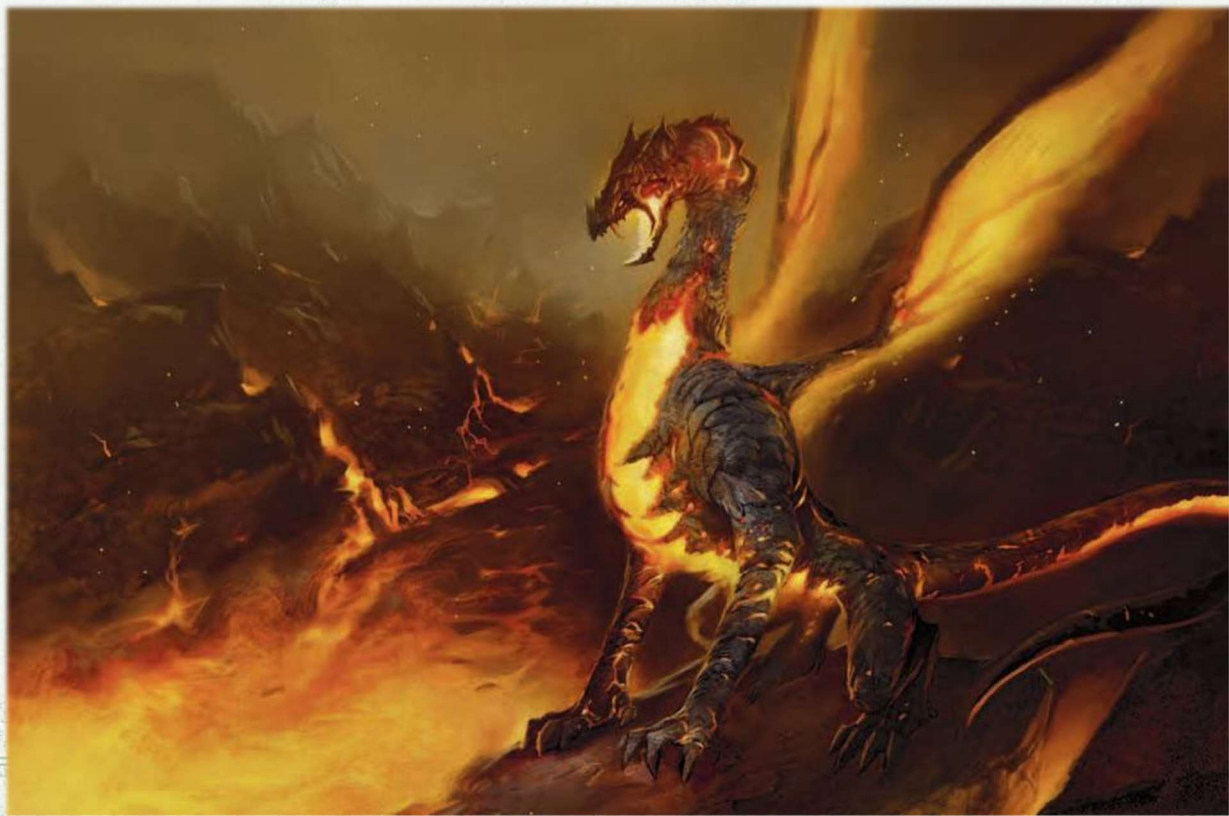
Range: 90 feet

Components: V, S, M (a fist-sized lump of volcanic rock.)

Duration: Instantaneous

You conjure a wave of burning lava that rises up and showers an area within range. The affected area is a 30-foot cone originating from a point you choose within range. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and 3d6 fire damage, and its speed is reduced by half until the end of its next turn.

The area of the spell becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried. The difficult terrain cannot be cleared for 1 minute, after which the lava cools. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.



Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each slot level above 3rd.

LEADING STRIKE

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted strike shows an ally of your choice within 5 feet of either you or the target how to hit your foe where it hurts. That ally has advantage on the next attack roll it makes against the target before the start of your next turn. If that attack hits, it inflicts an extra 1d6 radiant damage and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, your melee attack deals an extra 1d6 radiant damage to the target, and the extra radiant damage from an ally's strike increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

LURING STRIKE

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon 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 instantly teleport 5 feet to an unoccupied space you can see that is farther away from the target than you are now. The spell ends if no unoccupied space within 5 feet fulfills all these requirements.

If you teleport successfully, you magically compel the target to move closer to you, pulling it up to 5 feet in a straight line toward you. It takes 1d6 psychic damage if it ends this movement within 5 feet of you.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes for moving increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

MAGECRAFT FOCUS

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V S

Duration: 1 day

Choose one type of tool with which you are proficient. Until the spell ends or the next time you finish a short or long rest (whichever comes first), whenever you make an ability check with the chosen type of tool to craft or repair an item, you have advantage on the roll. This spell ends early if you roll initiative. Once you cast this spell, you gain no benefit from subsequent castings until after the next time you finish a long rest.

MARK OF THE VIGILANTE

1st-level enchantment (ritual)

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon)

Duration: Concentration, up to 1 hour

You adopt the persona of a vengeful agent of justice, taking on a distinctive fighting style that promises punishment to those who seek to harm your allies. For the duration, when you hit a creature with a weapon attack, you can mark the creature until the end of your next turn. This effect ends early if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you and cannot make opportunity attacks against you.

In addition, until the spell ends, you can use a bonus action on each of your turns to force one

creature within 10 feet of you to roll a Wisdom saving throw. It has advantage on the saving throw if you do not currently have a creature marked, and it automatically succeeds if it is a construct or undead. On a failure, a creature takes 1d6 psychic damage and becomes frightened of you until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate on the spell for up to 8 hours. With a slot that's 5th level or higher, you can concentrate for up to 24 hours.

MISDIRECTED MARK

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

You conceal your arcane attack, manipulating your foe into believing the attack came from your ally and focusing on them obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one willing ally within 30 feet of both you and the target. That ally marks the target until the end of your next turn. While a target marked with this spell is within 5 feet of the ally that marked it, it has disadvantage on any attack roll that doesn't target that ally. This spell ends early if the marking ally dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the ally you chose.

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

PUNISHING STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet



Components: V

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. In addition, 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.

PYROCLASTIC TIDE

3rd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, M (a melee weapon)

Duration: Instantaneous

You strike a blow fueled by the fury of the earth, channeling volcanic energy into the very ground beneath your feet.

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. If the attack hits, the target is knocked prone, and the ground within a 10-foot radius sphere centered on you becomes difficult terrain until it is cleared. All creatures besides you within the affected area must roll a Strength saving throw. A creature takes 2d6 bludgeoning damage and 2d6 fire damage and is knocked prone on a failed save. If the saving throw is successful, the creature takes half the damage, and isn't knocked prone. Molten lava ignites flammable objects in the area that aren't worn or carried.

The spell's area remains difficult terrain until

it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts and earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage both increase by 1d6 for each slot level above 3rd.

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 can move 5 feet as part of the action of casting this spell.

SPIDERSILK SLASH

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies. Choose up to five creatures you can see within range. Make a melee spell attack against every creature within 5 feet of you. On a hit, a target takes 5d8 force damage and until the start of your next turn, its speed is reduced to zero and it cannot benefit from any bonus to its speed.

SPITEFUL GLAMOUR

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

For a moment, you cause the mere sight of you to be painful to an enemy. Choose one creature you can see within range that can also see you. The target must succeed on a Charisma saving throw or take 1d8 psychic damage. If the target is not missing any of its hit points, it instead takes 1d12 psychic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

STAGGERING NOTE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a musical instrument)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a Charisma (Performance) check, otherwise the spell fails. Choose one Large or smaller creature within the spell's range when you make this Charisma check. If the result of your check equals or exceeds the target's Armor Class, you can push it up to 10 feet away from you. This forced movement does not provoke opportunity attacks.

If your check exceeded the target's Armor Class by 5 or more, the target takes thunder damage equal to your spellcasting ability modifier, and after you push the target, you can use a bonus action to choose one ally within 5 feet of it. That ally can use its reaction to make one melee attack against the target.

This spell's damage increases when you reach higher levels. At 5th level, the thunder damage increases to 1d4 + your spellcasting ability

modifier. This damage roll increases by an additional 1d4 at 11th level and again at 17th level.

VOICE OF BATTLE

Enchantment cantrip

Casting Time: 1 action

Range: 5 ft.

Components: V

Duration: Instantaneous

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that's adjacent to one of your allies. That target must make a Wisdom saving throw. On a failed save, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target. The sound of the battle cry for this spell can be heard up to 100 feet away.

This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

WARNING SHOUT

1st-level transmutation

Casting Time: 1 action

Range: Self (half a mile)

Components: V

Duration: Instantaneous

You can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound (a banshee's wail, for example). Although the words become incredibly loud, they do not damage nearby creatures.

WARP STONE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a chisel)

Duration: Instantaneous

You twist and warp stone. If this spell is cast on a stone door, or a door in a stone frame, the door opens and cannot be closed. If the target is a stone wall, the next attack to that section of the wall will deal double damage. If the target is a stone statue, the statue becomes a leering grotesque.

YOUR GLORIOUS SACRIFICE

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional poison damage equal to the necrotic damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage you inflict on

your target and your ally both increase by 1d4 for each slot level above 1st.

LEGAL NOTICE

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Jeremy Forbing. It is published under the Community Content Agreement for Dungeon Masters Guild.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Eberron, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

SPECIAL THANKS TO CELINE, ISAAC, AND OWEN, FOR THEIR PATIENCE; TO M.T. BLACK FOR INSPIRATION AND SUPPORT; AND TO ED GREENWOOD FOR THE REALMS.

