

PLAYER'S COMPANION



FULLER
17



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ON THE COVER

Patrick E. Pullen's cover shows a small but powerful group of adventurers emerging from a magic portal. Left to right they are Nadya Hundred Faced, a shadar-kai battlemind; Akara Deepmoor, a hengeyokai acrobat; and Braman Flamewind, a dhampir elemental. Weapons and magic are at the ready, so they are clearly expecting trouble!

Disclaimer: The designers will not be held liable for any injuries that may result from encounters with rampaging shadar-kai, ferocious hengeyokai, beguiling nixies, or relentless forgeborn.

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PREAMBLE

A quick glance at the table of contents will tell you what this book is all about: lots of fresh options for players of Dungeons & Dragons, including new races, archetypes, backgrounds, spells, and plenty more. Within these pages you'll find many useful things for your game, and I'm hopeful you'll find at least a few things that make you go "wow!"

You may be interested to learn how this book came about. Well, I happen to follow the DMs Guild pretty closely, and I take special note of what is charting strongly. I'd observed that player option books did well, but that they tended to focus on a single option type—mostly archetypes, races, or backgrounds. It seemed likely that a large book covering all of these option types, rather than just one, would be popular.

I knew it was beyond my capacity and ability to write such a book on my own, and so I decided to form a team. Two things then happened that confirmed this plan. Firstly, Chris Lindsay (the "architect" of the DMs Guild) said he was really looking to see more collaborative projects on the platform. This felt a bit like divine confirmation of my intentions! Secondly, and more practically, the DMs Guild was upgraded to allow for commission splitting, which meant collaboration was suddenly much easier to accomplish.

I am very active in the social media circles associated with the DMs Guild, which has allowed me to befriend many of the most popular creators. I reached out to some of the best writers I knew and asked if they'd like to be involved with this project; I feel very fortunate that everyone I approached said "yes"!

So much for the backstory—let's talk a little more about the book itself. In terms of structure, it deliberately mimics the Player's Handbook, and so we have included chapters on archetypes, races,

backgrounds, equipment, feats, and spells. The final two chapters don't have an obvious analog in the Player's Handbook, though. The chapter titled "Better Gaming" is something I always planned to include, and is intended to provide new players with the sort of information it usually takes years of gaming to acquire. The chapter of character names was a late inclusion, but one that I believe will be welcome.

Choosing which specific races, archetypes, and other options to include was challenging. We've tried to follow the "rule of cool" above all else. This means that some of the options are a little radical, and not everything might be to your taste. But I am confident that many things within these pages will be to your taste! With the archetypes, we generally tried to include a simple and a complex one for every class. Some players want more crunch, others want something that will hit the table fast. We hope we've catered to everyone.

I want to take this chance to thank all of my collaborators—I feel privileged to work with such talented creators, and I can only hope my own efforts met the high standards you have set. I must also thank our design consultants, and the small army of people who volunteered to help us with proofreading. I trust the project was fun for you, and I hope we can work together again soon.

Finally, I want to thank you, the buyer of this product. It has been a surprise and a delight over the last couple of years to discover that there is an audience for my work, and I am continually buoyed by the kind and encouraging feedback you give me. I am confident this product will live up to your expectations, and I look forward to meeting you again on the next one!

M. T. Black

CHAPTER 1: RACES

Adventurers in the world of Toril most frequently originate from the nine races described in the *Player's Handbook*. But these are by no means the only heroic peoples to be found. In Toril itself there are many dozens of intelligent races, and if one looks across the multiverse, this number rapidly grows into the hundreds.

The following pages describe eight more races from which you may choose. They represent enormous diversity in terms of appearance, heritage, disposition, abilities, and traits.

DHAMPIR

We thought she was trouble from day one. She only ate meat so rare it was practically raw, her skin was ice-cold to the touch, and she gave everyone the creeps. We were about to kick her out one night when some thugs came 'round looking for trouble. She made quick work of them, and when she said something about putting 'em on a spit, we weren't quite sure she was joking. I was happy to have her here that night—but even happier to see her leave the next morning.

—Heela, barkeep

Born of the union between living humanoid and vampire, dhampirs enter the world mortal, but tainted by undead influence. As a dhampir reaches pubescence, its aversion to sunlight and its unnatural talents betray its vampiric heritage. By the time they reach maturity, most dhampirs have decided to either openly embrace or completely reject their dark ancestry. Some dhampirs become vampire hunters, but just as many seek to become vampires themselves.

HALF-MORTAL HERITAGE

A dhampir's appearance depends largely upon its mortal heritage, and it can normally pass for a member of this race. When subjected to closer scrutiny, a dhampir's bloodless complexion, cold skin, and enlarged canine teeth all hint at its true nature.

Dhampirs must eat, breathe, and sleep as all flesh and blood creatures do. Though dhampirs are intrinsically enhanced by necromantic magic, they are still living beings. Most dhampirs are sterile and cannot sire or bear children of their own. Those rare dhampirs who can produce children do not pass down their vampiric legacy to the next generation.

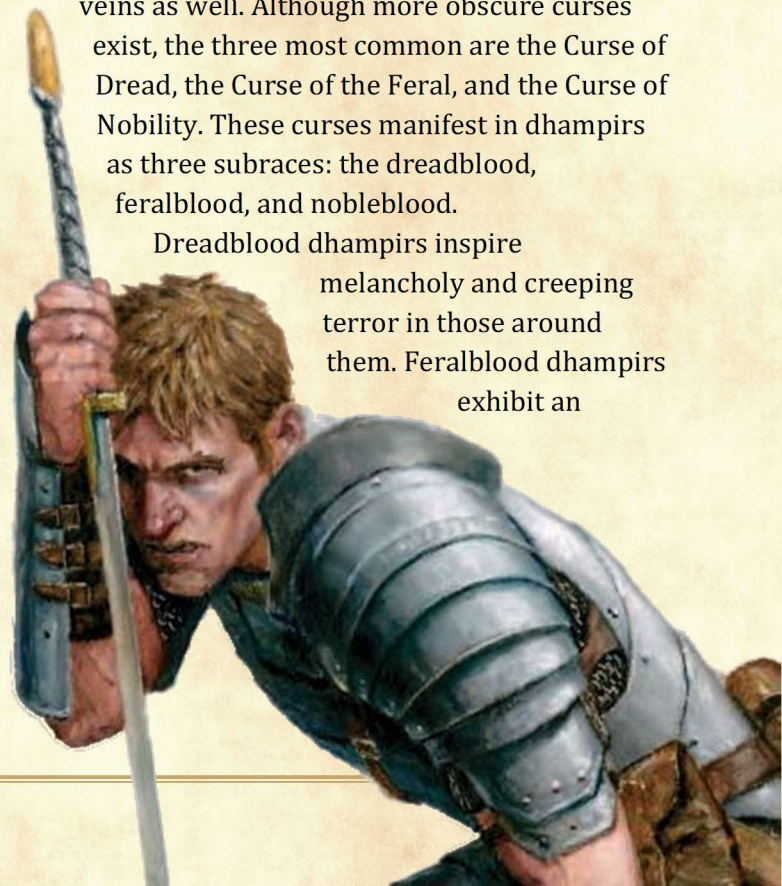
ONE FOOT IN THE GRAVE

Dhampirs are most often raised by their mortal parents. Awareness of their tainted heritage causes some dhampirs to seek out full vampiric conversion. Others reject their fate, sometimes turning to religion or spirituality to strive against their corrupt bloodline. Although they have no need to consume blood, dhampirs usually experience violent thoughts and dark appetites. Every dhampir chooses for itself whether to indulge in these impulses, or spend a lifetime exercising restraint and self-discipline.

ACCURSED BLOODLINES

When a vampire passes down its blood to a dhampir child, it passes along the curse that runs through its veins as well. Although more obscure curses exist, the three most common are the Curse of Dread, the Curse of the Feral, and the Curse of Nobility. These curses manifest in dhampirs as three subraces: the dreadblood, feralblood, and nobleblood.

Dreadblood dhampirs inspire melancholy and creeping terror in those around them. Feralblood dhampirs exhibit an



unnerving affinity for predatory beasts and a greater bloodlust than other dhampirs. Nobleblood dhampirs possess an unnatural charisma and hypnotic presence, which they sometimes employ to build small communities or cults.

AGAINST THE DARK

Many dhampirs take up adventuring for at least some portion of their lives. Dhampirs tend to see morality in stark black and white, and this thinking extends to their motivations for adventuring. Some dhampirs wish to fight against evil, or right the wrongs of their vampiric parent. Others wish to quickly amass a personal fortune, while still others collect mystical artifacts in pursuit of personal power and vampiric apotheosis.

DHAMPIR NAMES

Most dhampirs are named by their mortal parent in whatever tradition is common to that parent's culture. When a dhampir realizes their true nature, they sometimes abandon their birth name and choose a new name for themselves. A chosen name often reflects the dhampir's relationship to vampirism, to good or evil, or to life and death.

Chosen Names: Amaranth, Atone, Avarice, Beast, Crimson, Everyday, Evernight, Fear, Gore, Grave, King, Light, Lord, Misery, Penance, Red, Redemption, Scarlet, Voracity

DHAMPIR TRAITS

As a dhampir, you have inherited a common set of occult features from your vampiric ancestry.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dhampirs mature at the same rate as their mortal parent, but can live up to twice as long.

Alignment. Dhampirs are given to dark appetites by their nature, pushing many dhampirs towards evil or neutral alignments, while those who strongly oppose their heritage tend towards good. Dhampirs are as likely to be lawful as chaotic.

Size. A Dhampirs height and weight are determined by its mortal heritage. Your size is Medium.

Speed. Your base walking speed is 30.

Darkvision. Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Hard to Kill. You have advantage on death saving throws.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Daywalker. You can use a bonus action to ignore your Sunlight Sensitivity feature for 1 hour. You can use this feature again when you complete a long rest.

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

Subraces. Dhampirs are influenced by the specific nature of their vampiric parent's curse, manifesting in dhampirs as the subraces: dreadblood, feralblood, and nobleblood. Choose one of these subraces.

DREADBLOOD TRAITS

Dreadblood dhampirs inherit the ability to inspire terror and unnerve others by their mere presence. Due to the difficulty of establishing and maintaining relationships with others, many dreadblood dhampirs become secluded and withdrawn.

Ability Score Increase. Your Intelligence score increases by 1.

Creeping Terror. A sense of dread permeates the air around you. You can use this trait to give yourself advantage on a Charisma (Intimidation), Wisdom (Perception), or Dexterity (Stealth) check. You must then finish a short or long rest to use this trait again.

Dread Legacy. At 1st level, you can cast the *Tasha's hideous laughter* spell once with this trait and regain the ability to do so when you finish a long rest. When

you reach 3rd level, you can cast the *crown of madness* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

FERALBLOOD TRAITS

Feralblood dhampirs have a raging, bestial nature. They possess unnatural strength, and are prone to use it as the solution to every problem. Known primarily for their inhuman ferocity, feralblood dhampirs also have an easy rapport with wild beasts.

Ability Score Increase. Your Strength score increases by 1.

Bestial Claws. As an action, you can transform your hands into powerful claws for the next minute. Your unarmed strikes deal slashing damage equal to 1d6 + your Strength modifier, and you are proficient with your unarmed strikes.

Feral Legacy. At 1st level, you can cast the *speak with animals* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *beast sense* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

NOBLEBLOOD TRAITS

Nobleblood dhampirs inherit the ability to inspire obedience and adoration in those around them. Although they are very charming, they often see others as pawns in their elaborate games, rather than companions.

Ability Score Increase. Your Charisma score increases by 1.

Wicked Charm. You can use this trait to give yourself advantage on a Charisma (Deception), Charisma (Persuasion), or Wisdom (Insight) check. You must then finish a short or long rest to use this trait again.

Noble Legacy. At 1st level, you can cast the *charm person* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

FORGEBORN

A miracle of modern science—that's how I'd describe him. The craftsmanship was so fine there's no way he's anything other than Gnomish-made, I'd bet my life on it. But when I asked him about that he got extremely offended, left the same night. Haven't seen him since. Must be gnomish-made though.

—Gibbifbbijibbi, retired gnomish adventurer

Forgeborn are not born but built, piece by piece, with meticulous adherence to a blueprint no forgeborn has ever seen. When its assembly is complete, a forgeborn becomes more than just a construct, it becomes a living thing. As creatures straddling the border between living being and technological marvel, forgeborn inspire curiosity, fear, and wonder in other races. As intellectually inquisitive people in their own right,



forgeborn dedicate their lives to observing the myriad vistas of the material plane and understanding its peoples.

IRON CONSTITUTION

Every forgeborn is a wonder of intricate interlocking components encased in an alchemically treated metal chassis. Although built from a modular design, forgeborn share certain common physical characteristics. All forgeborn stand between 5 and 6 feet tall, with broad torsos and long limbs. Magic inherent to their animation lightens the weight of their component materials such that every forgeborn weighs around 300 pounds. Forgeborn's metallic skin tones range from matte shades of gray to silver to brass and copper. Older forgeborn may exhibit signs of wear with rust or green patina.

Forgeborn also have a variety of physical features dependent on the modules they are constructed with. Modules that modify a forgeborn's physical capabilities appear as thick metal cords woven into the chassis, greater articulation in the limbs and digits, or a chassis reinforced with additional panels. Modules that modify a forgeborn's mental capabilities appear as crystal nodes implanted in the temples of the head, an alchemical veneer over the eyes, or silvered mesh membranes over their audio sensors.

ENIGMATIC SCHEMATICS

No written record of the process by which forgeborn are built and animated exists. The forgeborn themselves cannot explain the process. Instead, during the course of their lifetime, some forgeborn experience the desire to reproduce, and the procedure comes to them by inspiration, piece by piece. As a forgeborn completes one step of the process it forgets what it's learned and discovers the next step. Members of other races have tried to document and replicate the creation process, although forgeborn believe it is sacrilegious to do so. All such attempts have failed, sometimes with disastrous results for the would-be creator.

EYES OF PRIMUS

Long ago the forgeborn migrated from the Clockwork Nirvana of Mechanus on a mission from their god, Primus, to explore and observe the confounding and often hostile worlds of the natural world. For this reason, forgeborn live in communities of nomadic tribes rather than creating sedentary settlements. Unlike many other nomadic people, forgeborn do not follow a regular pattern in their travels, but always seek out new regions of the world.

Forgeborn consider modrons distant relations and see the great modron march, an event where servants of modron are sent to the other outer planes, as proof of Primus's ongoing desire to see and know the multiverse through his servants. The fact that forgeborn can only live to be exactly 289 years of age, a number of special relevance to Primus, is further evidence of their kinship with the modrons.

Rogue Modrons

Every so often a modron displays the unintended defect of independent thought. When this happens, the modron is no longer beholden to its role in the hierarchy of Primus and can act of its own accord. Although forgeborn and modrons are different creatures, the forgeborn race can be used as a template by players who wish to play a rogue modron.

OBSERVE & UNDERSTAND

Forgeborn turn to adventuring for the simple reason that seeing all of the world means going to even its most dangerous areas. While forgeborn often travel in small communities, they have nothing against other races, and are more than happy to join an adventuring party if doing so will allow them to explore exotic and far-flung locales. Some forgeborn take their mission to explore more figuratively, and suggest that Primus sent them to the material plane to live among and understand the peoples there.

These forgeborn are likely to stick with an adventuring group even if it doesn't involve extensive travel, in order to observe how other peoples adapt to and overcome challenges.

FORGEBORN NAMES

Forgeborn believe that, when they are creating another of their own kind, they are in intermittent contact with the mind of Primus. In addition to the schematics, forgeborn believe they are also given a divinely appointed name for the new being. Because of this belief, forgeborn rarely take or use nicknames, believing their given name to be a sacred gift.

Forgeborn Names: Alpha, Babbage, Deckard, Lore, Mason, Mayweather, Omega, Omnik, Osira, Talos, Tima, Yenzatta

FORGEBORN TRAITS

Your forgeborn character was built from the same blueprint as every other forgeborn. You share the following traits with other forgeborn.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Forgeborn are fully mature from the moment they are created. Contrary to common speculation of other races, forgeborn do inevitably die of old age. Any forgeborn that survives to its 289th birthday will die the same day.

Alignment. Forgeborn are precise, methodical, and rule abiding creatures, so are often lawful. They exhibit neither the heights of altruism nor the depths of greed that other races sometimes display and are often neutral.

Size. You are between 5 and 6 feet tall, and weigh around 300 pounds on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state

for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Modular Design. Each forgeborn is a whole made of many parts, called modules. You gain two modules of your choice. Your module options are detailed at the end of the race description.

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

MODULES

Every forgeborn is a unique combination of two of the following modules.

Augmented Musculature. Your Strength ability score increases by 1. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Heightened Reflexes. Your Dexterity ability score increases by 1. Additionally, your base walking speed increases to 35 feet.

Reinforced Chassis. Your Constitution ability score increases by 1. Additionally, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Cognitive Amplification. Your Intelligence ability score increases by an additional 1. Additionally, you gain proficiency in a skill or toolkit of your choice.

Enhanced Sensors. Your Wisdom ability score increases by 1. Additionally, your eyes have been alchemically treated to see in poor lighting conditions, giving you 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.

Translation Protocols. Your Charisma ability score increases by 1. Additionally, you can cast the *comprehend languages* spell with this trait and regain the ability to do so when you finish a long rest.

HALF-DWARF

We spent all day and all night trying to dig those villagers out of the collapsed mine. When the rest of us passed out from exhaustion she just kept at it. By the time I woke up, they were all free and she hadn't broken a sweat.

—Chando, retired half-orc adventurer

Half-dwarves, known as muls on some worlds, are the rare offspring of human and dwarven parents. Dwarven culture is conservative and implicitly forbids relationships between dwarves and other races, so most half-dwarves are born in times of social upheaval or as the result of a forbidden romance. Half-dwarves raised among dwarves are social pariahs, seen by their community as a living embodiment of the consequences of breaking with tradition. Raised among humans, half-dwarves experience prejudice and stereotypes related to their dwarven heritage and their inherent strengths.

Muls?

On some worlds half-dwarves are more commonly known as muls, an epithet which is believed to have been derived from the dwarven word for “strength”, mul-zhennedar. The word mul can be pronounced MULL or MOOL but is sometimes pronounced in an intentionally inflammatory fashion as MULE. On one desert world, where half-dwarves are an enslaved race, the name mul, with the MULE pronunciation, is the common way to refer to the race.

BORN OUTSIDERS

To humans, half-dwarves look like dwarves. To dwarves, half-dwarves look like humans. Half-dwarves stand between 4 and a half to 5 and a half feet tall and weigh close to 200 pounds. They aren't as stocky as dwarves but have a broader stature and more muscular physique than humans. Half-dwarves exhibit a range of skin tones and hair colors similar to humans, but have notably thicker and fuller hair.

Half-dwarves tend to have an experimental sense

of fashion, blending dwarven and human styles together. They create their own identity by wearing novel hairstyles, styling their facial hair in unorthodox ways, and selecting unusual jewelry. These styles are rarely subdued and cause half-dwarves to stand out in a crowd.

EVERYTHING IN MODERATION

In all respects, half-dwarves are defined by their position between two peoples. In dwarven communities, half-dwarves are seen as avant-garde revolutionaries, while human communities see half-dwarves as unadaptable defenders of tradition. While this moderate stance sometimes puts them at odds with the two races most likely to associate with half-dwarves, other races find them to be sensibly deliberate and progressive. In this respect, half-dwarves are similar to their half-elf cousins in their ability to easily make friends and allies in diverse or cosmopolitan societies.



HALF-DWARF NAMES

Half-dwarves tend to use either human or dwarven names, with half-dwarves raised in human communities usually having dwarven names and those raised in dwarven communities usually having human names.

HALF-DWARF TRAITS

Your half-dwarf has some of the natural fortitude and traits dwarves possess, but also shares qualities with other half-humans that set them apart from their stockier kin.

Ability Score Increase. Your Constitution score increases by 2, and one ability score of your choice increases by 1.

Age. Half-dwarves mature at the same rate as humans, reaching adulthood around their second decade of life. They tend to live to around 200 years old.

Alignment. Half-dwarves can be of any alignment. Ironically, half-dwarves raised in dwarven communities tend to be chaotic. Perceived as outsiders, these half-dwarves naturally tend to defy social customs and expectations.

Size. Half-dwarves are slightly smaller than humans, ranging from four and a half to five and a half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarven heritage, you have superior vision in dark and dim conditions. 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.

Tireless. When you finish a short rest you may remove a level of exhaustion and regain half your maximum hit points. You can't use this feature again until you finish a long rest.

Tool Proficiency. You gain proficiency with a toolkit of your choice. Half-dwarves have all the raw talent

of their dwarven kin without being bound by tradition to apply it to only a handful of endeavors.

Languages. You can speak, read, and write Common and Dwarvish. Half-dwarves speak common and other languages without the harsh accent of the dwarves.

HENGEYOKAI

My lord, I have the honor to inform you that one of the foxes under your jurisdiction has bewitched one of my servants, causing her and others a great deal of trouble. I have to request that you make minute inquiries into the matter, and endeavor to find out the reason of your subject misbehaving in this way, and let me know the result.

If it turns out that the fox has no adequate reason to give for his behavior, you are to arrest and punish him at once. If you hesitate to take action in this matter I shall issue orders for the destruction of every fox in the land.

—Toyotomi Hideyoshi

Every so often, a child with a particularly mischievous bent is born to a human family. While some children are just ill-mannered and grow out of it as they reach maturity, in others, this can be the first sign that the child may in fact be hengeyokai, a shapeshifting trickster race.

TWO SKINS

Hengeyokai have the physical characteristics of their human ancestry and, for the most part, appear to be human. At some point in their adolescence every hengeyokai develops a tell, a feature that betrays their shapechanging heritage. Each hengeyokai's tell is different and hints at the animal form they can take. A hengeyokai able to turn into a bat might have elongated teeth or pointed ears, while a hengeyokai able to turn into a crab might have solid black eyes or a red complexion.

A hengeyokai's animal form is always some variant of an animal native to the region they were born in. In their animal form, hengeyokai are indistinguishable from their mundane counterparts in terms of appearance. Keen hunters who observe a

hengeyokai in its animal form for an extended period of time might glean from the creature's heightened intelligence and relative moxie that it is not what it appears to be.

Hengeyokai have a third form they can assume, which is a hybrid of these "two skins". In this hybrid form, they have the same general shape and abilities as their humanoid form, however their head is that of the animal form, as is their body covering (fur, feathers, and so on).

TRICKY TROUBLEMAKERS

Even though hengeyokai rarely form communities of their own, certain personality traits are common among all of them. Hengeyokai tend to be clever, socially adept, and fond of tricks and jokes.

Hengeyokai born to two human parents tend to spend their youth in trouble with their parents, or possibly even the law, as they constantly push the boundary of acceptable behavior. Hengeyokai born to a hengeyokai parent are more likely to have their innate impulse for trickery directed towards less self-destructive outlets.

While their love of tricks and jokes may earn them a reputation as being mean-spirited, hengeyokai are often quite sensitive and good natured. Most hengeyokai play practical jokes on others to amuse themselves, or to teach others not to be cruel or malicious—according to the hengeyokai's own judgment anyway.

ORIGINS UNKNOWN

As a people, the hengeyokai have many myths about their origins. Some hengeyokai believe they are the descendants of trickster spirits who courted mortals, while others believe that they are related to animals who spent an extended period of time lost in the Feywild. Although few hengeyokai have complete confidence in any specific origin myth, the rumors of otherworldly ancestry inspire a degree of pride in most hengeyokai.

Adding to the confusion of their origin, hengeyokai cannot reproduce with one another. Hengeyokai children are always the

result of a hengeyokai and human parent or two human parents that have some hengeyokai ancestry between them. Children born to a hengeyokai and human parent have an approximately one in four chance of being hengeyokai themselves.

TOO CLEVER BY HALF

Many hengeyokai take up a life of adventuring to fulfill their curiosity and wanderlust. They adventure to see the world and test their cleverness against its many dangers. Though a hengeyokai's traveling companions may sometimes tire of its irreverent attitude, they are thankful when the hengeyokai applies its sly deceptions against their enemies.

Other hengeyokai start a life of adventuring because they made such a nuisance of themselves that they are no longer welcome in their community. These hengeyokai are more solemn than others of their kind, having run up against the limits of others' patience. While as cunning as ever, these hengeyokai have learned that not everyone appreciates their particular sense of humor.



HENGEYOKAI NAMES

Hengeyokai use the naming conventions of the human cultures they are born into.

HENGEYOKAI TRAITS

Your hengeyokai character has certain traits in common with others of its kind.

Ability Score Increase. Your Charisma score increases by 2, and your choice of Strength or Dexterity increases by 1.

Age. Hengeyokai mature slightly slower than humans, reaching full maturity in their late twenties, and live to slightly more than 200 years.

Alignment. Hengeyokai are free spirited and chafe against tradition, rules, and law. As such, they are most often chaotic. While evil hengeyokai exist, most hengeyokai tend to be good or neutral.

Size. Hengeyokai in their humanoid form are the same height and weight as the humans they appear to be. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Second Skin. Choose one animal: badger, bat, cat, crab, dog (as mastiff in the *Monster Manual*), fox (as jackal in the *Monster Manual*), hare (as weasel in the *Monster Manual*), monkey (as baboon in the *Monster Manual*), octopus, owl, raccoon dog (as weasel in the *Monster Manual*), rat, or spider. As an action, you can turn into that creature as if you had cast the *polymorph* spell on yourself, except that you do not have to maintain concentration and the duration is indefinite. You can use an action at any time to return to your humanoid form. You may also turn into a hybrid form, as described above. In your hybrid form, you have identical statistics to your human form.

Trickster's Talent. You gain proficiency with one of the following skills of your choice: Deception, Sleight of Hand, or Stealth.

Yokai Legacy. At 1st level, you can cast the *disguise self* spell once with this trait and regain the ability to

do so when you finish a long rest. When you reach 3rd level, you can cast the *invisibility* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *major image* spell as a 3rd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common. Additionally, you can speak with animals of the type you chose for your second skin feature as if permanently under the effect of the *speak with animals* spell.

MYCONID

Folks used to come from across the land for my mushroom stew. "Best thing I've ever tasted!" they'd say. Then a few years back we started having trouble with orcs, and business got bad. Doesn't matter how good the stew is if ya' get ya' throat cut on the way home! Well, after a time a quiet fella passed through—he looked like nothing more than a four-foot morel. He stayed for a few days, and when he left the orcs were gone! Everyone knows he sorted 'em somehow, but he didn't stick around for the accolades. Anyway, it didn't seem quite right to serve mushroom stew after that. We do a great broiled minotaur and hearty vegetable though!

—Charrilydodge, tavernkeeper

Myconids are sentient, ambulatory fungi, most commonly found in the Underdark. As a people, myconids abhor violence and seek enlightenment via communal hallucinogenic experiences they call melds. Myconids believe that other races and foreign lands are spiritually polluting, and so they rarely strike out as adventurers. When a myconid does leave its home to adventure, custom dictates that it never be allowed to return.

FUNGAL FEATURES

Myconids can be difficult to distinguish from one another as entire communities are often all descendants of one or two myconid ancestors, giving them similar physical features. A myconid's complexion depends partly on its age, with younger

myconids exhibiting shades of lavender, blue, or beige and growing increasingly grey as they reach the end of their lives. All myconids have broad caps at the top of their bodies. These caps are usually three to four feet in diameter.

Certain myconids, known as sovereigns, hold a prestigious place in their society. Sovereigns are at least twice as large as other myconids, and never abandon their community in search of adventure.

MEDITATIVE MUSHROOMS

Myconids are peaceful and introspective. They tend to be thoughtful and slow to act, considering every problem or situation from multiple perspectives before choosing a path forward. When decisive action is called for, a myconid will try to avoid violence if possible, resorting to physical conflict only when its life or the life of another is in danger. These qualities may be seen as signs of weakness by other races, but myconids see them as by-products of their enlightenment.

Myconids are deeply spiritual people who crave connection with one another. In myconid communities, called *circles*, myconids use their

empathic spores to share their meditative experiences as they occur in a communal rite they call a *meld*. When traveling with other races, a myconid is likely to be intensely curious about the dreams of its companions, and eager to interpret their meaning.

EMPATHIC PACIFISTS

Owing perhaps to their telepathic abilities, myconid culture is collectivist in nature. Myconids think first of the wellbeing of their communities, and would never knowingly put it in danger. When a myconid has companions amongst other races, it is likely to defer to their wishes except when they take actions the myconid sees as needlessly violent or spiritually harmful.

Myconids reproduce asexually, and only when it is necessary to maintain the circle, which usually consists of around



two dozen myconids at any given time. Those few myconids who have abandoned their own kind to travel the world almost never reproduce, believing that their time among foreign people in foreign lands has spiritually polluted them, and any offspring they create would inherit that pollution.

BREAKING THE CIRCLE

Myconids are among the least likely of peoples to take up a life of adventure. Their focus on enlightenment and group harmony means most myconids would never consider leaving their circle. The most frequent reason for a myconid adventuring is because they were exposed to other peoples or lands. When this happens, the circle will banish the myconid to prevent it from exposing the wider community to spiritual pollution.

Very rarely, a myconid might be moved to adventure to protect its circle from a great danger. In these instances, the myconid understands that by leaving its home to protect the circle, it will also be exiled for life. Even after the myconid accomplishes whatever it left the circle to do, it may continue adventuring as it no longer has a home to return to.

MYCONID NAMES

As asexual beings who communicate exclusively by telepathy, myconids do not usually have individual names. Myconids who make friends with, or travel amongst, other races may have a nickname given to them by their companions. The nature of a myconid's nickname varies, based on the creativity of its companions.

Nicknames: Bello, Chanterelle, Enoki, Funguy, Hypnos, Mercy, Morpheus, Patience, Porta, Serenity, Shroomer, Silence, Somnus, Wisdom

MYCONID TRAITS

All myconid share the following characteristics with one another.

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

Age. Myconids reach maturity at the age of 4. Myconids do not often live long beyond 24 years of age. When a myconid dies (whatever the cause) it releases spores, creating a new myconid if the environment is right.

Alignment. Myconids form a collectivist society and most often are lawful neutral. While there are myconids of all alignments, it is unheard of to find a myconid who places their own needs above the needs of the societal group they align themselves with.

Size. Myconids stand between four and five feet tall, and weigh between 80 to 120 pounds. Your size is medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Due to a lifetime spent under the surface of the earth, you have superior vision in dark and dim conditions. 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 grey.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Empathic Spores. Over the course of one minute, you can release empathic spores that take root in all creatures you choose with Intelligence 3 or higher, other than undead and constructs, within 30 feet. For the next 24 hours, you and each affected creature can communicate telepathically with one another while you are within 30 feet of one another.

Myconid Meditation. Myconids don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion: such dreams are the result of hallucinogenic spores released as you meditate. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. Additionally, magic can't put you to sleep.

Poison Resistance. You have advantage on saving throws against poison, and you have resistance against poison damage.

Soporific Spores. You can cast the *sleep* spell, on creatures within 20 feet of you, as a 1st-level spell. When you reach 3rd level, you cast it as a 2nd-level spell, and when you reach 5th level, you cast it as a 3rd-level spell. You can use this feature again after you finish a long rest.

Languages. You can understand, read, and write Common and Undercommon. Myconids can cast spells using verbal components, but are not capable of speaking any language.

NIXIE

Old Carl says he saw a little green woman pop out of the water once and ask for his help rebuilding her underwater home. Says he stayed at the bottom of the lake with her for three days and she gave him a beautiful song and a kiss as thanks. His wife says he shoulda' stayed there. The rest of us say he oughta' to lay off the drink.

—Meekis, tiefling entertainer

Originally from the Feywild, nixies are a freshwater dwelling folk that have made their way to the natural world.

Most nixie communities form on the floor of large lakes but they also live in rivers, ponds, and



swamps. As a peaceful people who are small in stature, nixies prefer to settle close to other humanoid communities, relying on those races to drive off any threats in the region. Nixies use their natural charm to build friendships with other races to accomplish tasks they couldn't on their own.

SMALL SIRENS

Nixies naturally blend into their watery surroundings, with pale green skin and dark green hair that resembles seaweed. They are a small people, typically standing no more than 4 feet tall. When dry, which most nixies find uncomfortable or anxiety provoking, they weigh around 40 pounds. Nixies have large and expressive eyes, and this tends to remind other humanoid races of young children.

Nixies are raised to sing when they learn, work, and play. They have a song for every occasion and eagerly learn the songs of other races. Bards sometimes trade or render service to nixies in exchange for lessons in singing or the opportunity to learn a rare song. Nixies enjoy singing for others, but choose which song they sing carefully, believing that certain songs of particularly sentimental value should only be sung to close friends or family.

GOOD NEIGHBORS

Nixies count dryads and pixies as their closest kin among other races native to the Feywild. While nixies share dryads' concern for the natural world, nixies are more like pixies in their love of peace and exhibit the same friendly demeanor. In the natural world, nixies prefer to settle in bodies of freshwater close to friendly humanoid settlements. Nixies do this primarily for the protection these settlements afford them, but also because nixies are a curious people who enjoy striking up trade and friendships with outsiders.

When a nixie settlement falls on challenging times and finds it doesn't have as many allies as it needs, nixies rely on their natural spellcasting talents to beguile other humanoids into helping them. Most nixies would never dream of using their enchanting magic to cause harm to others. When they need aid



beneath the surface of their watery homes, elder nixies bestow the ability to breathe underwater on their allies. Nixies believe asking others for help is an opportunity to improve relationships, and never shy away from petitioning for aid when they need it.

SMALL FISH, BIG POND

As a rule, nixies prefer the comfort and safety of home to the excitement of travel and adventure. Nixies most often take up the life of an adventurer because their home is being threatened by something other nearby races cannot overcome. While the ongoing peace of their home is usually the motivation to adventure, a nixie who has forged a strong friendship with a humanoid of another race might join that friend on their travels. With their reluctance to face unnecessary danger and their small stature, nixies almost never go off adventuring alone, preferring to work in groups with other humanoids.

NIXIE NAMES

Nixie are given a name by their parents at birth and use the name of the body of water they inhabit as a surname. When far from home, nixies will often insist that they are called by their full name or by their surname, out of a sentiment that where they're from is as or more important than who they are.

Nixie Male Names: Brag, Curret, Heer, Nicor, Nihhus, Nokk, Ponder, Rivler, Strem, Stromkarlen

Nixie Female Names: Elpie, Flosshilde, Fossegrim, Genny, Grindylow, Kelle, Powler, Rhine, Shellycoat, Wellgunde

NIXIE TRAITS

Your nixie character shares the following traits with all other nixies.

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

Age. Nixies are adults by the age of 10, and can live to be about 50 years old.

Alignment. Nixies believe in following their hearts as much as they do common sense and local customs, and so are as likely to be lawful as they are chaotic. They are very rarely evil, with most nixies being neutral and some being good.

Size. Nixies are between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet, and you have a swimming speed of 25 feet.

Amphibious. You can breathe air and water.

Darkvision. Accustomed to the darkness beneath the surface of your watery home, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Beguiling Tricks. You can cast the *charm person* or *disguise self* spell with this trait, using Charisma as your spellcasting ability. Once you cast either spell, you can't use this trait again until you finish a short or long rest.

Natural Performer. You have proficiency in the Performance skill.

River's Breath. At 5th level, you can cast the *water breathing* spell once with this trait and regain the ability to do so when you finish a short or long rest.

Languages. You can speak, read, and write Common and Sylvan.

SAURIAN

Did not learned men, too, hold, till within the last twenty-five years, that a flying dragon was an impossible monster? And do we not now know that there are hundreds of them found fossil up and down the world? People call them Pterodactyls: but that is only because they are ashamed to call them flying dragons, after denying so long that flying dragons could exist.

—Charles Kingsley, author

Like their behemoth kin, the saurians are relics of an ancient time and are unknown to nearly all inhabitants of the modern world. As a people,

saurians struggle to uphold time honored traditions while they maintain the ruins of their once great but decadent city states. Individually, each saurian must decide if they will remain in their ancestral home to strive against its long decline, or if they will leave in search of a new life.

KIN TO BEHEMOTHS

Saurians tower over other humanoid races. The size of the saurian race is proof, saurians say, of their mandate to rule over the younger races, and of their connection to the primordial origins of the world. When their footfalls shake the earth and echo off the hills, even the skeptical are inclined to give their point consideration.

Their appearance is further evidence of their ancient and titanic origins. All saurians resemble the behemoths commonly believed by scholars to have ruled the world in prehistoric times. Different saurian subraces resemble different species of behemoths, but all are covered with a scaled or feathered hide, possess large black eyes, and have a tail.

THE END OF AN ERA

Although the reign of the saurians was long, that time is now far in the distant past, and none but their own scholars recall its details with clarity. In the modern age, saurians remain in ancient gilded cities deep in the forgotten places of the world. Hidden away in these lands lost to time, saurians remain committed to the culture and traditions of their ancestors. Even as their numbers grow fewer with each passing decade, saurians still look to the past, rather than embracing the future.

In that bygone age the saurian people ruled sprawling empires from capitol cities littered with gold and precious gems.

Enlightened by the doctrine of their religious philosophy, they pioneered a great number of the mundane and mystical arts practiced today. At least, that's what the saurians claim. With their numbers shrinking since before recorded time, some saurians embrace a fatalistic stance, believing that their race was born dying.

BREAKING WITH TRADITION

Saurians are an isolationist and monocultural people, and have been so for the length of recorded history. When a saurian becomes an adventurer, they leave the highly structured society they come from and embrace a world of dizzying freedom. A saurian might take this dramatic leap because they reject the caste they've been born into, because they've committed a great crime, or because they're the lone survivor of a once great city-state. Whatever the reason, saurians typically know little of the customs of other peoples and often struggle to adopt new ways of thinking.

Saurians serve adventuring parties well as historians. Saurians are long-lived as individuals and, collectively, look to the past for answers to present challenges. A saurian might recall the details of how



a great force of evil was contained or defeated in the past, or remember the solution to an ancient riddle.

SAURIAN NAMES

Every saurian is given a personal name at birth. In adolescence, the saurian is taught the personal names of all of its ancestors, and these form the saurian's extended name. Saurians traditionally greet others by announcing their personal name and as much of their extended name as they are able to recite. Between saurians it is considered rude to list a longer extended name than one offered by an elder saurian, or by someone of a higher social status.

Ankylos Names: Bhatha, Bhima, Charma, Gada, Gadadhar, Khethah, Laguda, Sainya

Deinony Names: Babila, Javana, Pathika, Rajaduta, Rewa, Turanya, Vanik, Yathu

Plesios Names: Aayaata, Annapurna, Karshakka, Maalaakaara, Ogha, Puura, Riddhi, Samudra

Pteradas Names: Aakaash, Aksha, Daksha, Pataga, Silpa, Vihaga, Yantram, Yukti

Sarchos Names: Dawati, Hantaram, Makara, Nakra Raja, Peck, Tanupa, Udadhi, Urmi

Tricerias Names: Acharya, Agamyia, Aparavid, Chanaakya, Gyana, Itihaasa, Katha, Vidvat

Tyrannos Names: Abhiraj, Adhip, Bhayan, Mahesh, Mahiipat, Rajaan, Upadravin, Virochan

SAURIAN TRAITS

Your saurian shares an inheritance of traits and abilities with other saurians, passed down by your ancestors since time immemorial.

Ability Score Increase. Your Strength score increases by 1.

Age. Saurians mature slower than humans do, reaching maturity at the age of 100, and can live up to a thousand years.

Alignment. Saurians are creatures of habit and custom and are almost always lawful. Saurians have

an even temperament and a dislike for trouble, making them disinclined to be good or evil.

Size. Saurians are between 6 to 8 feet tall and weigh between 350 and 450 pounds. A saurian's size varies by subrace, with pteradas being the smallest and lightest, plesios being the tallest, and ankylos being the heaviest. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Intimidating Size. You have advantage on Charisma (Intimidation) checks against creatures your size or smaller.

Long Memory. You have proficiency in the History skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and Draconic. The saurian dialect of Draconic is obvious to other speakers of the language and unless you learn Draconic again from another source, your speech in Draconic will always be notable for its saurian idiosyncrasies.

Subrace. Saurian society is divided into castes primarily determined by a saurian's subrace. Ankylos are expected to become a member of the military or city guard. Deinony serve their people as ambassadors and traveling merchants. Plesios are depended on as the farmers and explorers of saurian society. Pteradas are known for their creativity and expertise as artisans. Sarchos are found almost exclusively in coastal cities and often make up whatever naval forces a saurian city-state has. Tricerias are encouraged to become scholars and bureaucrats. Tyrannos are the leaders of saurian society, as likely to be feared as they are admired.

ANKYLOS

By tradition, the ankylos are the military caste of saurian society. Ankylos are introduced to fighting while still young, as a competitive team sport for the entertainment of other saurians. Ankylos age into

roles in the city guard, the militia, or as bodyguards and warriors.

These combat roles well suit the ankylos, who are the heaviest among saurian kind and have adaptations that make them deadly combatants. Along their backs, the ankylos have a shell of close-fitting bone plates, while their tails end in a heavy club formed from a dense nodule of the same boney material.

Ability Score Increase. Your Constitution score increases by 1. Your Strength score increases by an additional 1.

Club Tail. You have a club tail which you can use to make unarmed strikes. Your unarmed attacks with your tail deal 1d6 + your Strength modifier bludgeoning damage.

Heavy. You have advantage on saving throws against being moved and knocked prone.

Natural Armor. You have a bone-plated back that you can use to intercept attacks when you have no better shield on hand. While you are not using a shield you gain a +1 to your AC.

Slow. Your base movement speed decreases to 25 feet.

DEINONY

With their preternatural speed and relatively smaller frame, the deinony serve saurian society as ambassadors, merchants, and rangers. In ancient eras the deinony would travel from one saurian city-state to another, delivering lists of demands, requests, or peace offerings. It has been centuries since two great saurian city-states have been close enough for such a relationship, so deinony today serve as the face of saurian society, meeting with the outside world in those few places where contact between saurians and other races is still maintained.

To the uneducated eye, a deinony looks like a particularly feral lizardfolk. To those who are familiar with both races, the deinonys' size, protruding nose, and the dagger-sized talons on their feet make the two impossible to confuse.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Clawed Toe. You have dagger-like claws at the end of your feet that you can use to make unarmed strikes. Your unarmed attacks with your toe claw deal 1d4 + your Strength modifier slashing damage.

Clever. You have a natural talent for providing openings and advantages for others. On your turn, you can use a bonus action to take the Help action. You can use this feature again after you complete a short or long rest.

Raptor Speed. Your reflexes and agility allow you to move with a sudden burst of speed. As a bonus action on your turn, you can take the Dash action. Once you use this feature, you can't use it again until after a turn in which you did not move at all.

PLESIOS

Plesios form the bulk of the agricultural caste of saurian society. Plesios are naturally gifted at tending the land and the sea, having been taught horticulture and herbalism at a young age. Many plesios become farmers, but a rare few serve their communities as druids or rangers instead.

Plesios are the tallest of the saurian, owing to their elongated necks. Plesios, on average, stand nearly 8 feet tall, with necks roughly 2 feet long. Despite



lacking gills, plesios are equally at home above and below water. To prevent dehydration, their skin produces a protective sheen when they remain out of water for extended periods of time.

Ability Score Increase. Your Wisdom score increases by 1. Your Strength score increases by an additional 1.

Darkvision. Accustomed to darkened waters, you have superior vision in dark and dim conditions. 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.

Aquatic. You have a swimming speed equivalent to your base walking speed and you can breathe air and water.

Catch of the Day. When you are near a body of water you can spend 10 minutes catching fish. You catch enough fish for 10 portions, each of which functions identically to the berries created by the goodberry spell. You can use this feature again after you complete a long rest.

PTERADAS

In saurian society, pteradas make up the artisan caste. In a culture that changes as slowly as saurian society does, pteradas are given a limited freedom to innovate and experiment with new forms of art and thinking. In practical roles, pteradas become artists, craftsmen, philosophers, and inventors.

Physically the pteradas are the smallest and lightest of all saurians. Their relatively spry stature allows them to use their wings, a membrane between the bottom of their palms and the top of their hips, to fly. They have very long beaks.

Ability Score Increase. Your Dexterity score increases by 2.

Flight. You have a flying speed of 30 feet. You cannot fly using this feature when you are carrying more than half of your encumbrance rating. While flying in this way you cannot make attack rolls, cast spells, or

maintain concentration on spells you have previously cast.

Tool Proficiency. Choose and gain proficiency with any one toolkit.

SARCHOS

Sarchos occupy a precarious position in saurian society. It's an accepted fact that sarchos were one of the youngest of the saurian races, and their unique gifts leave them ill-suited for landlocked settlements. While historically the sarchos have made up the bulk of saurian city-state's navies, today few such city-states exist and those that do are hard pressed to muster up enough officers to call it a navy. As a result, sarchos are largely forgotten by other saurians, or sometimes even viewed as suspicious outsiders. In rare saurian city-states that have long and proud naval traditions, the sarchos are still accepted as members of traditional society and often take roles that put and keep them at sea.

Sarchos have a long snout, a thick scaly hide, short but powerful legs, and a long tail. While their gait on land is awkward, they swim with the grace of a sea serpent, using their tail to propel them forward. For this reason, sarchos are sometimes mistaken for large crocodiles by those unfamiliar with saurians.

Ability Score Increase. Your Constitution score increases by 1. Your Strength score increases by an additional 1.

At Home in Water. Your base movement speed decreases to 25 feet and you have a swimming speed of 30 feet.

Hold Breath. You can hold your breath for up to your Constitution modifier in hours (minimum 1).

Powerful Jaws. Sarchos have powerful jaws that they can use to grapple and control enemies with in combat. When you make a grapple attempt you may use your mouth instead of a free hand. If you do, and you successfully grapple a creature, that creature takes your Strength modifier in damage.

Scaly Hide. Whenever you complete a short or a long rest you gain temporary hit points equal to your Constitution modifier (minimum 1).

TRICERAS

Tricerats are regarded as gifted scribes and ritualists, and make up the majority of the scholar caste in saurian society. As such, tricerats are called on to remember the customs and traditions of the past as well as interpret and mediate the application of historical laws. Tricerats serve saurian society as judges, priests, and lore keepers.

Tricerats have striking facial features, including three horns and a bony frill sprouting from their forehead. Their sharp horns, the shortest of which sits directly above the tricerats' beak, is enough to encourage discretion and respect from others.

Ability Score Increase. Your Intelligence score increases by 2. Your Strength score increases by an additional 1.

Living Fossil. Your proficiency bonus is doubled when you make Intelligence (History) ability checks.

Trihorn Headbutt. You have three horns on your head that you can use to make unarmed strikes. Your unarmed attacks with your horns deal 1d4 + your Strength modifier piercing damage.

Ritualist. Choose any 1st-level spell with the ritual tag. You can cast this spell as a ritual. Intelligence is your spellcasting ability for this spell.

TYRANNOS

Along with the blood of the mythical Tyrant King, tyrannos inherit the birthright of leadership and form the ruling caste of saurian society. Historically, the tyrannos proved their worth as rulers by launching extended military campaigns against one another. As the numbers of their subjects dwindled, such campaigns became impractical at best and futile at worst. Traditional tyrannos do little today but rule over the decaying ruins of their once great society, while enterprising tyrannos may attempt to build trade networks with the wider world. Tyrannos are

given a wide berth in terms of the functional roles they play in society, but most often act as politicians, rulers, and merchants.

Tyrannos are easily identified by their large heads, which they claim are a result of their superior intellect and political prowess.

Ability Score Increase. Your Charisma score increases by 1. Your Strength score increases by an additional 1.

Carnivorous Bite. You have rows on rows of sharp teeth which you can use to make unarmed strikes. Your unarmed attacks with your bite deal 1d8 + your Strength modifier piercing damage.

Tyrant King. You have proficiency in the Intimidation skill.

Terrifying Roar. You can use your action to roar with rage, shocking your inferiors into submission. When you do, all creatures within 20 feet must pass a Wisdom saving throw or be frightened until the end of your next turn. The DC for this saving throw is equivalent to 8 + your Charisma modifier + your proficiency modifier. After you use this feature, you can't use it again until you complete a short or long rest.

SHADAR-KAI

So, we found ourselves trapped in the main chamber with about a hundred angry orcs trying to break down the door, and no obvious way to escape. I thought she was joking when she said we'd just have to fight our way out. She wasn't.

—Robert Yaple, retired human adventurer

Hailing from the Shadowfell, shadar-kai embody that plane's gloomy disposition in their appearance, while defying its bleak atmosphere through their reckless pursuit of adventure. If shadar-kai legends can be believed, they were once a human people who migrated from the natural world to the Feywild, followed sometime later by an exodus to the Shadowfell. Many others might have lost their will to live in the Shadowfell's atmosphere of despair, but the shadar-kai survived by embracing the passion and conflict that have come to define them.

SHADES OF GREY

The shadar-kai' appearance is very striking. Standing between 5 and 6 feet tall, shadar-kai are leaner than a typical human of the same height. Their complexion varies between alabaster and ash-gray, with hair of red, white, gray, or black. All shadar-kai have completely black eyes, like those of a shark - many natural creatures find this very unnerving.

Piercings and tattoos are almost ubiquitous among them. After several decades, most shadar-kai are covered in ink, studs, bars, and rings. Shadar-kai esteem confrontation and resilience, and scars earned in battle are highly prized as marks of honor. Some shadar-kai engage in ritual scarification as a test of their endurance and willpower.

THE SHADOWFELL'S CURSE

Shortly after migrating to the Shadowfell, the shadar-kai discovered that the immortality imbued by the Feywild was compromised by the dark magic inherent in their new home. While retaining their ageless existence, they must now constantly push themselves to acquire new experiences and pursue new passions, or they literally fade out of existence. This curse afflicts them no matter where they go.

To combat the curse, shadar-kai came to value recklessness, fearlessness, and impulsivity. Shadar-kai revere their elders because they are, by proof of their ongoing existence, the most daring and accomplished among them. Shadar-kai struggle to respect systems of government and leadership that are based on rhetoric, bureaucratic experience, lineage, or inherited wealth.

STRANGERS IN A STRANGE LAND

Shadar-kai find the natural world tame compared to the ever-present dangers of

the Shadowfell, so it is not uncommon for them to strike out in search of adventure. Given that their life is dependent on the constant pursuit of excitement and novel experiences, the career of an adventurer is particularly well-aligned to their long-term health.

Shadar-kai adventurers sometimes struggle to blend with a party of other races, as their need for excitement often puts their companions at risk. A human adventurer might create an elaborate plan to infiltrate an enemy keep undetected, only to have their shadar-kai companion decide that a frontal assault would be more thrilling. Shadar-kai who learn to balance their love of danger with their companion's desire for longevity are highly valued additions to any party.



SHADAR-KAI NAMES

Shadar-kai are given a name by their parents at birth. As they reach maturity, shadar-kai are more commonly referred to by a nickname derived from their greatest deed. Although there is little room for formality in shadar-kai culture, introducing oneself by one's birthname and lineage is considered a sign of respect.

Male Names: Albrek, Baden, Codren, Emul, Horiam, Hutahn, Ioan, Lucyan, Mahahn, Natan, Niku, Ovid, Petru, Razvahn, Serbahn, Shathys, Sithierel, Teodahr, Thieraven, Vasylay, Zahar

Female Names: Afyn, Anka, Bahnka, Codruta, Doru, Dyon, Floahr, Ghita, Helayna, Ilvani, Ioana, Jenit, Katryn, Lucya, Markella, Nadya, Roduka, Sahyeh, Tabita, Yalda, Zyna

Nicknames: Demon Slayer, Eye of All-Seeing, Hand of Vengeance, Hundred Faced, Keep Breaker, Pact Maker, Servant of the Ravenqueen, Thief of Secret Knowledge, Twice-Scarred, the Undying, Unseen One

SHADAR-KAI TRAITS

Shadar-kai share many common attributes as a result of their unique combination of fey ancestry and the influence of the Shadowfell.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Shadar-kai mature at a slightly faster rate than humans, reaching adulthood by their mid-teens. Shadar-kai can live indefinitely so long as they can avoid succumbing to ennui or meeting a violent end.

Alignment. Every shadar-kai's life force is tied to their pursuit of passion, so they are almost always chaotic. Depraved shadar-kai whose passions involve suffering or narcissism are likely to be evil, while shadar-kai who find purpose in altruism and in defending the weak are likely to be good.

Size. Shadar-kai typically stand between five and a half to six and a half feet tall. Your size is Medium.

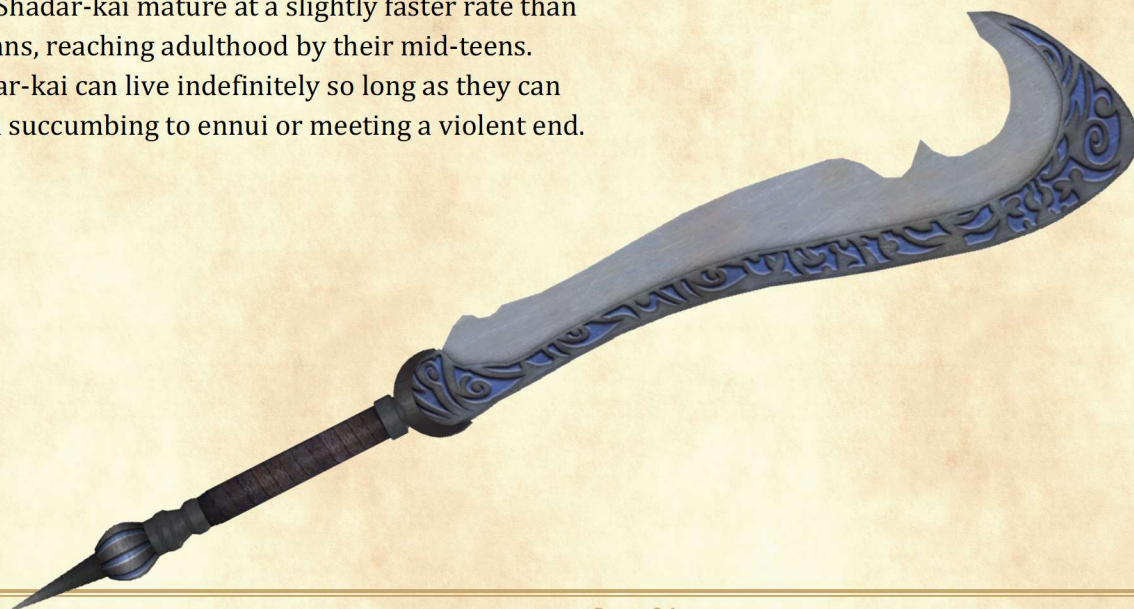
Speed. Your base walking speed is 30 feet.

Superior Darkvision. Generations in the Shadowfell have left shadar-kai with the ability to see even in a world of endless night. You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cloak of Shadows. Shadows contort themselves to hide the passing of the shadar-kai. You have advantage on Stealth ability checks when you are in dim light or darkness.

Shadow Jaunt. As a bonus action your body melts into the ethereal shape of a shadow and teleports 30 feet before becoming solid again. You may use this feature again after you finish a short or long rest.

Languages. You can speak, read, and write Common and one other language of your choice, often Elven or Sylvan. The muted essence of the Shadowfell has infused shadar-kai to the extent that most cannot speak above a whisper without straining their voice.



CHAPTER 2: ARCHETYPES

This chapter contains 24 new subclasses for you to choose from—that's two for every class. Since the 5th Edition rules were first published, they have included archetypes that suit different playstyles. For example, the Champion martial archetype for fighters is ideal for players who don't wish to manage too many expendable resources or complex rules effects while immersed in the world of the game. On the other hand, a wizard of the Abjuration arcane tradition is best enjoyed by a player who not only wants to catalog the different effects of all the spells in their character's spellbook, and the slots of various levels they use to cast them, but also likes tracking the additional pool of fluctuating hit points contained in an abjurer's ward.

Similarly, the archetypes included here are intended to include options for players with a variety of preferences. Those who enjoy lean elegance should find plenty of pleasing options here, but in a few cases, one (and only one) of the two archetypes for a given class aims for a higher level of complexity. Whenever this occurs, extra care has been taken to ensure that the other option for that class retains a contrasting degree of simplicity.

Spells not appearing in the *Player's Handbook* are often referenced in this chapter. The sources of such spells are notated with asterisks (*) as follows:

- * *New spell included in this document*
- ** *Spell appearing in Xanathar's Guide to Everything (may have also appeared in the Elemental Evil Player's Guide)*
- *** *Spell appearing in Sword Coast Adventurer's Guide*

BARBARIAN PRIMAL PATHS

There are two new barbarian primal paths described below, the Path of the Ravager and the Path of the Wildrunner.

PATH OF THE RAVAGER

You are connected to a multigenerational tradition of raiding established communities for resources and wealth. This may take the form of sea-raiding, horseback assaults as part of a large horde, or some other violent practice. Whatever your preferred means of attack, your elders have taught you that fear is the greatest weapon of all. Barbarians on this Primal Path make terror their ally, depending on the panic they create to practice their ruthless trade.

RAVAGING WAYS

At 3rd level when you choose this path, you gain proficiency with your choice of two of the following: the Animal Handling skill, the Athletics skill, navigator's tools, one type of artisan's tools, or one



type of vehicle. You gain expertise with both the chosen proficiencies, which means your proficiency bonus is doubled for any ability check you make with them.

SWIFT RAIDER

Starting at 3rd level, you gain a +1 bonus to AC and a climbing speed equal to your walking speed if you are not wearing medium or heavy armor. While raging, if you hit a creature with a melee attack on your turn that was 20 or more feet away from you at the start of that turn, you can use your bonus action to force the target to make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, it is frightened of you until the end of your next turn.

DEFIANT GAZE

Starting at 6th level, you can see up to 1 mile away with no difficulty, and are able to discern even fine details as though looking at something no more than 100 feet away from you. In addition, when you would roll a Wisdom (Perception) check or Wisdom saving throw at disadvantage, you roll normally instead.

BRUTAL REPRISAL

Starting at 10th level, once per turn when you hit a creature with a weapon attack, and that creature has attacked you within the last minute, you inflict an additional 1d10 damage to that creature. If you inflict this extra damage while raging, the target must make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, it becomes frightened of you until the end of your next turn.

INESCAPABLE FEAR

Beginning at 14th level, while you are raging, frightened creatures within 5 feet have disadvantage on Wisdom saving throws and provoke an opportunity attack from you whenever they make an attack roll.

PATH OF THE WILDRUNNER

The Path of the Wildrunner leads back to nature, to the hidden places where the material world crosses over into the Feywild. You move through dense wilderness with the swift grace and ferocity of a wolf, and your rage infuses you with bestial fey energies that allow you to harry and terrify your foes.

Many Wildrunner barbarians hail from civilized settlements rather than tribal territories. Never completely at ease except in wild places, they experience a calling to give themselves almost wholly to nature. Most achieve some balance between the different sides of their personalities, becoming fierce guardians of the lands and communities that have shaped them. Others choose to return entirely to their untamed roots, living like feral animals in savage lands. Either way, they relish their freedom from the burdens of civilization, eventually becoming fey creatures themselves.

PRIMAL SCREAM

When you choose this path at 3rd level, you gain access to a fierce wellspring of instinctive fury. When you use your bonus action to enter a rage during your turn, as part of the same bonus action you can emit a frightening howl, forcing a creature who can hear you within 30 feet to make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, it takes psychic damage equal to 1d6 + your proficiency bonus and cannot take reactions until the end of your next turn. On a successful save, the creature takes half as much damage but suffers no other effects.

If a creature is within 5 feet of you when it takes damage from this feature, it suffers an additional 1d6 thunder damage. When you use this feature, the unmistakable sound of your battle cry can be heard up to 150 feet away.

SHIFTING FANG STRIKE

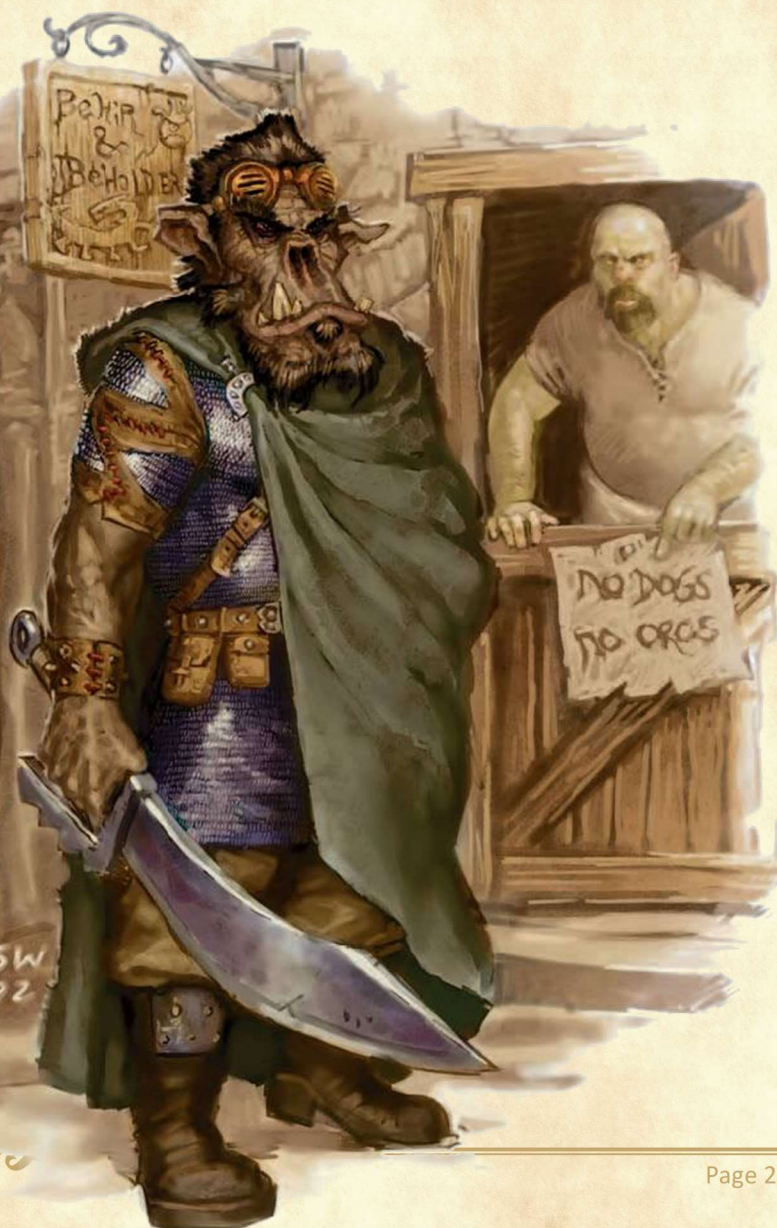
Starting at 3rd level, while you are not wearing medium or heavy armor, you can use the Dash action

as a bonus action, and if you hit a creature with an unarmed strike while you are raging, you can choose to deal piercing damage equal to 1d4 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike. A creature which takes this piercing damage has disadvantage on the next opportunity attack it makes before the start of your next turn.

HUNTER'S SWIFTNESS

At 6th level, when you use the Dash or Disengage action during your turn, moving through nonmagical difficult terrain costs you no extra movement until the end of that turn.

Also, any ability check made to track you is made with a disadvantage, and you have advantage on Wisdom (Perception) checks related to smell.



HOWL OF THE FEYWILD

At 10th level, you are immune to being charmed, and when you use your Primal Scream feature, you call up a faerie fire-like green luminescence from the ground that marks your enemies. When you force a creature to roll a saving throw against your Primal Scream feature, each other creature of your choice within a 10-foot-radius sphere centered on that target must make a Wisdom saving throw against the same DC. Every creature that fails the saving throw (including the original target, which also suffers the normal effects of its saving throw against your Primal Scream) sheds dim light in a 10-foot radius and can't benefit from being invisible until the end of your next turn. The next time before the end of your next turn that you attack a creature that failed the saving throw, you have advantage on the attack roll.

FEYHEART

At 14th level, energies from the Feywild transform you and empower your rage. Your creature type changes to Fey. While raging, you gain advantage on saving throws against spells and resistance to damage from spells, and you can use a bonus action to teleport up to 20 feet.

BARD COLLEGES

There are two new bard colleges described below, the College of Disquiet and the College of Grandeur.

COLLEGE OF DISQUIET

You study human nature the way others study books, and you know how to inspire both fear and greatness in equal measure. Sometimes, your frightful presence takes a simpler form, when you tell fireside ghost stories or threaten those who would harm your allies. On other occasions, you combine your knowledge of esoteric spells and curses with the fighting prowess of your comrades, terrifying anyone who dares act against you.

These techniques are taught in secret, in thieves' guilds, conspiratorial circles, and hidden cults—but you are just as proud of your learning as any bard.



Even the intricacies of history, warfare, music, and oratory cannot match the complexity of the mind. You move across civilized society like a shark swimming prey-filled waters.

RUDIMENTS OF TERROR

At 3rd level when you choose this college, you gain proficiency with all martial weapons that do not have the two-handed or heavy property, and with the Insight and Intimidation skills. If you are already proficient with one of these skills, you can choose to gain a tool proficiency instead of proficiency with that skill. In addition, you learn the *hex* spell as a bard spell, though it does not count against the number of bard spells you know. While a creature is the target of your *hex* spell, you have advantage on Charisma (Intimidation) and Wisdom (Insight) checks against that creature.

INSPIRE DREAD

At 3rd level, you can augment an enemy's anxiety when they are struck by one of your comrades. When an ally hits a creature you can see or hear with an attack, you can expend one of your uses of Bardic Inspiration to inflict extra psychic damage on that creature equal to the number rolled on your Bardic Inspiration die.

In addition, whenever you inflict the extra damage from your *hex* spell, you can choose for that damage to be psychic damage instead of necrotic damage.

WORDLESS THREAT

At 6th level, when you inflict psychic damage with a cantrip, spell, weapon

attack, or feature, once per turn you can choose one creature who took that damage. That target must roll a Wisdom save against your bard spell DC. If they fail, they are frightened until the end of your next turn.

FRIGHTFUL CURSE

At 14th level, your curses increase in potency and you are immune to the frightened condition. When you target a creature with your *hex* spell, if the ability you choose to affect with that spell is Wisdom, creatures suffering disadvantage on Wisdom checks from *hex* also suffer disadvantage on Wisdom saving throws while they are the spell's target.

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:



d10 Trinket

- 1 This leather pouch contains a few handfuls of fine, sand-like dust. It is harmless, but causes a bright flash when thrown into an open flame.
- 2 This ashen mask's visage is twisted into a grotesque scream, and the shape of the mouth opening amplifies the voice of the wearer slightly.
- 3 This wooden whistle sounds like wind howling through bare trees.
- 4 This charcoal sketch is a portrait of somebody who once made you fear for your life, who you are yet to have your revenge on.
- 5 This book is titled *Reading the Face: A Treatise on Emotional Tells and Displays in the Humanoid Races*. It is bound in leaves and spider silk.
- 6 This cloth banner bears the symbol and colors of a noble from your homeland, and was given to you after you performed some great deed.
- 7 This silver hand mirror was once used to reveal the surface thoughts of anybody who gazed into it. It has been broken for generations, and nobody has yet managed to repair it.
- 8 This stoppered glass vial contains a strange, wispy substance, halfway between a liquid and a gas. It is a dream that has somehow been distilled down into physical form.
- 9 This journal was written by you during your training, in a code you devised yourself. It contains everything you have learned about human nature, and the many ways of manipulating people's fears and desires.
- 10 This set of three clear, glass balls can be made to float a few inches above a surface, and glow with a dim spectral light.

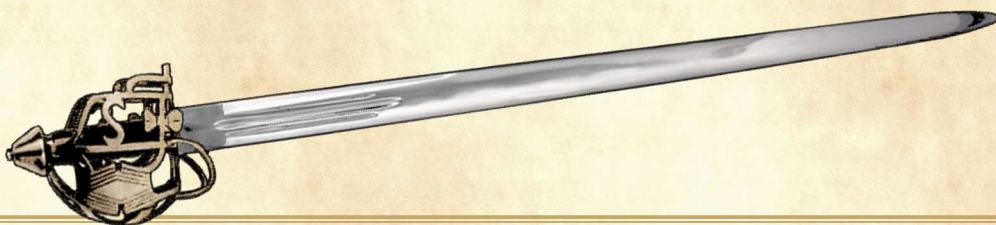
COLLEGE OF GRANDEUR

You have a deep understanding of the forces—both mundane and mystical—that draw forth greatness in otherwise ordinary mortals. Your study of history and politics has made you an expert in how certain individuals shape the destinies of multitudes, and you understand the path that leads to this kind of legendary influence. Whether ruling themselves or seeking to inspire others to rule well, bards of the College of Grandeur wield abilities fueled by the presence of true leadership.

The eldest bards of this college keep an ancient book, the *Tome of Grandest Deeds*, in which they record the most extraordinary achievements of their college's members, whether such prodigious exploits serve good, evil, or mere ambition. The sagas on those famous pages make it clear that more direct opportunities for greatness often come with a weapon in your hand rather than a crown on your head. Many epic histories begin with a small band of seemingly insignificant heroes who chose glory over safety. While confronting danger and mystery directly as an adventurer often leads to death, you also know it can also be a path to glory beyond what any throne or title can confer.

MAGIC OF THRONES

When you join the College of Grandeur at 3rd level, your study of the heroes who rise to forge history gives you the option to learn some non-bard spells connected to leadership and protection. When your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the bard spell list. You must otherwise obey all the normal restrictions for selecting the spell, and it becomes a bard spell for you.



Level	Spell
1st	<i>bless, command, detect poison and disease, heroism, purify food and drink, sanctuary, shield of faith</i>
2nd	<i>aid, find steed, magic weapon, protection from poison, warding bond</i>
3rd	<i>beacon of hope, crusader's mantle, daylight, revivify</i>
4th	<i>death ward, dominate beast, Mordenkainen's private sanctum</i>
5th	<i>hallow, reincarnate</i>

COMMANDING PROWESS

At 3rd level, you gain proficiency with shields, calligrapher's supplies, and one skill of your choice. You can also use an emblem on your shield as a spellcasting focus for your bard spells. Its cost is the same as the emblem holy symbol type. The emblem must be a crest, symbol, or sigil of personal significance to you.

MAJESTIC WORD

At 3rd level, you can utter inspiring words that restore your ally's stamina and courage. As a bonus action, you can spend a spell slot to give temporary hit points to an ally within 30 feet who can hear you. The ally you choose gains temporary hit points equal to 1d4 + your Charisma modifier for a 1st-level spell slot, plus 1d4 for each spell level higher than 1st. They also gain advantage on Wisdom or Intelligence saving throws until the end of your next turn.

After you use this feature, you can immediately take your action to expend one use of Bardic Inspiration, allowing the target of your Majestic Word to make one weapon attack using its reaction. The target can move up to half its walking speed as part of the same reaction.

INSPIRE DEFENDERS

At 6th level, you gain special benefits that encourage allies to come to your defense:

- ✦ You can use the Help action as a bonus action.

- ✦ When a creature hits you with a melee attack, it provokes opportunity attacks from allies of yours within 5 feet of it.
- ✦ When an attack gains advantage from your Help action, the attacker gains temporary hit points equal to your Charisma modifier if that attack hits.

LEADER'S DESTINY

At 14th level, while a creature still has temporary hit points it gained from your Majestic Word or Inspire Defenders features, it gains resistance to psychic damage and has advantage on Constitution saving throws.

Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if you can see or hear both the target and your ally.



ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10	Trinket
1	You guard this journal closely, because it contains the ongoing story of your adventures and those of your friends—penned in your own hand, and only slightly embellished to shine a light on your own achievements.
2	This brooch is shaped like a shield and painted with the sigil or emblem of a hero who you were particularly drawn to in your training.
3	This well-preserved sheet of vellum contains a writ of birth that is the only proof that a famous villain was actually of royal blood.
4	This crystal vial contains a dull green dust that you were told is powdered heroism, though it appears to be inert.
5	This tattered banner was recovered from the field of a famous battle, and bears the sigil and colors of the victors.
6	This thick book is a military atlas, full of maps of famous battlefields. It is marked with troop movements and annotations about the decisions taken by generals and officers that changed the course of each battle.
7	This heavy gold ring is a miniature replica of an ancient crown that has some connection to the area where you grew up.
8	This sheaf of sheet music contains battle hymns sung by a legendary warrior tribe.
9	This book of heraldry identifies the arms and lineage of several royal lines.
10	Looking through this pair of brass-framed spectacles is said to show an aura in those destined for greatness or power, but you strongly suspect that they don't work.

DIVINE DOMAINS

There are two new divine domains described below, the Exorcism Domain and the Prophecy Domain.

EXORCISM DOMAIN

Most churches dedicated to good-aligned gods maintain a covert order, a hidden group given unique powers to intervene when otherworldly violations threaten the innocent. There are very few of you, and secrecy remains paramount for clerics called to your divine mandate. If common folk knew the nature and scale of the threat constantly posed by abominations, fiends, and other horrors from outside the world, how could they go on with their day-to-day existence?

The exorcism domain is most common among deities of protection, duty, or vigilance, but any god concerned with preserving the mortal world against extraplanar incursion may grant its powers as necessary. As you grow in power, your divine magic allows you to alter the memories of those who witness the most loathsome horrors. This is a violation, but when it preserves a victim's sanity, it is also an act of mercy.

EXORCISM DOMAIN SPELLS

You gain these spells at the cleric levels listed.

Level	Spells
1st	<i>protection from evil and good, shield</i>
3rd	<i>branding smite, enthrall</i>
5th	<i>counterspell, magic circle</i>
7th	<i>banishment, Mordenkainen's private sanctum</i>
9th	<i>dispel evil and good, modify memory</i>

BONUS PROFICIENCIES

When you choose the Exorcism Domain at level 1, you gain proficiency with heavy armor and with one martial melee weapon of your choice.

ANOINTED DEFENDER

From 1st level, when you hit an enemy with an attack roll, you can use your bonus action to force the target of the attack to roll an Intelligence saving throw. On a failed save, it takes 1d6 psychic damage, and you grant divine protection to one friendly creature of your choice within 30 feet of the target. Until the end of its next turn, the next time the target attacks the protected ally or forces that ally to make a saving throw, it takes 1d10 radiant damage.

Once you reach 11th level, you add your proficiency bonus to both the psychic damage and radiant damage.

CHANNEL DIVINITY: EXORCIST'S SANCTION

Starting at 2nd level, you can use your Channel Divinity to place a punishing holy mark upon a supernatural threat, focusing its attentions on you instead of your allies.

As a bonus action, you present your holy symbol and one aberration, celestial, elemental, fey, fiend, or undead creature of your choice that is within 30 feet of you must make a Charisma saving throw. On a failed save, for 1 minute it suffers the following effects:

- + It can't take reactions.
- + It has disadvantage on any attack roll that doesn't target you.
- + Creatures other than you have advantage on saving throws the target forces them to make.
- + At the end of each of the target's turns, it takes radiant damage equal to 1d8 + your Wisdom modifier if it has inflicted damage on a creature besides you since the end of your previous turn.

This effect ends if a creature friendly to you damages the target or casts a harmful spell on it.

VIGILANT SENSE

At 2nd level, you can cast a special version of the *detect evil and good* spell at will without using a spell slot. When you cast the spell in this way, it does not require concentration, and for that casting you change the casting time from 1 action to 1 bonus action and change the spell's duration from "Concentration, up to 10 minutes" to "1 round," gaining its benefits only until the end of your next turn.

PROTECTIVE PRAYERS

Beginning at 6th level, when a friendly creature within 10 feet of you rolls a saving throw, you can immediately use your reaction to add a d8 to their saving throw roll. You can do so after seeing the initial roll but before any of the roll's effects occur. If



the creature succeeds on its saving throw, it cannot benefit from this feature again until the next time you finish a short or long rest.

In addition, whenever a creature fails its saving throw against your Exorcist's Sanction feature, creatures other than you have resistance to the damage of the target's attacks until the start of your next turn.

ABJURING STRIKE

At 8th level, you gain the ability to channel divine energy into attacks against those who would prey upon the innocent. Once on each of your turns, when you hit a creature with an attack roll, you can cause the attack to deal an extra 1d4 force damage to the target, and the target cannot benefit from being invisible until the end of your next turn. When you reach 14th level, the extra damage increases to 2d4. If you inflict this extra damage on an aberration, celestial, elemental, fey, fiend, or undead, you add your Wisdom modifier (minimum 1) to the damage inflicted.

DIVINE ABJURATION

Starting at 17th level, you have advantage on Constitution saving throws while you are maintaining concentration on an abjuration spell, and aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on saving throws against abjuration spells you cast.

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10 Trinket

- 1 This blood-stained piece of paper contains a handwritten confession of collusion with demonic forces, obtained shortly before the author lost their mind.
- 2 This small vial is mounted on the end of a long gold chain, and contains a thick white ointment that smells of aniseed and sulfur.
- 3 This prayer mat is made of woven grass, and can be rolled into a slim tube for transport. It is painted with a circle of runes that once provided protective wards, but the magic has now faded.
- 4 This large silver hoop doesn't hold keys but, instead, a collection of small holy symbols and icons from a variety of deities. Many of them are long-forgotten.
- 5 This hide-bound book is small enough to fit into a pocket. It contains details of the rituals of an outlawed religion.
- 6 This tin box contains dried herbs that produce a brief period of intense focus followed by mild hallucinations when chewed.
- 7 This scroll case locks with a secret mechanism. It contains a collection of papers you have written chronicling some of the darker secrets you have uncovered during your service to your deity.
- 8 This charcoal sketch depicts an abomination you faced in your youth but were unable to defeat.
- 9 This cross-stitch hoop holds a half-finished embroidering of a passage from one of the texts of your faith.
- 10 This set of prayer beads are made from the teeth of various fiends and abominations that have been destroyed by members of your order over many generations.



PROPHECY DOMAIN

This is the domain of fate, destiny, and prediction, but unlike most other domains it is not always granted by a god associated with the phenomena it represents. Any deity that wishes to have a more direct voice among mortals can choose to imbue a creature with the Prophecy domain.

While the power to foretell the future is great, it comes with a burden to bear as well. All prophets have an affliction that is married to their unique boon, a physical metaphor for the double-edged nature of their oracular abilities. Older clerics of other domains often refer to this affliction as a “thorn,” and speak of it with reverence, as well as a quiet relief that they were not the one to receive such a gift.

PROPHECY DOMAIN SPELLS

You gain these spells at the cleric levels listed.

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

BONUS CANTRIPS

Starting at 1st level, you receive constant and at times overwhelming insight from your prophetic gifts. You learn the *guidance* and *vicious mockery* cantrips. These count as cleric cantrips for you, but they do not count against the number of cleric cantrips you know. When you cast *vicious mockery*, instead of insults, you utter prophecies of punishment for the target’s sins.

BONUS PROFICIENCIES

At 1st level you gain proficiency in the Insight and Religion skills and double your proficiency bonus when making ability checks with these skills.

ORACLE’S BURDEN

When you choose this domain at 1st level, you are granted preternatural insight, but at a difficult price. You have disadvantage on saving throws against exhaustion, and you must choose one of the following burdens, each of which includes both a hindrance and a blessing. If an Oracle’s Burden option allows you to roll a die and add the result to a d20 roll, you can use this feature before or after the d20 roll is made, but it must be used before the DM declares whether the result is a success or a failure.

- + **Choked Voice.** You can never speak louder than a whisper. Except when you speak or sing as part of casting a spell or using a class feature, only creatures within 10 feet of you can hear your voice. When a creature you can see within 30 feet of you makes an attack, you can use your reaction to roll a d4, subtracting the result from the target’s attack roll.
- + **Eyes Without Sight.** A milky film covers your eyes. You are permanently blinded. You also have blindsight to a distance of 30 feet.
- + **Debilitating Illness.** An incurable plague depletes your physical fortitude. Your hit point maximum decreases by 2 when you gain this feature, and decreases by 1 again whenever you gain a cleric level. Once during your turn, you can roll a d4 and add the result to your attack roll.
- + **Partial Paralysis.** Your lower limbs cannot move your body. You cannot walk, and unless you have some other means of movement (such as a mount), you can only move by crawling, using your other limbs to pull you along while prone. While crawling, you treat all terrain as difficult terrain (this usually means crawling 1 foot costs you 3 feet of movement). During your turn, when you take any action that is not the Attack action, you can immediately use your bonus action to choose one creature of your choice within 5 feet of you, allowing it to use its reaction to take the Attack action.

- + **Thorn in the Flesh.** You have a supernatural wound that re-opens when you exert yourself. Your walking speed cannot be higher than 20 feet, and when you take the Dash action during your turn, at the end of that turn you take magical piercing damage equal to your cleric level; this piercing damage can't be reduced or prevented in any way. You add a bonus equal to your Wisdom modifier (minimum 1) to all Strength and Constitution saving throws.
- + **Venerable.** Your oracular visions only came with advanced old age. Work with your DM to choose a suitable age for your character. You have disadvantage on Strength checks, Dexterity checks, and Wisdom (Perception) checks. Once during your turn, when a creature rolls a saving throw against a spell you cast, you can roll a d4, subtracting the result from that creature's saving throw.
- + **Withered Hand.** One of your hands is withered. You have disadvantage on any weapon attacks made with that hand and cannot carry a shield with it. Whenever you roll a 1 on a damage die for a cleric spell, you can reroll the die. You must use the new roll, even if the new roll is a 1.

When you reach 3rd level in your cleric class, your deity will send you magical aid for your infirmity, allowing you to cast the *find steed* spell at will without using a spell slot.

CHANNEL DIVINITY: SOOTHSAYING

Starting at 2nd level, you can use your Channel Divinity to look into the near future and see the shape of things to come. You can use your Channel Divinity to cast *embrace destiny** without using a spell slot, changing the casting time to 1 bonus action for this casting. The duration of the spell changes to 1 hour for this casting, and the new duration does not require concentration.

CRYPTIC ADVICE

Starting at 6th level, as a bonus action you can give a piece of indirect yet insightful advice to a creature you share a language with. Once during the next

hour, when that creature makes an attack roll, saving throw, or ability check, they can recall your cryptic advice, allowing them to reroll the die. They must choose to do this after they roll, but before the DM declares whether the result is a success or a failure. They must use the second result.

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

POTENT SPELLCASTING

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

PROPHETIC VISION

Starting at 17th level, you exist in a constant state of precognitive awareness, though the price of your most powerful flashes of insight is the weakening of your body. When you cast a spell with a casting time of 1 action, if it is a divination or enchantment spell, you can immediately spend a Hit Die (without regaining any hit points) to change the casting time to 1 bonus action for this casting.

In addition, whenever you cast the *guidance* cantrip, the range increases to 30 feet.

DRUID CIRCLES

There are two new druid circles described below, the Circle of the Equinox and the Circle of Standing Stones.

CIRCLE OF THE EQUINOX

Given their closeness to nature, druids have a special relationship with the cyclical passage of time. Balance is central to the ethos of many druidic orders, and this reflects the duality of the year, the changing nature of the world as light grows and recedes. Druids of your Circle believe that true balance exists in a state of flux, and you change your own nature and capabilities from day to day. You are committed to enforcing the proper balance of nature, whether that means culling certain predators or ensuring the abundant growth of other species.

Druids of this circle call upon two seasonal

aspects, Autumn and Spring, but most strongly favor one or the other. Common folk are less trusting of Autumn druids, and associate their ways with tales of witchcraft. They can curse their enemies with ill luck, and they are said to prowl the night as strange creatures. A Circle of the Equinox druid favoring Autumn is more vengeful, enforcing natural balance by correcting wrongs committed and seeking to keep any particular sort of creature from dominating the wilderness. They dwell deep in the savage places of the world, keeping company only with the few individuals they trust, and will use violence if necessary to deter humanoid settlements from endangering healthy wildlife.

Druids oriented towards the aspect of Spring are more likely to be found on the borders of civilization—dealing with humans, elves, and the like—than their autumnal counterparts. They nurture the beasts of the wilds, providing healing and helping new mothers through difficult births. Druids favoring Spring seek natural balance by encouraging large populations of animal and plant species, believing such bounty aids all, so long as no one type of life overwhelms the others. Even more so than other druids, Spring druids seek to preserve the natural cycle of life and death by exterminating the undead.

ASPECT OF THE EQUINOX

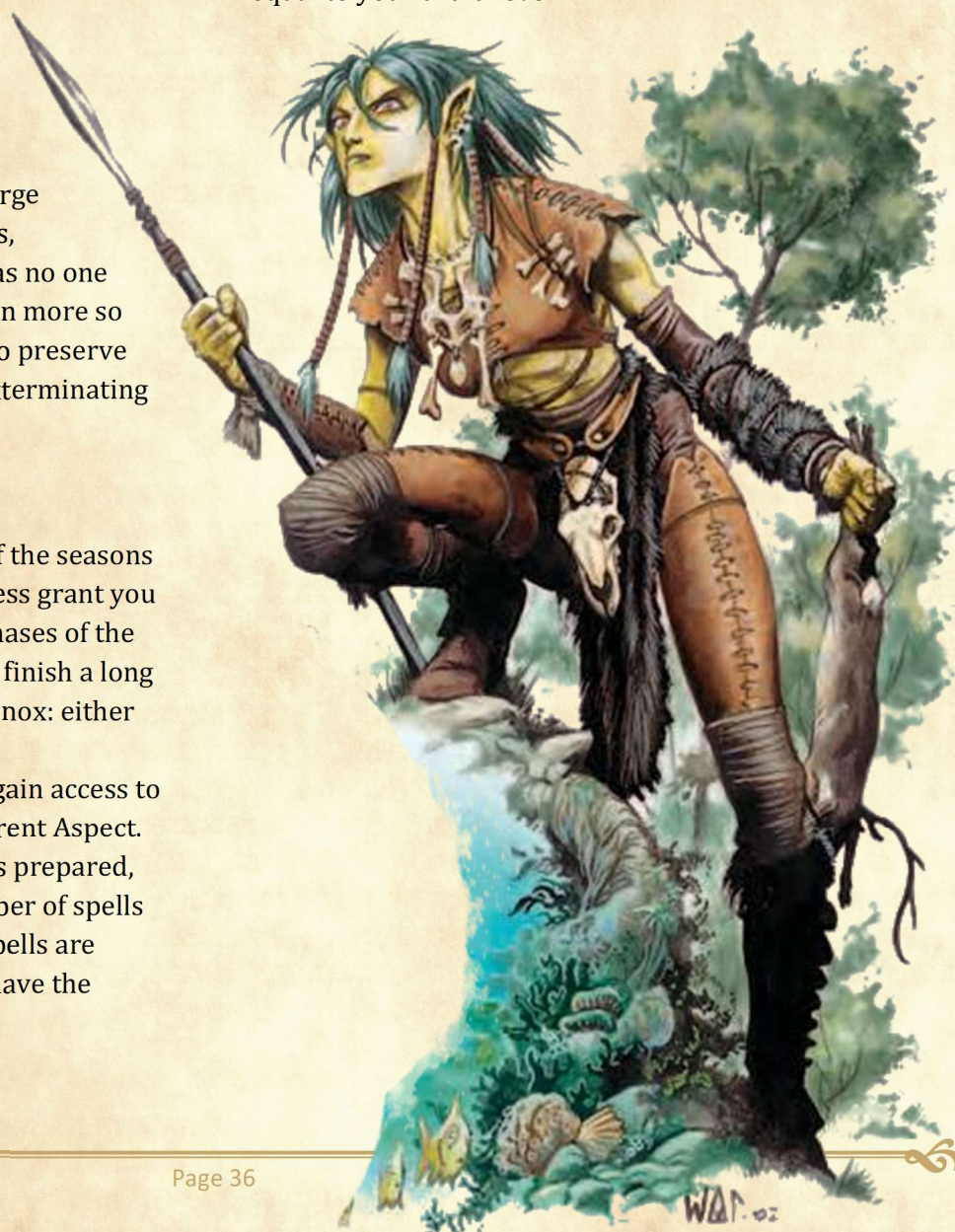
At 2nd level, your ties to the changes of the seasons and to the fey creatures of the wilderness grant you additional abilities that shift like the phases of the moon or the ocean tide. Whenever you finish a long rest, you choose one Aspect of the Equinox: either Autumn or Spring.

Depending on your druid level, you gain access to additional spells according to your current Aspect. You automatically have the listed spells prepared, and they do not count against the number of spells you can prepare each day. Any listed spells are always druid spells for you while you have the associated Aspect.

Level	Autumn Aspect	Spring Aspect
2nd	<i>hex</i>	<i>hunter's mark</i>
3rd	<i>misty step</i>	<i>enthrall</i>
5th	<i>speak with dead</i>	<i>tongues</i>
7th	<i>greater invisibility</i>	<i>aura of life</i>
9th	<i>cone of cold</i>	<i>flame strike</i>
11th	<i>circle of death</i>	<i>Otto's irresistible dance</i>
13th	<i>etherealness</i>	<i>etherealness</i>

BALANCING STRIKE

Beginning at 2nd level, you have a pool of raw, natural energy you use to restore balance in the world around you, represented by a number of d8's equal to your druid level.



During your turn, when you deal damage to one or more creatures with a spell, unarmed strike, or a natural weapon attack, you can increase the damage against one creature by spending dice from your pool. You can spend a number of dice equal to half your druid level or less. The amount of extra damage dealt is determined by rolling all the dice you spent and adding them together. The damage type is determined by your current choice for your Aspect of the Equinox feature, as described below.

You regain all spent Balancing Strike dice when you finish a long rest. You also gain an additional use of your Balancing Strike dice at higher levels, depending on your current choice of Aspect:

Autumn. While you are in your Autumn Aspect, the extra damage from your Balancing Strike is cold, and when the target of that damage is a humanoid, you roll d10s instead of d8s to determine the damage inflicted. When you reach 5th level, when you inflict your Balancing Strike damage, you can use a bonus action to curse the target. You expend a spell slot of 3rd level to cast *bestow curse* on the target, as if it were a druid spell, without using any components. The casting time is changed to 1 bonus action for this casting.

Spring. While you are in your Spring Aspect, the extra damage from your Balancing Strike is radiant, and when the target of that damage is undead, you roll d10s instead of d8s to determine the damage inflicted. When you reach 5th level, as a bonus action you can touch a creature and heal it, spending dice from your dice pool. The maximum number of dice you can spend at once equals your Wisdom modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

MONSTROUS SHAPES

Starting at 6th level, you gain the ability to transform into more powerful creatures than you normally would be able to, using your Wild Shape ability. The forms you can assume depend on your druid level, as shown on the following table. Many of these creatures are not beasts, yet this aspect allows you to take their forms, ignoring the normal limits related

to the challenge rating of a creature you transform into with your Wild Shape ability. You do not need to have seen these creatures before. When you transform into one of the listed creature types using Wild Shape, you can choose to do so as a bonus action, rather than as an action.

Level	Wild Shape Options
6th	cockatrice, hunter shark
8th	carrion crawler, hippogriff
9th	hook horror, owlbear
12th	chuul, mantichore
15th	bulette, gorgon
18th	chimera, wyvern

MASTER OF THE OLD WAYS

Beginning at 10th level, you have learned to couple your physical prowess with impenetrable mental fortitude. You gain resistance to psychic damage and you are immune to the charmed and frightened conditions. In addition, you always have an additional damage resistance based on your current Aspect. If you are in your Spring Aspect, you have resistance to necrotic damage; if you are in your Autumn Aspect, you have resistance to fire damage.

RESTORE BALANCE

At 14th level, whenever a creature hits you with an attack, that creature takes psychic damage equal to your Wisdom modifier (minimum 1) if you're not incapacitated.

In addition, when you roll initiative and have no Balancing Strike dice remaining, you regain two Balancing Strike dice.

CIRCLE OF STANDING STONES

The most ancient druids built megalithic monuments composed of *menhirs*, large upright stones that stand on end, like fingers of earth reaching for the sky. Arranged in circles or henges, they provide locations for druidic rites, predictions for the passage of seasons, memorials to great heroes, and more. These megaliths are made to stand for ages, weathering the

forces of entropy and time. Their eternal vigil over the surrounding lands is a fitting symbol of the protection provided by the order of druids to which you belong.

Members of your circle have a special connection to the Plane of Elemental Earth, granting you undying vigor and the loyalty of the elemental spirits. You can summon creatures of earth and stone, and over time even become them. A relentless sentinel defending the land and wildlife, you have the power to shrug off harm that would kill other mortals instantly.

EARTH SPELLS

When you choose this circle at 2nd level, you can speak, read, and write Primordial (enjoying a native's mastery of the Terran dialect), and your connection to elemental earth grants you the ability to cast certain spells, which you gain access to at 2nd, 3rd, 5th, 7th, and 9th druid level. Once you gain access to an earth 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.

Level	Spells
2nd	<i>find familiar, mage armor</i>
3rd	<i>Maximilian's earthen grasp, spike growth</i>
5th	<i>aegis of assault*, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

When you cast *find familiar*, your familiar is an elemental rather than a celestial, fey, or fiend, and it comes from the Elemental Plane of Earth. You can choose one of the normal forms for your familiar, or you can choose one of the following special forms: dust mephit, magma mephit, or mud mephit. When you take the attack action, you can forgo one of your own attacks to allow your familiar to make an attack, using its reaction to do so.

STONE BODY

Beginning at 2nd level you can magically toughen your flesh to repel injury. As a reaction when you take damage, you can expend one spell slot to roll 1d6. Add your Wisdom modifier to the number rolled, and reduce the damage by that total. If the spell slot was 2nd-level or higher, roll an additional 1d6 for each spell level higher than 1st, to a maximum of 5d6.

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.

ELEMENTAL SHAPES

Starting at 6th level, you can use your Wild Shape feature to transform into a gargoyle instead of a beast. The DM has statistics for gargoyles. When you transform into a gargoyle using your Wild Shape,



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.

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

AEGIS OF THE EARTH

At 6th level, you can use a bonus action to choose one creature within 60 feet of you that you can see and extend the earth's protection to that creature. While this effect is active, you can use your reaction to protect that creature with your Stone Body feature, reducing damage against it by spending spell slots the same way you can reduce damage inflicted on yourself. This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, if you and the attacker are both on or touching the same surface, you can use your reaction to cast the *aegis of assault** spell without using a spell slot. When you cast *aegis of assault** in this way, you always cast it as a druid spell of the highest level you can cast, you do not require components, and you can cast it even in one of your Wild Shape forms.

TELLING STONE

Starting at 10th level, as an action, you can touch an object or surface of natural or worked stone and know what types of creatures have been within 10 feet of that stone in the past 24 hours. You can also determine the number of creatures of each type, but not their specific identities or the precise time when they passed by. If you continue touching the object or surface while concentrating on it for 10 minutes, you also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses.

EARTHSHAKING STANCE

At 14th level, when you use your Stone Body feature to reduce damage inflicted against you, you can choose to roll d4s instead of d6s to determine the amount of damage reduced. 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. The DC equals your druid spell save DC. Creatures that fail provoke opportunity attacks from creatures within 5 feet of them, and take magical bludgeoning damage equal to the amount of damage reduction this use of your Stone Body feature granted you. If a creature fails the saving throw by 5 or more, it also falls prone.

MARTIAL ARCHETYPES

There are two new martial archetypes described below, the Janissary and the Talaric Battlemind.

JANISSARY

You are a member of a sworn alliance that defends one or more kingdoms or city-states from dire threats. The oath you share bonds you and your comrades together as brothers and sisters, foreswearing all outside ambitions and any social ranks or obligations to which you were born. Such martial orders take many forms. Perhaps you traded a legal sentence of death for a new life among the watchers on a wall at the frozen frontier of the known world, or you were raised from birth in a legion that keeps the peace in a city on the edge of a desert caliphate; perhaps you swore to patrol the wild border between an embattled kingdom and the shadow of an ancient enemy. Wherever you serve, you seldom enjoy civilian comforts.

You spend long hours training in armor amid the extreme conditions of your protectorate and its adjoining wilds, whether they be scorching deserts, frozen forestlands, or inhospitable wastes. Your fighting style relies on the vigor you gain from such training, and on leveraging the tactical advantages provided by close collaboration with allies.

STALWART ALLY

Beginning at 3rd level when you choose this archetype, you have a highly trained ability to support your comrades-in-arms. When you use the Help action to give an ally advantage on an attack roll, if that attack hits, the ally inflicts extra damage equal to your proficiency bonus. In addition, when you hit a creature with a melee weapon attack, you can 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 a creature marked by you is within 5 feet of you, it has disadvantage on any attack roll that doesn't include you, and you can use the Help action as a bonus action to assist an ally in striking the marked creature.

STEEL YOURSELF

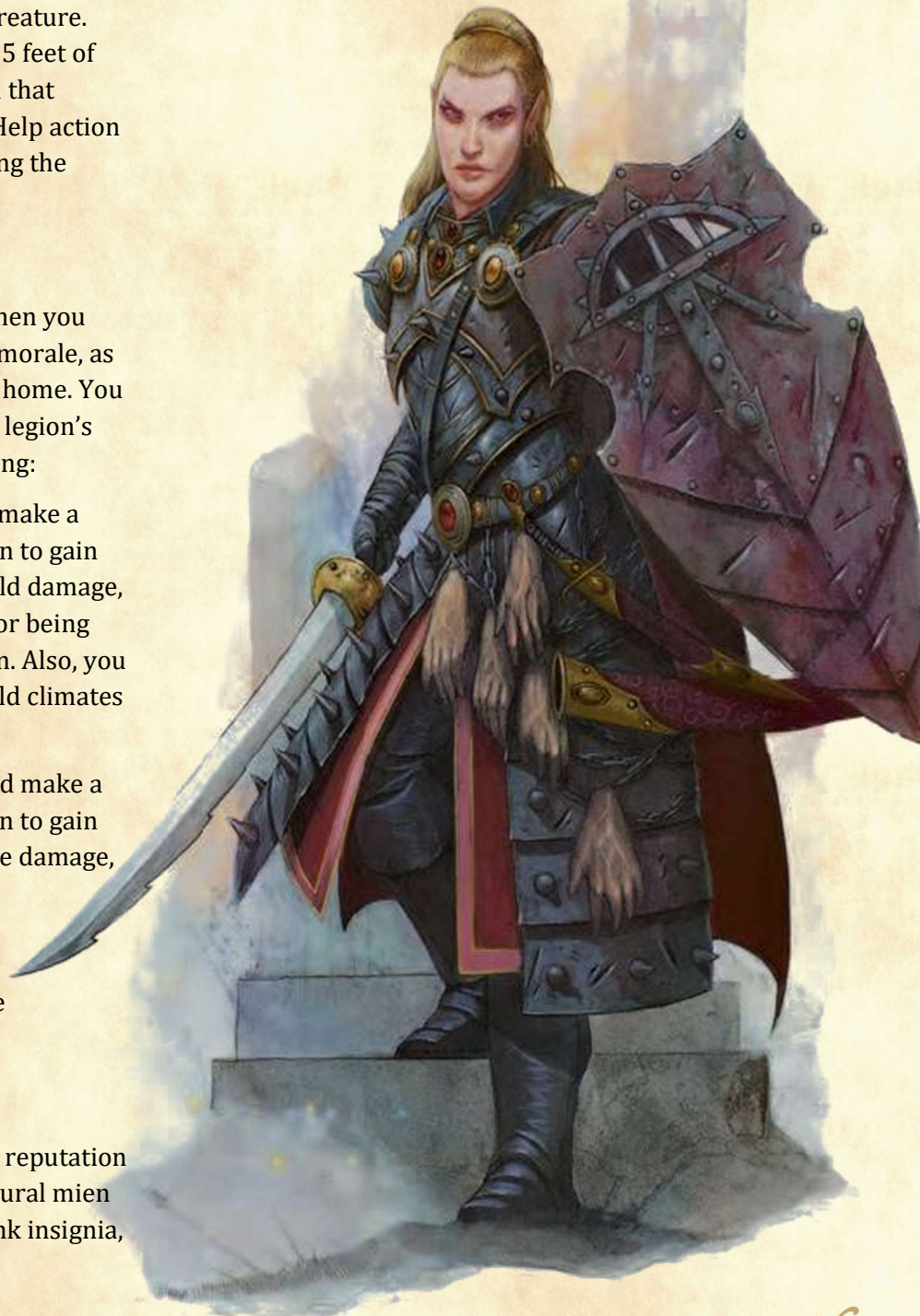
At 3rd level the unforgiving training regimen you live by helps you to resist threats to your morale, as well as the extreme temperatures of your home. You gain different benefits depending on your legion's favored climate. Choose one of the following:

- ✦ **Colder Climate.** Whenever you would make a saving throw, you can use your reaction to gain advantage on saving throws against cold damage, psychic damage, fear, sleep, paralysis, or being charmed until the end of your next turn. Also, you are considered naturally adapted to cold climates while you are wearing armor.
- ✦ **Warmer Climate.** Whenever you would make a saving throw, you can use your reaction to gain advantage on saving throws against fire damage, psychic damage, fear, sleep, paralysis, or being charmed until the end of your next turn. Also, you are considered naturally adapted to hot climates while you are not wearing heavy armor.

MARKS OF RANK

At 7th level, you have attained a powerful reputation in the alliance you serve, developing a natural mien of authority. This may be denoted by a rank insignia,

impressive facial tattoos, a special piece of equipment, or whatever shows progress in your organization's hierarchy. Those who know your rank understand that it testifies to your unquestionable battle prowess, yet even those who don't know of your standing are inclined to take you seriously. Any marks of authority you possess combine with your warlike demeanor to expressing a stern warning, even to mindless beasts, that you are not to be trifled with.



You have advantage on Charisma (Intimidate) checks against any creature that can see your face, and have advantage on all Charisma checks against members of any organized military hierarchy.

LEGION ENEMY

At 10th level, you become a specialist in infantry tactics, and in dispatching enemies of the organization to which you are sworn. You can choose one legion enemy from the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races or subtypes of humanoids (such as humans, goblins, or lycanthropes) as legion enemies. Work with your DM to determine an appropriate type of enemy for the organization to which you belong (for example, in the lands of Zakhara, members of the mamluk order known as *abd-Haris* ("the Vigilant") are likely to choose aberrations or undead).

When you hit with a weapon attack against a target that is your legion enemy, or against any hostile creature within 5 feet of one of your allies, the target takes an extra 1d10 damage.

At 18th level, you choose a second legion enemy.

UNYIELDING COMRADE

Starting at 15th level, you are stirred to greater prodigies of valor by dire threats to your comrades. When an ally fails a death save, if you have no uses of your Action Surge ability remaining, you regain

Janissary Downtime Features

The abilities below are intended to represent a janissary's true power: being part of a larger organization. However, because they use less common game mechanics and can have larger effects on your party's ability to defeat encounters, they require your DM's approval before you acquire them in-game.

Ranking Janissary

At 7th level, because of your rank, whenever you are in a settlement with at least 1,000 inhabitants, you can spend 5 downtime days to recruit a **knight** or **veteran** (your choice) from your order or an allied military force to assist you. The knight or veteran stays with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they leave you to resume duties at their regular post.

Marshal Soldiers

At 10th level, you have such a natural mantle of command that you can recruit soldiers even when away from your legion. At the beginning of a game session, or at another time the DM deems appropriate, you can spend 10 downtime days to recruit three **guards** to your cause. If you spend 15 downtime days, you can instead recruit three **scouts**. They stay with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they return to their previous lives.

Legendary Legionnaire

Starting at 15th, your status in your organization is such that even jaded sergeants and proud officers will flock to your banner, crossing great distances to fight by your side. At the beginning of a game session, or at another time the DM deems appropriate, you can spend 20 downtime days to summon a total of three comrades (who can be any combination of **knights** and **veterans**) to serve you in completing your mission. These seasoned soldiers are led to you by a competent **scout**, so they can reach you anywhere within reason. The scout will not stay and fight for you, but he can be trusted to deliver a message back to your legion if you wish. The knights or veterans stay with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they return to your legion and report what has occurred.

Political Intrigues

At 18th level, your importance in your military organization makes you an influential mover-and-shaker in the politics of your homeland. By spending 20 downtime days whenever you are in a settlement with at least 1,000 inhabitants, you can hire an **assassin** to target and attempt to kill a humanoid of your choice. Once you spend the downtime, the actual monetary cost of hiring this assassin is covered by your organization. It is up to the DM to determine how long the assassination attempt takes to plan and execute, whether it succeeds, and how long it takes you to get word of the result.

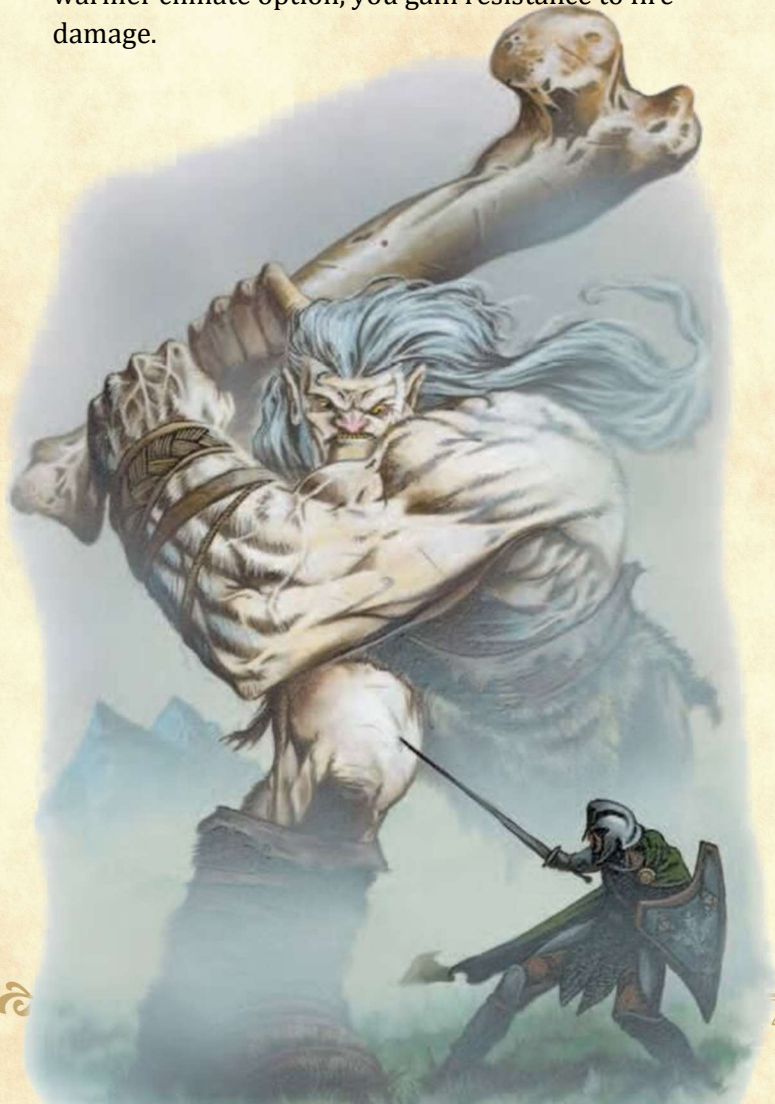
one use of the ability. If the death save is the second save that ally has failed, you also regain the use of your Second Wind ability if you have no uses remaining.

In addition, as long as you have an ally within 30 feet, you cannot be charmed or frightened, and you cannot be forced to sleep by magical effects unless you choose to be.

HONORED COMMANDER

At 18th level, you become a legendary role-model in your organization, regardless of your actual rank. You gain resistance to psychic damage, you are proficient in Wisdom saves, and when a hostile creature is within 5 feet of a friendly creature, you have advantage on weapon attacks against any hostile creature within 5 feet of one of your allies.

In addition, you gain a resistance dependent on the type of legion you chose for your Steel Yourself feature. If you chose the colder climate option, you gain resistance to cold damage; if you chose the warmer climate option, you gain resistance to fire damage.



ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10 Trinket

- 1 This well-worn scroll holds the charter of your order, a set of ideals and rules that you have sworn to live your life by.
- 2 This handwritten letter was given to you by one of your comrades shortly before they were killed in battle. You swore to deliver it for them.
- 3 This small wooden box contains a set of paints and powders that your order use to mark their skin with before going into battle.
- 4 This slim volume is part training manual, part philosophical treatise. It contains a series of diagrams showing various maneuvers and techniques, alongside essays about theories of war and combat.
- 5 This broken blade was taken from the first enemy you ever defeated in combat.
- 6 This small leather pouch contains earth from the land you have sworn to protect.
- 7 This leather case contains scraps of metal and hide along with small pieces of iron used for patching and repairing armor in the field.
- 8 This heavy bone horn is carved with the symbols of your order, and was used to signal to your allies across great distances.
- 9 This small chunk of rock was once much larger. You have been patiently shaping it into the likeness of your orders allied enemy over the course of many years.
- 10 This cloth pouch contains a handful of dried leaves native to your homeland. When brewed into a tea they provide a potent stimulant effect.

TALARIC BATTLEMIND

You have learned psychic techniques based on fragments of an ancient record called the Talaric Codex—written by a long-dead society of psychic warriors who assembled to protect the world. They fought in long-forgotten wars, alongside the servants of the gods, against unknowable aberrations invading the mortal world from the Far Realm.

Today, their martial disciplines live on in bits and pieces, many of which you have mastered, though where necessary you must improvise from your own experience.

You recognized your potential and came to practice the Talaric Codex's fighting arts shortly after your own haunting encounter with the madness of the Far Realm. The Codex teaches that the war between the natural world and the aberrant insanity beyond has shaped all of civilized history. Worldly

foes are mere hindrances in your preparation for the destined battles against abominations who seek to shatter reality itself. Your techniques may be subtler than those of mystics or eldritch knights, and in some ways your combat style might be visually indistinguishable from that of another fighter, yet the subtle signs of your power are clear to those who see them up close, and your supernatural edge is measured in victories.

BATTLEMIND PSIONICS

When you reach 3rd level, you learn to wield psionic power, using it to augment your martial prowess and to create psionic manifestations.

Psionic Manifestations. A psionic manifestation is an extraordinary expression of your psychic power. The psionic manifestations you can learn are listed at the end of this class description. At 3rd level, you

Talaric Battlemind Spellcasting

Level	Cantrips Known	Manifestations Known	Psi Limit	Psi Points
3rd	2	3	2	4
4th	2	4	2	6
5th	2	4	2	7
6th	2	5	2	7
7th	2	5	3	14
8th	2	6	3	14
9th	2	6	3	15
10th	3	7	3	17
11th	3	8	4	17
12th	3	8	4	19
13th	3	9	5	27
14th	3	10	5	27
15th	3	10	5	28
16th	3	11	5	32
17th	4	11	5	32
18th	4	11	5	33
19th	4	12	6	38
20th	4	13	6	38

know 4 psionic manifestations of your choice. The Manifestations Known column of the Battlemind Psionics table shows the total number of manifestations you know at each level.

Each psionic manifestation has a cost, which is paid in psi points (see below). If the minimum cost for a manifestation is higher than your psi limit, you cannot learn it until your psi limit increases. In addition, whenever you gain a level in this class, you can replace one manifestation you know with a different one of your choice.

Psionic manifestations use the same rules as spells for determining targets and areas of effect.

Psi Points. You have an internal reservoir of energy represented by psi points. You use them to fuel certain psionic abilities, as well as to create psionic manifestations.

The number of psi points you have is based on your level, as shown in the Psi Points column of the Battlemind Psionics table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

Psi Limit. Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic manifestation or psionic class feature. The limit is based on your psionic level, as shown on the Battlemind Psionics table. For example, as a 3rd-level psionic, you can spend no more than 2 psi points on a manifestation each time you use it, no matter how many psi points you have.

Psionic Vigor. You can draw vigor from the energy you use to power your manifestations. Immediately after you spend psi points on a psionic manifestation, you can take a bonus action to regain hit points equal to the number of psi points you spent.

Psionic Ability. Constitution is your psionic ability for your psionic manifestations. You use your Constitution modifier when setting the saving throw DC for a psionic manifestation or when making an attack roll with one.

Manifestation save DC = 8 + your proficiency

bonus + your Constitution modifier
Manifestation attack modifier = your proficiency bonus + your Constitution modifier

PERSISTENT HARRIER

At 3rd level, when a creature that has not attacked you within the last minute hits or misses you with an attack roll, you can use your reaction to make a weapon attack against it. If you are attacking with a melee weapon, your reach is increased to 30 feet for this attack. If the creature is an aberration, the attack deals extra damage equal to your proficiency bonus on a hit.

If the attack hits, you can spend psi points to teleport nearer to that attacker, teleporting up to 10 feet per psi point spent

PSYCHIC CANTRIPS

At 3rd level, you learn two cantrips. These cantrips are chosen from the following list: *challenger's mark**, *Far Realm gaze**, *friends, guidance, light, mage hand, mindspeak**, *minor illusion, project object**, *psychic shock**, *steal speed**, *thaumaturgy, telepathic challenge**, *thought projection**, and *vicious mockery*. You learn one additional cantrip at 10th level, and another at 17th level.

Your spellcasting ability for these cantrips is Constitution. Though you fuel these cantrips with your psionic ability, they are spells, not manifestations or psionic talents.

PSYCHIC BARRAGE

Starting at 7th level, when you cast a cantrip that has a casting time of 1 action, you can spend 2 psi points to change the casting time to 1 bonus action for this casting.

In addition, once per turn, when you reduce a creature to 0 hit points with a weapon attack, you immediately regain 2 psi points. If the creature was an aberration, you regain 3 psi points, and you have advantage on the next weapon attack roll you make before the end of your next turn.

CONSUMPTIVE POWER

At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. 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 once, regaining the ability to do so when you finish a short or long rest.

TALARIC IRON WILL

Starting at 15th level, you can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your fighter level + your Constitution modifier.

In addition, when you use your Indomitable feature to reroll a saving throw, if there are any aberrations within 60 feet of you that are not behind total cover, you gain advantage on the saving throw reroll and know the locations of all those aberrations.

TOPAZ CRUSADER

Starting at 18th level, you have the psychic willpower to turn the tide in the war against the alien entities of the Far Realm by assaulting them in their own planar home. You are immune to the charmed and frightened conditions, and when you roll initiative and have no psi points remaining, you regain 4 psi points.

In addition, when you reduce an aberration to 0 hit points, you can use your reaction to cast the *gate* spell without using a spell slot or any components (the casting time is changed to 1 reaction for this casting). Constitution is your spellcasting ability score for this effect. The portal conjured by this spell leads to the aberration's point of origin in the Far Realm (or the point of origin of that aberration's master or most recent ancestor or creator in the Far

Realm, as appropriate). Beings of the Far Realm cannot prevent you from opening this portal.

PSIONIC MANIFESTATIONS

As a Talaric Battlemind, you know a number of psionic manifestations you can activate with psi points. Each manifestation specifies the type of action and number of psi points it requires. The psi point cost of each manifestation appears in parentheses after its name. You must spend that number of psi points to use that manifestation, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the manifestation. Some manifestations show a range of psi points, rather than a specific cost. To use that manifestation, you must spend a number of points within that point range, still abiding to your psi limit.

The psionic manifestations you can learn are listed alphabetically below.

Aberration Wrack (5-6 psi). As an action, choose a point you can see within 60 feet of you. Each aberration in a 20-foot-radius sphere centered on that point takes 6d4 force damage and must make a Constitution saving throw. On a failed save, a target takes additional psychic damage equal to the amount of force damage you rolled, and it suffers disadvantage on all saving throws until the end of your next turn. You can increase the damage by 1d4 if you spend an additional psi point on this ability.

Adaptive Shield (3 psi). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type—including the triggering damage—until the end of your next turn.

Agile Defense (2 psi). You take the Dodge action as a bonus action.

All-Around Sight (3 psi). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.

Assess Foe (2 psi). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.

Baleful Transposition (5 psi). As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

Battlemind Spike. (3 psi). You cast the *mind spike*** spell.

Blur of Motion (2 psi). As an action, you cause yourself to be invisible during any of your movement during the current turn.

Blurred Step (2 psi). As a reaction when a creature within 5 feet of you uses the Disengage action, make a melee weapon attack against that creature. If the attack hits, at the end of the turn, you can teleport up to 30 feet to an unoccupied space adjacent to that creature, as part of the same reaction, but if you do, your speed is reduced by half until the end of your next turn.

Combined Effort (5-6 psi). As an action, you make a melee weapon attack, gaining a bonus on the attack roll equal to the number of allies you can see within 10 feet of the target (maximum 5). If the attack hits, it deals an extra 3d6 psychic damage to the target. You can increase the damage by 1d6 if you spend an additional psi point on this ability. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

Command to Strike (3 psi). As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack

action. You choose the targets.

Coordinated Movement (2 psi). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

Daze (3 psi). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.

Defensive Battlemind (5 psi). As a reaction, when you are hit by an attack, you cause the attack to miss, and you move up to 5 feet without provoking opportunity attacks.

Defensive Step (2 psi). When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.

Environmental Adaptation (2 psi). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire

damage) for the next hour.

Ethereal Weapon (1 psi). As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this manifestation. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be

The Origin of Psionics?

Mystical adepts who employ psionic powers are rare and little understood by the world at large. Some believe that when the Far Realm exerts pressure on the natural world, breaches in the borders of our reality form. The alien nature of the aberrations that dwell there seep into our world, spawning horrors that corrupt and reshape the very fabric of our existence. One theory holds that our world reacts to this intrusion defensively by imbuing sentient mortals with psychic potential.

According to proponents of this idea, the number of psionic beings in our world rises and falls in proportion to this threat. In the face of a truly cataclysmic invasion, wielders of mystic power might arise in significant numbers. If the menace of the Far Realm ever ended completely, psychic champions might vanish from the world as well, remembered only as legends.

imposed on a hit.

Focused Totality Strike (1–6 psi). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals 1d6 per psi point spent, and the bonus damage is psychic. If the attack has more than one damage type, you choose which one to use for the bonus damage. If you spend 3 or more psi points, you may choose to also force the target to make a Strength saving throw. If it fails, it is knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends. However, if the target makes a successful saving throw, the psychic damage it takes from this effect is halved.

Force Push (1–6 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage and is not pushed.

Forceful Query (2 psi). As an action, you ask a question of one creature that can see and hear you and is within 30 feet of you. The question must be phrased so that it can be answered with a yes or a no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

Incite Courage (2 psi). As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures are frightened, that condition ends on those creatures.

Inertial Armor (2 psi). As an action, you sheathe yourself in an intangible field of psychic force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.

Iron Hide (1–6 psi). As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. This bonus applies against the triggering attack and lasts until the end of your next turn.

Mighty Leap (1–6 psi). As part of your movement,

you jump in any direction, up to 20 feet per psi point spent.

Move Object (2–6 psi). Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below. As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

Psi Points Spent	Maximum Weight	Bludgeoning Damage
2	25 lbs.	2d6
3	50 lbs.	4d6
5	250 lbs.	6d6
6	500 lbs.	7d6

Phantom Caravan (6 psi). As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

Psychic Backlash (2 psi). As a reaction, you can impose disadvantage on an attack roll targeting you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.

Psychic Parry (1–6 psi). As a reaction when you make an Intelligence, Wisdom, or Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before the outcome is decided.

Rapid Step (1–6 psi). As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

Read Moods (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to

six creatures you can see, such as happy, confused, afraid, or violent.

Seeking Missile (2 psi). As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

Speeding Dart (1–6 psi). As a bonus action, you imbue one piece of ammunition or a thrown weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage per psi point spent.

Steel Hide (2 psi). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Step of a Dozen Paces (1–6 psi). If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.

Surge of Action (5 psi). As a bonus action, you can Dash or make one weapon attack.

Surge of Speed (2 psi). As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

Transposition (3 psi). If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.

Unwavering Eye (2 psi). As a bonus action, you gain advantage on Wisdom checks for 1 minute.



ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10	Trinket
1	This small hand mirror is set in a frame of twisted black onyx, and reflects the chaos along the border between the Far Realm and the Material plane.
2	This thick glass cube contains a wisp of constantly-shifting black smoke, a fragment of thought wrenched from the mind of an aboleth.
3	This walking stick is made from the severed and preserved tentacle of a mind flayer.
4	This oddly twisted skullcap is made from a light, supple metallic substance. It is supposed to provide protection against psychic attacks, though it does not appear to work.
5	This shadowy black cloak is made from the remnants of a ruptured portable hole.
6	This slim journal is written in your own hand, and contains thoughts and observations that you recorded after your first encounter with the Far Realm. You do not remember writing it.
7	This scroll case contains one ancient sheet of parchment. It is the single scrap of the Talaric Codex that you possess.
8	This pair of ear plugs are made from the teeth of some unknown aberration. When worn, the distant voice of the warrior who slayed it can be heard chanting ancient battle hymns.
9	This pouch contains a handful of powdered wrath.
10	This slim glass box contains a long, thin tentacle that twitches and writhes under its own power.

MONASTIC TRADITIONS

There are two new monastic traditions described below, Way of the Sightless Strike and Way of the Thousand Steps.

WAY OF THE SIGHTLESS STRIKE

You study spiritual martial arts that channel your ki through your nonvisual senses, allowing you to visualize your environment even when you cannot see. This highly meditative martial tradition seeks to unify your body, senses, and mind, and many of its techniques are practiced blindfolded. Its primary goals are truth, self-knowledge, and presence in the moment. A primary tool for teaching this art is the bow, a weapon requiring simultaneous focus on the self and the distant target. A monk of this tradition treats its target as a mirror, a reflection of their own mind that is only as clear as the stillness of their thoughts. However, the lessons learned from the bow may be applied to all forms of combat. By precision and meditation, you learn to strike as well with your eyes closed as open, so long as your mind is clear.

BOW INITIATE

When you choose this tradition at 3rd level, you gain proficiency in shortbows and longbows, which become monk weapons for you. You also gain proficiency with carpenter's tools, and have advantage on ability checks related to making or repairing bows or arrows.

In addition, you learn the *true strike* cantrip, and you can spend 2 ki points as a bonus action to cast the *hunter's mark* spell without using a spell slot or any components.

TARGETED STRIKE

At 3rd level, once per turn, when you hit a creature with a monk weapon or an unarmed strike, you can spend a ki point to inflict one of the following effects on the target, in addition to the normal damage inflicted.

- + **Disarm.** The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- + **Disorient.** The target must succeed on an Intelligence saving throw. If it fails, it can't take reactions until the end of your next turn.
- + **Pin.** The target must make a Dexterity saving throw. If it fails, until the end of its next turn, its speed becomes 0, and it can't benefit from any bonus to its speed.
- + **Rattle.** The target must succeed on a Charisma saving throw, or it has disadvantage on Charisma checks for 1 minute.
- + **Scare.** The target must succeed on a Wisdom saving throw or it is frightened of you until the end of your next turn.
- + **Wound.** The target must make a Constitution saving throw. If it fails, until the start of its next turn, it cannot regain hit points and has disadvantage on Constitution ability checks and saving throws.

You can spend additional ki points on this effect, inflicting an extra 1d8 damage for every ki point spent beyond the first. The maximum number of ki points you can spend on this feature each turn is equal to your proficiency bonus.

MEDITATIVE AIM

Beginning at 6th level, you practice a meditative martial technique when aiming ranged weapons (referred to in some traditions as Zen Archery). You can substitute your Wisdom modifier for your Dexterity or Strength modifier when making an attack roll with a ranged weapon.

EYELESS SIGHT

At 6th level, if you are able to hear, you have a natural sense for the presence of objects around you, giving you blindsight within 10 feet and allowing you to add your Wisdom bonus to your initiative rolls. In addition, you can spend 3 ki points to cast any of the following spells, without using a spell slot or any

components: *detect thoughts, find traps, or see invisibility.*

FIGHTING STYLE

At 11th level, you adopt a particular style of fighting as your specialty. Choose a fighting style from the list of options below. You can't take the same Fighting Style option more than once, even if you get to choose again.

- ✦ **Archery.** You gain a +2 bonus to attack rolls made with ranged weapons.
- ✦ **Close Range.** You are trained in making ranged attacks at close quarters. You do not have disadvantage on ranged attack rolls while you are within 5 feet of a hostile creature. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls you make with ranged or thrown weapons.
- ✦ **Grappler.** When you hit a creature with an unarmed strike or an improvised weapon attack, it has disadvantage on the next attack roll, Strength, or Dexterity check it makes before the end of its next turn.
- ✦ **Harrying.** When you hit a creature with an unarmed strike or a melee attack with a weapon that doesn't have the two-handed or heavy property, its speed is reduced by half until the end of its next turn.
- ✦ **Mobility.** When you are not using a shield or wearing heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.

BLIND MASTERY

Starting at 17th level, whenever you miss with a monk weapon or an unarmed strike attack during your turn, you can immediately make an additional attack. You can only gain one additional attack during your turn with this ability.

In addition, if you are able to hear, you are aware of the location of any hidden or invisible creatures within 10 feet of you.



WAY OF THE THOUSAND STEPS

Monks of the Way of the Thousand Steps base their training around the idea that distance is an illusion. They teach that all locations are one, believing that by disciplining body and mind a student can pierce the seeming infinity of space and exist wherever they wish. These monks learn to treat velocity as a tangible force they can increase or decrease at will, even lending speed to others or taking it away. This manifests as preternatural speed and mobility, and

grows into powers of teleportation rivalling those of the greatest conjurers.

BONUS CANTRIPS

At 3rd level when you choose this monastic tradition, you can move for a split second at such an impossible speed that you can create seemingly miraculous effects. You learn your choice of three of the following cantrips: *blade ward*, *booming blade****, *gust*** , *mending*, *message*, *produce flame*, *shocking grasp*, *steal speed**, *thunderclap*** , or *true strike*. You learn one additional cantrip from this list at 9th level, and again at 15th level. Your spellcasting ability for these cantrips is Wisdom.

QUICKENING DISCIPLINE ADEPT

At 3rd level, you learn ki disciplines that allow you to supernaturally quicken your speed. A quickening discipline requires you to spend ki points when you use it. Some allow you to spend additional ki points of your choice for a more powerful effect; the maximum number of ki points you can spend on one use of a discipline is equal to your proficiency bonus.

You learn three quickening disciplines of your choice, which are detailed at the end of this archetype description. You learn two additional quickening disciplines of your choice at 6th, 11th, and 17th levels.

Whenever you gain a level, you can also replace one quickening discipline that you already know with a different discipline of your choice.

Casting Discipline Spells. Some quickening disciplines allow you to cast spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Wisdom is your spellcasting ability for these spells. A discipline spell is cast at its minimum level, unless you spend extra ki points to increase its level. The spell's level increases by 1 for each additional ki point you spend, but the maximum number of ki points you can spend to cast a discipline spell (including its base ki point cost and additional ki points to increase its level) is limited to an amount equal to your proficiency bonus, just like other uses of your disciplines.

Concentrating on a Discipline. Some disciplines require concentration to keep them active. This follows all the same rules as concentrating on a spell. While concentrating on such a discipline, if you use another effect that requires your concentration (such as a spell with concentration listed in its Duration entry), you lose concentration on the discipline, and its effects end.

FALLING STAR SPEED

Beginning at 6th level, during your turn, whenever you spend one or more ki points, you can spend 1 additional ki point to gain three benefits until the end of the current turn: you don't provoke opportunity attacks, your walking speed increases by 10 feet, and you have a climbing speed equal to your walking speed. Whenever you take the Dash action, you can spend 1 ki point to gain the same benefits.

In addition, when you cast a spell with a casting time of 1 action, you can spend 3 ki points to change the casting time to 1 bonus action for that casting.

MOVE TO SAFETY

When you reach 11th level, you can move so quickly for a brief burst that you not only travel to a distant location, but can also go back and forth enough times to carry up to six companions with you. As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, creatures that cannot fit are not teleported. You cannot move a creature if its weight is greater than twice your carrying capacity.

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

INFINITE SPEED

At 17th level, choose two of the following spells: *arcane gate*, *blade barrier*, *chain lightning*, *conjure volley*, *control winds*** , *dimension door*, *etherealness*, *far step*** , *find the path*, *freedom of movement*, *greater invisibility*, *investiture of wind*** , *plane shift*,

*project image, regenerate, scatter***, *steel wind strike***, *storm sphere***, *swift quiver*, *teleport*, *tree stride*, *whirlwind*, or *word of recall*. You can cast either of the chosen spells by spending ki points equal to 1 + the spell's level. A spell cast in this way is always cast at its minimum level. Unlike your discipline spells, these spells require material components.

You can cast each of the two spells you chose for this feature once, regaining the ability to do so when you finish a long rest.

QUICKENING DISCIPLINES

The following quickening disciplines are presented in alphabetical order. The ki point cost of each discipline appears in parentheses after its name. You must spend that number of ki points to use that discipline. Some disciplines show

a range of ki points, rather than a specific cost. To use such disciplines, you must spend a number of points within the specified point range.

If a discipline lists a level requirement, you must reach that level in this class to learn the discipline.

Astounding Intuition Kata (2 ki points). As a bonus action, you gain advantage on Wisdom checks for 1 minute.

Blazing Comet Stance (2 ki points). You cast *zephyr strike***.

Blink Dog Stance (4 ki points, 11th level required). You cast *blink*.

Clapping Palms Catch the Iron Blade (2 ki points). As a reaction, you can impose disadvantage on an attack roll against you if you can see or hear the attacker. If the attack still hits you, the attacker takes 2d10 thunder damage.

Coiled Serpent Striking Stance (4 ki points, 11th level required). As a bonus action, you enter a state of motion so quick that other creatures can barely perceive it. For 1 minute, you can use a bonus action to teleport up to 60 feet to an unoccupied space you can see. Whenever you teleport in this way, you have advantage on the next melee attack you make before the end of the turn. You must concentrate on this effect, as if it were a concentration spell, and it ends early if you do not maintain your concentration. The effect also ends early if you are incapacitated, restrained, or otherwise unable to move.

Cyclone-Spawning Sprint (3 ki points, 6th level required). You cast *dust devil***.

Desert Mirage Speed Kata (3 ki points, 6th level required). You cast *mirror image*.

Displacer Beast Stance (2 ki points). As a bonus action, you cause yourself to flicker between two different positions, making it difficult for enemy blows to find you. For 1 minute, attack rolls against you are made at disadvantage. You must concentrate on this effect as if it were a concentration spell, and it ends early if you do not maintain your concentration. If you take damage, instead of making a Constitution



saving throw, you instantly lose your concentration. The effect also ends early if you are incapacitated, restrained, or otherwise unable to move.

Earth-Folding Step (1–6 ki points). If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per ki point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.

Efficient Speed Mastery (2 ki points). You cast *expeditious retreat*.

Ensnaring Protector Technique (4 ki points, 11th level required). You cast *aegis of ensnarement***.

Fist of Four Thunders (2 ki points). You cast thunderwave.

Flaming Footpath Sprint (3 ki points, 6th level required). You cast *Aganazzar's scorcher***.

Fleeting Shadow Step (2 ki points). As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

Greater Displacer Beast Stance (3 ki points, 6th level required). You cast *blur*.

Heat Shimmering from the Road (2 ki points). As an action, you cause yourself to be invisible during any of your movement during the current turn.

Howling Vortex Rush (2 ki points). As an action, choose a point you can see within a distance equal to your current walking speed. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere that weighs no more than 100 pounds is moved to an unoccupied space of your choice within the sphere.

Inexorable Pursuit Strike (2 ki points). As a reaction, when a creature within 5 feet of you uses the Disengage action, make a melee weapon attack against that creature. If the attack hits, at the end of the turn, you can teleport up to 30 feet to an unoccupied space adjacent to that creature, as part of the same reaction, but if you do, your speed is reduced by half until the end of your next turn.

Instant Transposition Rush (3 ki points, 6th

level required). If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.

Iron-Vibrating Palm (3 ki points, 6th level required). As an action, choose one nonmagical weapon held by one creature you can see or hear within 5 feet of you. That creature must succeed on a Strength or Dexterity saving throw (its choice), or the chosen weapon can't be used to attack for 1 minute. The creature can make another Strength or Dexterity saving throw at the end of each of its turns, ending this effect on a success.

Journey of a Single Step (1–6 ki points). As a bonus action, you cause your travel pace to be doubled for 8 hours while you are on foot. For each ki point you spend beyond the first, you can extend this effect to include two additional creatures while they're within 60 feet of you. This effect ends early if you are incapacitated, restrained, or otherwise unable to move.

Jumping Stag Technique (1–6 ki points). As part of your movement, you jump in any direction, up to 20 feet per ki point spent.

Ki Step (1–6 ki points). As a bonus action, you increase your walking speed by 10 feet per ki point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ki-rin Manifestation Strike (4 ki points, 11th level required). You cast *aegis of assault***.

Leaping Mantis Defense (2 ki points). When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then jump up to an unoccupied space you can see up to 10 feet away without making an ability check, using any of your movement, or provoking opportunity attacks.

Lent Velocity Technique (2 ki points). You cast *catapult***.

Lightning Perception Stance (4 ki points, 11th level required). As an action, you quicken your

senses and reflexes to a preternatural degree, allowing you to all but see the future. For 8 hours, you can't be surprised, attack rolls against you can't gain advantage, you gain a +10 bonus to initiative, and when you make a Wisdom check you can use your reaction to gain advantage on the roll. You must concentrate on this effect, as if it were a concentration spell, and it ends early if you do not maintain your concentration.

Monkey Step Infusion (3 ki points, 6th level required). You cast *spider climb*.

Noble Crane Stance (4 ki points, 11th level required). You cast *water walk*.

Opponent Transposition Strategem (4 ki points, 11th level required). As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

Osprey Talon Snatching Strike (2-6 ki points). As a bonus action, you gain the ability to fly for up to half your movement this turn. The next time you hit with a melee weapon attack before the end of the current turn, the target takes extra magical piercing damage equal to a roll of your Martial Arts die, and you can force the target to make a Strength saving throw. On a failed save, it drops one object of your choice it is holding. You can catch the object yourself, if it is small enough for you to hold with one free hand. Otherwise, the object lands at the target's feet. If you spend more than 2 ki points on this discipline, each additional ki point adds extra magical piercing damage equal to a roll of your Martial Arts die.

Pouncing Tiger Infusion (2 ki points). You cast *jump*.

Projectile Scattering Throw (4 ki points, 11th level required). You cast *conjure barrage*.

Quaking Earth Stomp (2 ki points). You cast *earth tremor***.

Quickened Healing Trance Infusion (4 ki points, 11th level required). You cast *catnap***.

Redirected River of Fury (2 ki points). You cast *absorb elements***.

Reed Sways in the Storm (1-6 ki points). As a

reaction when you make a Dexterity saving throw, you gain a +1 bonus to that saving throw for each ki point you spend on this ability. You can use this ability after rolling the die but before suffering the results.

Rolling Thunder Rush (4 ki points, 11th level required). You cast *thunder step***.

Seven Chakra Speed Infusion (4 ki points, 11th level required). You cast *haste*.

Spinning Cyclone Defense (3 ki points, 6th level required). You cast *warding wind***.

Swinging Pendulum Technique (2 ki points). As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.

Throwing Star Ballista Strike (1-6 ki points). When you hit with a thrown weapon attack, you can use your bonus action to inflict extra force damage equal to a roll of your Martial Arts die and force the target to make a Strength saving throw. On a failed save, you can push it up to 10 feet away from you and it cannot take reactions until the end of your next turn. If you spend more than 1 ki point on this discipline, each additional ki point adds extra magical piercing damage equal to a roll of your Martial Arts die.

Tornado Spinning Fist (3 ki points, 6th level required). You cast *gust of wind*.

Trackless Step Kata (3 ki points, 6th level required). You cast *pass without trace* (targeting yourself only).

Unbound Dragon Technique (4 ki points, 11th level required). For 1 hour, you move too swiftly to be shackled by gravity. Until this effect ends, you have a flying speed equal to your walking speed, your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, or lift objects. You must concentrate on this effect, as if it were a concentration spell, and it ends early if you do not maintain your concentration.

Vanishing Leopard Kata (3 ki points, 6th level

required). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss. You then teleport up to 30 feet to an unoccupied space you can see.

Velocity-Consuming Stance (4 ki points, 11th level required). You cast *slow*.

Weightless Scouting Sprint (3 ki points, 6th level required). You cast *find traps*. When you cast the spell in this way, its range cannot exceed your current walking speed.

Whirling Sandstorm Defense (4 ki points, 11th level required). You cast *wall of sand***.

Wind Step Stance (2 ki points). As a bonus action, you enter a state in which you can run up anything that has any substance, even if it could not normally

bear your weight: a cloud of dust, falling snowflakes, tiny branches, cherry blossoms, and so on. For 1 minute, you gain a climbing speed equal to

your walking speed, and you can climb vertically, at an angle, or move horizontally, through any unoccupied space, as long as there is anything more substantial than air within that space and it is not more than 40 feet above a surface on which you can stand. You must concentrate on this effect, as if it were a concentration spell, and it ends early if you do not maintain your concentration. The effect also ends early if you are incapacitated, restrained, or otherwise unable to move.

Xorn Vibration (4 ki points, 11th level required). You cast *meld into stone*.

PALADIN SACRED OATHS

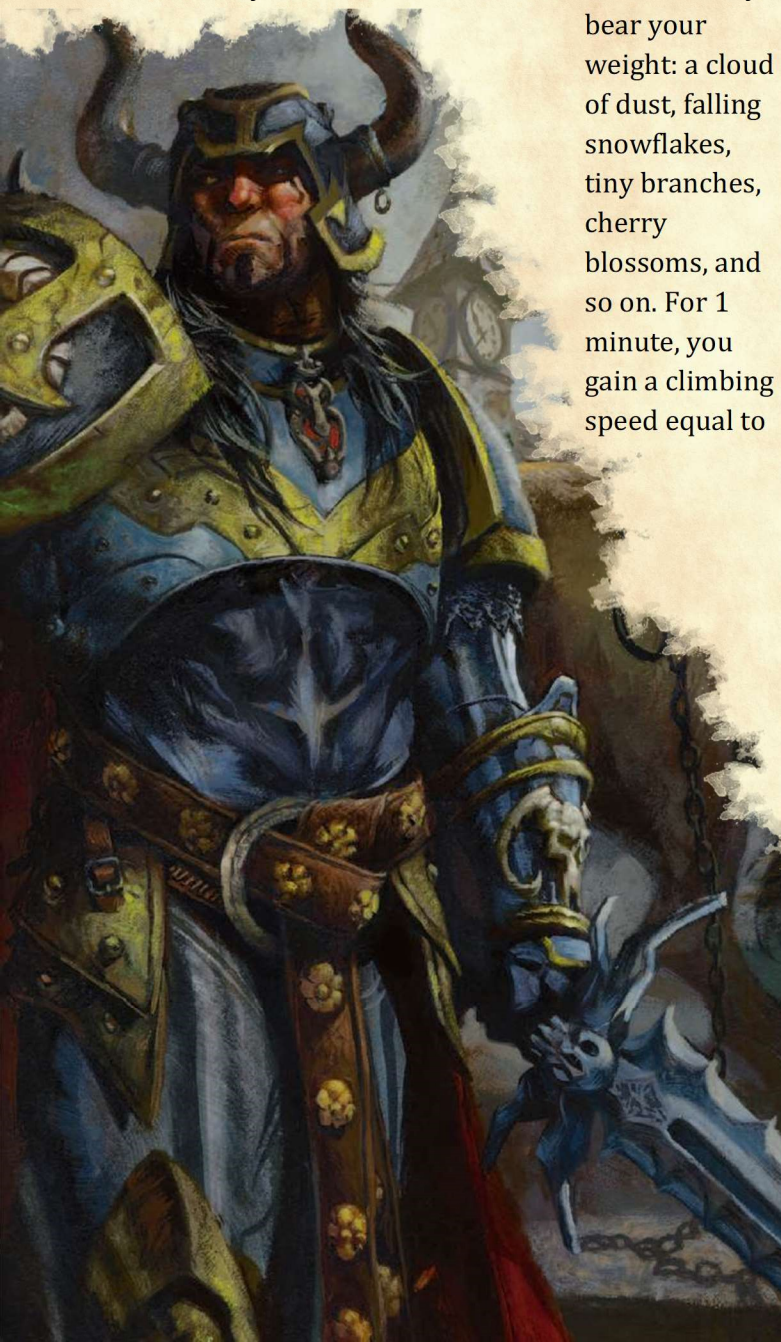
There are two new paladin sacred oaths described below, the Oath of the Aegis and the Oath of Inquisition.

OATH OF THE AEGIS

Many paladins wield divine might, but those who swear this oath draw additional strength from studies of arcane magic. Knights of the Aegis—also known as swordmages, arcane defenders, or mage knights—cherish magic like a fine wine, knowing how its existence enriches the world. Their highest callings are personal loyalty to those worthy of protection, and ensuring that arcane power continues to be studied by those with the wisdom to use it well. Their own magical studies start with improving their martial prowess, but grow into an increased ability to cast arcane spells, counter hostile magic, and defeat enemy spellcasters.

Most swordmages are humans, elves, half-elves, or gnomes, but certain exotic races have their own ancient versions of this oath, such as genasi and gith.

They worship gods of magic, guardianship, knowledge, wisdom, mystery, duty, or mysticism. In the Forgotten Realms, this vocation is often known as the Oath of the Weave. A wide selection of Faerûn's deities claim Knights of the Weave as their devotees, from patrons of magic like Mystra, Azuth, Savras, and Isis to other gods such Selûne, Deneir, Helm, and Torm, as well as many



members of the elvish and gnomish pantheons.

TENETS OF THE WEAVE

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

Level	Spells
3rd	<i>detect magic, shield</i>
5th	<i>misty step, warding bond</i>
9th	<i>counterspell, dispel magic</i>
11th	<i>death ward, dimension door</i>
17th	<i>conjure elemental, teleportation circle</i>

CHANNEL DIVINITY

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

- + **Spellfire Blade.** You can use your Channel Divinity to enhance your weapon attacks. As a bonus action, you infuse your weapon with arcane energy for one minute. The next time during that minute that you hit a target with a weapon attack that is also part of the action used

to cast a cantrip (such as for *the booming blade**** or *frostwind blade** cantrips), the target takes extra radiant damage in addition to any other effects of that hit. The extra damage equals 2d8 + your paladin level. In addition, the next time the target tries to cast a spell before the end of its next turn, it must make a Constitution saving throw against your paladin spellcasting DC. On a failed save, the spell fails and has no effect.

- + **Spellfire Shield.** When you make a successful saving throw against a spell, or a spell attack misses you, as a reaction you can use your Channel Divinity to reflect the spell onto an enemy. Choose 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.

SPELLSHATTER

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

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

ARCANE CANTRIPS

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

When you cast a cantrip gained from this feature, you can expend 10 hit points from the pool of healing

granted by your Lay on Hands feature to change the casting time to 1 bonus action for this casting.

AEGIS AURA

Starting at 7th level, you radiate an aura of magical energy that protects your allies and allows you to ward them against danger. Whenever a friendly creature within 10 feet of you is the target of an opportunity attack, that attack is made with disadvantage. When you reach 18th level, the aura grows, and opportunity attacks against friendly creatures within 30 feet of you are made with disadvantage.

When you reach 9th level, choose one of the following spells: *aegis of assault**, *aegis of ensnaring**, or *aegis of shielding**. Whenever a friendly creature within the aura provided by this feature is struck by an attack, you can use your reaction to cast the chosen spell on the attacker as a 3rd-level spell without using a spell slot. The chosen spell is also added to your oath spell list, and like your other oath spells, it is always prepared.

MYSTIC CHAMPION

At 15th level, you learn one wizard cantrip, and you choose one wizard spell of 4th-level or lower. That spell is added to your oath spells list. In addition, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

LIVING SPELLFIRE

At 20th level, you become imbued with the power of the Weave, capable of unleashing magic in its raw form. As an action, you wreath yourself in a maelstrom of blue spellfire. For 1 minute, you gain the following benefits:

- + You can teleport up to your walking speed as a bonus action.
- + Hostile creatures within 30 feet of you have disadvantage on saving throws against spells you cast, and take a -5 penalty on Constitution saving throws to maintain concentration on a spell.

- + When you use your action to cast a spell, you can make one weapon attack as a bonus action.
- + When you roll damage for a spell, you can reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

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

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10 Trinket

- | | |
|---|--|
| 1 | The substance inside this small glass pendant appears to be something between a gas and a liquid, and glows with a strange light. You believe it to be a scrap of magic in its raw form. |
| 2 | This long cape is embroidered with strange symbols and geometric designs in delicate gold thread meant to depict the sensation of letting magic flow through you unfettered. |
| 3 | This age-worn scroll contains a list of legendary magical items and brief descriptions of their properties, though it holds no clue as to their whereabouts. |
| 4 | This illustrated children's book contains humorous tales about people who fooled around with magic and suffered terrible consequences, each individually illustrated. |
| 5 | This well-preserved letter comes from the head of a temple you once saved from destruction, thanking you for your protection and offering you a debt of gratitude. |
| 6 | This half-burned journal is mostly illegible, but the fragment you have been able to decipher speaks of a forgotten library filled with ancient arcane knowledge. |
| 7 | This small compass is intended to always point towards the nearest source of magic. |

Unfortunately, being imbued with its own enchantment, is usually attempts to point at itself.

- 8 This grimoire comes from the study of a long-dead mage notable for his ineptitude. The spells contained within it either have no effect or else result in wildly unanticipated consequences.
- 9 This book is entitled *A Brief History of Magic in the Realms*, and purports to have been written by one of the most celebrated mages of the age. It is anything but brief, and very likely a fake.
- 10 This palm-sized iron disc is always warm to the touch and has the glyph to a teleportation circle stamped on its surface. You have been unable to determine where the circle it point to might be.

OATH OF INQUISITION

While paladins of the Oath of the Aegis seek to protect magic itself, you are sworn to protect others from magic gone wrong. You believe magic is a sacred force, and those who use it for fell purposes must be eliminated. At times, such spellcasters may be offered the chance to renounce their ways; those who refuse cannot be suffered to live. Paladins of this oath are scholars as well as warriors, schooled in the ways of the clever foes they pursue and with the necessary education to deduce the truth from the clues they encounter. Known as inquisitors or ardent knights, they tend to be reflective and analytical by nature, with a focused intensity that makes some people uncomfortable. They are known for a deep passion to dispel deceit and pursue those who abuse their power, but this passion tends to be a quiet one, expressed more in deeds than words.

In certain places, where some forms of magic are entirely banned, inquisitors may be feared enforcers of tyrannical intolerance, but most paladins of this oath are more concerned with eliminating magic that truly endangers communities. Symbols such as open books, lit candles, flaming braziers, and magnifying

glasses often adorn inquisitors' clothes and armor, reflecting their commitment to deep study and bringing the truth to light—except when such truths would harm the innocent. Sometimes, it is your duty to ensure that certain dangerous arcane knowledge remains hidden, buried deep, beyond the reach of those who would use it for ill purposes.

In the Forgotten Realms, inquisitors are often devoted to Deneir, Oghma, the Red Knight, or Savras, as well as traditional gods of paladin orders such as Helm, Torm, or Tyr.

TENETS OF INQUISITION

Ages of battle against malignant forces forged the tenets of the Oath of Inquisition. They emphasize the protection of the weak against deadly, unseen magical threats. Those who follow these sacred edicts must do so with an unfailing rigor, for any weakness in these paladins is a weakness in the armor that protects the world.

- + *Stewardship*. You stand between the powerless and those who misuse power. Magic is a part of the world, but its abuse can create tragedies on a massive scale. You root out hidden threats and eldritch recklessness before they escalate into disaster.
- + *Vigilance*. Your business isn't the threats other folks can see coming. Those are for the city watch or local soldiers. You're responsible for the dangers only you can discern. Never let your guard down; the price would likely be paid in corpses.
- + *Education*. Most of your foes gain their powers from disciplined study or unholy revelations. Your thorough scholarship evens the odds. The details of history, arcane practice, theology, and human nature are all weapons in your arsenal. These weapons are gained through dedicated study, from books, and constant research.
- + *Relentlessness*. If a foe escapes you, it shouldn't be because you didn't do your due diligence. Be obsessive in pursuit, patient in deduction,

implacable in battle, and defiant in the face of dark powers.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Level	Spells
3rd	<i>hunter's mark, protection from evil and good</i>
5th	<i>detect thoughts, see invisibility</i>
9th	<i>counterspell, magic circle</i>
11th	<i>divination, Mordenkainen's faithful hound</i>
17th	<i>dispel evil and good, hallow</i>

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Intimidate, Investigation, Religion, Perception, or Survival. In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, Draconic, Sylvan, or Infernal.

CHANNEL DIVINITY

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

✦ **Ardent Vow.** When you hit a creature with a melee weapon attack, you can use your Channel Divinity as a bonus action to mark the creature for 1 minute. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. A creature marked by you with this feature cannot benefit from being invisible, and it takes psychic damage equal to your paladin level at the end of any turn in which it dealt damage to one of your allies. While a creature marked by you is within 5 feet of you, it has disadvantage on any attack roll that doesn't include you, and it provokes an opportunity attack from you whenever it forces a creature other than you to make a saving throw.

✦ **Dispelling Gaze.** You can use your Channel Divinity as an action to cast *remove curse*. If you are 5th level or higher, you can choose to use this feature to cast *dispel magic* instead. You do not use up a spell slot when you cast a spell in this way. The effective spell slot level of a spell you cast with this use of your Channel Divinity feature is equal to half your paladin level (rounded down, to a maximum of 9th).

STEADFAST INQUISITOR

At 3rd level, whenever you fail a check or saving throw based on Wisdom or Intelligence, you can spend a spell slot to reroll, gaining a bonus on the second roll equal to 1d4 + the level of the spell slot spent. You must use the second roll.

In addition, you can cast *detect magic* at will, without expending a spell slot or any components.

AURA OF MENTAL DEFENSE

At 7th level, whenever a creature who benefits from your Aura of Protection feature makes a saving throw against an enchantment or illusion spell, it can roll 1d6 and add the number rolled to the saving throw.

INESCAPABLE GAZE

At 15th level, your insights into your foes become supernaturally acute. You add *zone of truth* to your oath spell list, and you can cast *see invisibility* at will, without using a spell slot or any components. While your *see invisibility* spell is active, you also gain truesight out to a range of 60 feet.

In addition, when the target of your Ardent Vow makes a saving throw against one of your oath spells, you can empower that oath spell, imposing disadvantage on the saving throw. Until your Ardent Vow ends, the creature continues to have disadvantage on all saving throws against the same oath spell. Once you empower a particular oath spell with this feature, you cannot empower another oath spell until the next time you use your Ardent Vow.

AURA OF DISCERNMENT

At 20th level, as an action, you emanate an aura of truth that destroys deceit and dark magic. You can use your action to gain the following benefits for 1 hour:

- ✦ You have advantage on Wisdom and Intelligence saving throws, as do your allies who are within 30 feet of you.
- ✦ Any creature within 30 feet of you that makes a Charisma (Deception) check or casts an enchantment or illusion spell must make a Constitution saving throw, writhing in pain as they take 2d10 psychic damage on a failed save, or half as much on a successful save.
- ✦ You gain resistance to fire, necrotic, and psychic damage.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:



d10 Trinket

- 1 This slim leather-bound volume is a guide to detecting deceit and falsehood through the study of body language, tone of voice, and facial movements.
- 2 This wooden box contains a small collection of seemingly innocuous items that you suspect may all point to some greater truth or revelation: a shard of purple glass, a vial of ashes, and the nib of a pen stained with blood. Each one is tagged and labelled with details of when and where you found them.
- 3 This ancient map shows a city long lost to ruin, in which powerful magics were once unleashed with terrible consequences.
- 4 This supple leather case is a portable divination circle. It contains chalk, candles, incense, a set of specially marked bones and dice, feathers, and a deck of cards.
- 5 This battered old folio contains heretical writings from an obscure religious sect which died out centuries ago.
- 6 This stoppered glass vial contains thick black smoke that you believe is part of the essence of the Shadowfell.
- 7 This small potion bottle contains a powerful truth serum that you suspect may be too old to function as intended, if it functions at all.
- 8 This old, bloodstained leather case contains a set of torturer's tools.
- 9 This thick iron-bound book is stuffed with loose notes and diagrams, and contains your own writings and thoughts from your years as an inquisitor.
- 10 This ring is made from red onyx and set with a chunk of bone bearing the sigil of an ancient society or sect that you are particularly fascinated by.

RANGER CONCLAVES

There are two new ranger conclaves described below, the Tempest Warden and the Thief Taker.

TEMPEST WARDEN

Just as the Feywild sings with eldritch energy, the spirits of the borders between worlds cry out for a champion. Tempest wardens answer. Accepting this burden, you've become a living conduit of primal power, channeling it as it flows through you, up from the earth beneath your feet. Like a mountain, unmoved amid buffeting winds, you are a point of calm within a cyclone of magically empowered steel. Ancient protective techniques give you a deadly elemental synergy with your blades, and the wind howls with each slash of your weapon, heralding the storm to come.

Poetically-minded folks describe the fluid maneuvers you make with your weapons as a kind of dance, but poetry and grace are not your purpose. Whether you were called by primal spirits, raised in the Feywild, or nurtured by awakened animals, your vocation is to stand against nature's enemies, maintaining the proper balance between the Feywild and the mortal world.

TEMPEST WARDEN SPELLS

Your connection to the land and its borders with Feywild infuses you with the ability to cast certain spells, and you learn more as you progress to higher levels. Spells you learn from this feature don't count against the number of ranger spells you know. If you gain access to a spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

At 3rd level, you learn the 1st-level spells *earth tremor*** and *hunter's mark*, and your choice of two of the following cantrips: *challenger's mark**, *booming blade****, *druidcraft*, *echoing blow**, *frostwind blade**, *greenflame blade****, or *produce flame*. If you already know *hunter's mark*, you can choose to learn another 1st-level ranger spell of your choice in its place.

Fey-crafted Steel

The steel of weapons forged by the master smiths of the Feywild vibrates with a beautiful yet eerie sound. The song of such a blade portends grievous harm for those it strikes, but when the wielder's soul is bent to friendship or mercy, they instead exude a faint, peaceful hum. The Rite of the Fey Blade feature invests a tempest warden's weapon with this distinctive resonance. Anyone who hears such a weapon wielded in battle can make a DC 15 Intelligence (Arcana) check to identify the wielder as a tempest warden of the Feywild.

The Rite of the Fey Blade calls upon the power of wild places. Describe how attacks made with this feature reflect the energies of the terrain to which they are attuned: fire damage may bite with the flames of burning grasslands or the cruel heat of the desert, radiant damage can be the blinding glare of a snow-covered arctic landscape, poison damage is the venom of a deadly swamp serpent or giant spider of the Underdark, and so on.

At 5th, 9th, 13th, and 17th levels, you learn additional spells from this feature, as per the following table.

Level	Tempest Warden Spells
5th	<i>see invisibility</i> , <i>warding bond</i>
9th	<i>aegis of ensnarement</i> *, <i>magic circle</i>
13th	<i>hero's defiance</i> *, <i>stone shape</i>
17th	<i>awaken</i> , <i>commune with nature</i>

WARDEN'S FURY

At 3rd level, you can lash out against your enemies with the thunderous energies of the Feywild. This allows you to deal 1d4 thunder damage once per turn, by one of the following means:

- ✦ When you hit a creature with a weapon attack, you can inflict your Warden's Fury damage as extra damage on that attack. When you deal your Warden's Fury damage in this way as part of a reaction (such as with an opportunity attack), you

add your proficiency bonus to that damage, and the target cannot take reactions or the Disengage action until the end of its next turn.

- ✦ When you hit a creature with a weapon attack while wielding a separate melee weapon in each hand, you can inflict your Warden's Fury damage on a different creature of your choice that you can see within 5 feet of either you or the original target.
- ✦ At the start of your turn, if you have not used a reaction since the start of your previous turn and you are wielding a separate melee weapon in each hand, you can deal your Warden's Fury damage to a target within 5 feet of you without having to make an attack roll.

At 7th level, your Warden's Fury damage increases to 2d4, but starting at that level, whenever you inflict thunder damage with this feature, it resounds with an otherworldly echo that can be heard up to 60 feet away.

RITE OF THE FEY BLADE

At 7th level, you learn a 10-minute ritual that calls primal spirits to replace the core of one or two weapons with a heart of fey-crafted steel. The effects of this ritual last until the next time you finish a long rest. For the duration, whenever you inflict your Warden's Fury damage while wielding a weapon

consecrated by this ritual, you can force the target of that damage to make a Charisma saving throw against your ranger spellcasting DC. If they fail, you can teleport them up to 5 feet into an unoccupied space, and you can choose to teleport yourself into the space they vacated. (This effect is known as a "tempest step.")

In addition, when you perform the ritual, you choose one type of damage, subject to the limitations below. Until the next time you finish a long rest, when you can inflict your Warden's Fury damage, you can choose to inflict damage of the chosen type instead of thunder damage. The type of damage you can choose is determined by your choice of either the terrain in which you performed the ritual or any terrain that is your favored terrain, as per the following table.

Warden's Fury Damage

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

Finally, whenever you have a weapon you consecrated with this ritual on your person, you can substitute your Constitution or Wisdom modifier for your Dexterity modifier when determining your Armor Class. All effects of this feature end early if you perform the ritual again.

FONT OF LIFE

Starting at 11th level, you have a geomantic tie to the earth that allows you to focus your own life energies for a variety of powerful effects. Whenever you finish a short or long rest, you can choose to do one of the following instead of spending or regaining Hit Dice normally:



✦ Spend a Hit Die to cast one of the following spells, targeting yourself only, as a 4th-level spell, without using a spell slot or any components: *dispel magic*, *freedom of movement*, *lesser restoration*, *meld into stone*, or *remove curse*.

✦ Gain the ability to use your reaction to cast *aegis of ensnarement** at will as a 6th-level spell without using a spell slot when the target is also the current target of your *hunter's mark* spell. After you reach 17th level, whenever you cast *aegis of ensnarement** in this way, you cast it as a 9th-level spell. You lose this benefit the next time you finish a short or long rest.

You cannot use this feature if you have no Hit Dice remaining.

AUTUMN REAPER'S TOUCH

Starting at 15th level, whenever your feet are touching the ground, your deeply rooted connection to the earth allows you to drain the gift of life from your foes and return it to nature. You have resistance to necrotic damage and advantage on all saving throws against effects that would push you or cause you to fall prone. Also, when you can inflict your Warden's Fury damage, you can choose to inflict necrotic damage instead of thunder damage.

When you inflict necrotic damage with this feature during your turn, you gain temporary hit points equal to half the necrotic damage inflicted if you have no more than half your hit points left. In addition, when you reduce a target to 0 hit points with an attack that inflicted this necrotic damage, you regain one spent Hit Die.

While you have temporary hit points gained from this feature, your skin resembles the cracked, grey bark of a tree in autumn, and your eyes turn the reddish-gold of fallen leaves. Whenever you wish, you can use a bonus action to lose these temporary hit points and regain your normal appearance.

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:

d10 Trinket

- 1 This wooden mask is covered in lush green leaves that never wilt or die, and that always seem to be blown gently by an unfelt breeze.
- 2 This small pouch contains a handful of heavy acorns. When dropped or thrown, they shatter with a loud - but harmless - peal of thunder.
- 3 This wooden flute seems plain enough, but the sounds it produces when played are the noises of different kinds of rain rather than normal notes.
- 4 The blade of this dagger is made from a long, jagged leaf. It is sharp and functions as a normal blade, but if it is not watered every day it wilts and dies, becoming useless.
- 5 This belt buckle is the color of storm clouds. It is made from fey-crafted steel, and smells like rain.
- 6 This pouch contains a pair of fist-sized rocks that, on closer inspection, appear to be the shrunken peaks of mountains. Snow appears on them periodically.
- 7 This stoppered clay jar contains the voice of a fairy who overstepped his bounds and attempted to corrupt the mortal realm.
- 8 This finely-crafted sword once dealt electrical damage, but the enchantment has mostly faded. At best, it now gives a slight static shock.
- 9 This journal belonged to a warlock who made a pact with a less-than-powerful fey creature. Its entries are mostly mundane, but it causes those who read it to speak in rhyme for a few minutes afterwards.
- 10 This pouch contains a handful of pixie dust that has lost its magic.

THIEF TAKER

You are a master of observation, intuition, and interrogation, equally at home hunting your prey down the streets of a crowded metropolis or across the savage wilderness. Thief Takers like you specialize in solving intricate mysteries and outwitting the most intelligent and devious opponents. Sometimes known as Justicars, Stalkers, or Sleuths, they bring justice to enemies with a combination of preternatural senses and perfect deductive logic. While others with such skills might confine their activities to one wilderness region or city-state, you pursue foes across any border or frontier.

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

THIEF TAKER MAGIC

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

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

THIEF TAKER SPELLS

You gain these spells at the ranger levels listed.

Level	Spells
3rd	<i>cause fear**</i>
5th	<i>detect thoughts</i>
9th	<i>slow</i>
13th	<i>locate creature</i>
17th	<i>legend lore</i>

DETECT & DEDUCE

When you choose this ranger archetype at 3rd level, you gain proficiency in the Insight, Investigation, and Perception skills. Whenever you fail an Intelligence or Wisdom check that includes your proficiency bonus, you can spend a spell slot 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.

PENETRATING INSIGHT

Also at 3rd level, you can focus your deductive powers on a single target, analyzing its weaknesses and gaining insights on how to defeat it. As a bonus action, you can force a creature you can see that isn't incapacitated to make a Charisma saving throw against your ranger spell DC. The target has disadvantage on this saving throw if it is your favored enemy. If the target fails, once during each of your turns, you can roll 1d6 and add the result to one of the following rolls of your choice:



- ✦ A damage roll against the target.
- ✦ A Charisma check to influence the target.
- ✦ An Intelligence or Wisdom check to discern information about the target.

These benefits last until you target a different creature with this feature or until you finish a short or long rest.

PENETRATING DEDUCTION

At 7th level, when you use your Penetrating Insight feature on a creature you have spent at least 1 minute interacting with or observing outside of combat during the past hour, it has disadvantage on the Charisma saving throw.

In addition, when you use your Penetrating Insight feature on a creature, you also learn something about them. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- ✦ An ability score of your choice
- ✦ Armor Class
- ✦ Current hit points
- ✦ Total class levels (if any)
- ✦ Levels in a particular class (if any)

At the DM's option, you might also deduce a fact about the creature's history or one of its personality traits.

URBAN HUNTER

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

TWENTY MOVES AHEAD

At 11th level, you can see through your opponent's deceptions and anticipate their actions. When a creature that is the target of your Penetrating Insight feature misses you with an attack roll, that creature provokes an opportunity attack from you.

In addition, all Charisma (Deception) checks

against you are made with disadvantage.

RELIABLE INSIGHT

Beginning at 15th level, while a creature that you have successfully used your Penetrating Insight feature on within the last hour is also the target of a spell on which you are maintaining concentration, you have advantage on attack rolls and Insight checks against that creature.

ROGUISH ARCHETYPES

There are two new roguish archetypes described below, the Acrobat and the Daggerspell Guardian.

ACROBAT

Few forms of skilled performance are more universally enjoyed than acrobatics. From the monarch on their throne to the peasant in the street, nearly everyone seems captivated by demonstrations of great balance, agility, flexibility, and coordination. Unlike the fantastic abilities of a monk or a wizard, acrobatic disciplines are openly taught to those with the talent and willpower. Even young children can become dazzling gymnasts.

Yet some applications of these skills remain shrouded in secrecy. For burglars and spies, acrobatic ability opens up many otherwise impenetrable targets. Even well-secured locations are seldom prepared for intruders who can climb sheer surfaces or run from roof to roof via a thin stretch of rope.

Rarer still are those who can leverage such skills for advantage in battle—but you are one of the few who can and does. You are not only adept at dodging and escaping enemy attacks, but also at confusing foes with propulsive movements that position you for unexpected strikes. Even in your street-clothes, holding a simple length of wood, you can be a greater threat than an armored knight.

TUMBLING MOBILITY

Starting at 3rd level, during your turn when you take the Dash action, until the end of your turn

opportunity attacks against you are made with disadvantage and you increase your walking speed by 10 feet.

UNARMORED ATHLETE

At 3rd level, when you are not wearing armor and your speed is not being reduced by any other effect (such as a slow spell or by being grappled), you gain the following benefits:

- ✦ You gain a +1 bonus to Armor Class.
- ✦ You gain a climbing speed equal to your walking speed.
- ✦ You gain advantage on Dexterity (Acrobatics) checks and on Strength (Athletics) checks to climb or jump.
- ✦ If you have a quarterstaff in hand, or a pole taller than you are, your jumping distance is doubled, and when you take the Dash action you ignore difficult terrain until the end of your turn.
- ✦ Once during your turn, when you make a melee attack, you can make the attack roll with advantage if you are 10 or more feet away from where you were at the start of your turn.

ACROBATIC FOOTWORK

At 9th level, you gain resistance to all damage from falling. If you inflict your sneak attack damage on a target during your turn, until the end of that turn the target cannot make opportunity attacks against you, and you can move through that creature's space as if it were an ally.

MISDIRECTION

Starting at 13th level, you can 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.

DEADLY MANEUVERS

At 17th level, your quick reactions and sudden maneuvers make you a constant threat. During your turn, you can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target. In addition, whenever an opponent makes an opportunity attack against you, they provoke an opportunity attack from you in turn.

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:



d10 Trinket

- 1 These long, colorful silk ribbons are slightly weighted at one end, and can be twirled and thrown to create intricate displays—or provide distractions.
- 2 This small glass pot contains a handful of glittering dust, which allows you to create effects similar to that of a *prestidigitation* cantrip when thrown into the air.
- 3 This porcelain jester's mask has six tears painted on its cheek, one for each ruler served by its owner.
- 4 This set of three leather juggling balls are an unattractive shade of grey, but begin to cycle through a rainbow of colors as they are thrown into the air.
- 5 This seemingly normal 10' pole is weighted so that it can stand upright unaided.
- 6 This slim leather-bound book contains diagrams and instructions describing a variety of complicated twists, turns, somersaults, and flips. A section at the back gives instructions for moves that can be performed with a partner.
- 7 This stack of brass coins is stamped with the symbol of a famous performing troupe.
- 8 This well-worn, heavily folded letter is a writ of favor from a minor noble, guaranteeing lodging and safe passage to the bearer in exchange for performances.
- 9 This 50-foot length of strong rope is oddly flat. It is designed to be walked across when strung between two structures or surfaces.
- 10 This colorful messenger bag is heavier than it looks. It can be unfolded into a small trampette, though it is useless as a bag.

DAGGERSPELL GUARDIAN

The Daggerspell Guardians are rogues who practice a secret magical discipline, substituting the quick, precise movements of small blades for the hand gestures of spellcasting. Druids and arcane spellcasters originally founded this enigmatic organization, which teaches its techniques in a hidden forest compound. There are never more than a few dozen members. Though new candidates are always sought, very few are ever permitted to join.

Members of this loose-knit guild rarely act together. Most join other groups—often adventuring parties—whose activities allow them to discern injustice and correct it as they see fit. They influence their comrades to investigate hidden evils in civilized communities, preserve the work of good folk, prevent violations to the sanctity of nature, and act as self-appointed law enforcement when necessary. When Daggerspell Guardians do work together, they are usually focused on recruitment, teaching, spell research, or refining each other's techniques.

Their fighting style is a unique mix of spellcasting and martial prowess, and certain moral principles are integrated into this training. Daggerspell Guardians are taught to always seek what is fair, what is true, what is compassionate, what is lasting, and what is right. Part of the reason so few new members are chosen is that each individual is trusted to interpret these values through their own judgement, rather than according to any explicit code or set of rules.

These interpretations vary widely. In the Forgotten Realms, some members are said to have been instrumental in the founding of the Emerald Enclave, seeking to balance the concerns of nature and civilization. Others attempt to preserve the sanctity of the wild by ruthlessly assassinating those who violate it. The great disparity of views on how to promote the “greater good” makes it difficult to determine which members have truly fallen away from the values they are taught. If one Daggerspell Guardian believes another is working against this higher cause, they are expected—as always—to act upon their own sense of justice.



DAGGERSPELL BRANCH

When you gain this archetype at 3rd level, you have mastered the organization's secret techniques and must choose one branch of the Daggernesspell Guardians to join. You can choose to be a daggernesspell mage or a daggernesspell shaper.

- + **Daggernesspell Mage.** Daggernesspell mages are said to be wild and impulsive. At 3rd-level, you know three 1st-level sorcerer spells of your choice. When you reach 7th-level in this class, you also learn the *daggernesspell stance** and *spiritual weapon* spells. These two spells do not count against the number of spells you know as listed on the Daggernesspell Guardian Spellcasting table. Other than those two, all spells you gain from this archetype must be chosen from the sorcerer spell list. Charisma is your spellcasting ability for your Daggernesspell Guardian spells.
- + **Daggernesspell Shaper.** Daggernesspell shapers are often quiet and calculating. At 3rd-level, you know three 1st-level druid spells of your choice. When you reach 7th-level in this class, you also learn the *alter self* and *daggernesspell stance** spells. These two spells do not count against the number of spells you know as listed on the Daggernesspell Guardian Spellcasting table. Other than those two, all spells you gain from this archetype must be chosen from the druid spell list. Wisdom is your spellcasting ability for your Daggernesspell Guardian spells.

GUARDIAN SPELLCASTING

At 3rd level, you gain the ability to cast certain spells, drawn from a list that varies depending on your calling.

Spell List. The spells you gain from this archetype come from either the sorcerer or druid spell list, as determined by which of the two branches you decided to join for your Daggernesspell Branch feature.

Cantrips. At 3rd level, you learn your choice of two of the following cantrips: *challenger's mark**, *booming blade****, *druidcraft*, *echoing blow**, *shadow**, *mage hand*, *produce flame*, *punishing*

*strike**, or *ray of frost*. You learn additional Daggernesspell Guardian cantrips at 5th level, 9th level, and 15th level.

Spell Slot. You gain one spell slot you can use to cast a spell. The Daggernesspell Guardian Spellcasting table shows what the level of your spell slot is. You regain your expended spell slot when you finish a short or long rest.

For example, when you are 13th level, you have two 3rd-level spell slots. You can expend these spell slots to cast 1st-, 2nd-, or 3rd-level spells, but you always cast them as 3rd-level spells when using these slots.

You gain a second spell slot at 11th level, and a third at 17th level.

Spells Known of 1st-Level and Higher. At 3rd level, you know three 1st-level spells from the spell list specified by the Daggernesspell Branch you chose. The Spells Known column of the Daggernesspell Guardian Spellcasting table shows when you learn more Daggernesspell Guardian spells of 1st level or higher. Each new spell must be of a level no higher than what's shown in the table's Slot Level column for your rogue's level. For instance, when you reach 13th level in your rogue class, you can learn one new spell of 1st-, 2nd-, or 3rd-level.

Whenever you gain a level in this class, you can replace one of the Daggernesspell Guardian spells you know with another spell of your choice from your Daggernesspell Branch's spell list. The new spell must be of a level no higher than what's shown for your level in the Slot Level column of the Daggernesspell Guardian Spellcasting table.

Spellcasting Ability. You use the spellcasting ability score determined by your branch of the Daggernesspell Guardians whenever a spell refers to your spellcasting ability. In addition, you use the ability modifier from that spellcasting ability when setting the saving throw DC for a Daggernesspell Guardian spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Spellcasting Focus. Whenever you have a light piercing weapon in each hand, you can use either weapon as a spellcasting focus for your Daggerspell Guardian spells.

SORCERY POINTS

At 3rd level, your combination of martial discipline and magical training has given you special spellcasting insight. This is represented by sorcery points, which allow you to create a variety of magical effects.

You have 3 sorcery points, and you gain more as you increase your rogue level, per the Daggerspell Guardian Spellcasting table. Any spent sorcery points from this archetype are regained when you finish a long rest. You can use these sorcery points for a variety of effects described below.

Creating Spell Slots. You can use your sorcery

points to gain additional spell slots. You learn other ways to use your sorcery points as you reach higher levels. You can transform a number of unspent sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table below shows the cost of creating a spell slot of a given level. The highest-level spell slot you can create with this feature is equal to the level of the normal spell slot you gain from this archetype.

You cannot convert a spell slot into sorcery points with this feature.

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

Daggerspell Guardian Spellcasting

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

Cloaked Strike. When you hit a creature within 30 feet with an attack and have neither advantage nor disadvantage on the attack roll, you can spend 2 sorcery points to use your Sneak Attack on that creature, even if another enemy of the target is not within 5 feet. All the other rules of the Sneak Attack feature still apply to you.

Empowered Blade. When you inflict your Sneak Attack damage, you can spend 1 sorcery point to reroll any number of the Sneak Attack damage dice, up to your Dexterity modifier (minimum of one). You must use the new rolls. When you use this feature, you can choose for your Sneak Attack damage to be cold, fire, or lightning damage, instead of the same damage type as the weapon.

Stance Mastery. As a bonus action, you can spend 2 sorcery points to cast *daggerspell stance** as a 2nd-level spell without using a spell slot.

DAGGERSPELL MASTER

Beginning at 9th level, once during your turn, when you inflict piercing or slashing damage on a creature with a weapon attack, you can choose to do one of the following:

- + Make another attack with the same weapon against a different creature that is within 5 feet of the original target and within the range or reach of your weapon.
- + Make your next weapon attack against the same creature before the end of your turn with advantage.

BRANCH FEATURE

At 9th level, you gain an additional feature determined by the Daggerspell Branch you chose at 3rd level, as follows:

- + **Daggerspell Mage.** You gain one of the Metamagic options listed under the Metamagic feature for the sorcerer class. You gain another one at 11th level, and another one at 18th level. In addition, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

- + **Daggerspell Shaper.** You gain the Wild Shape feature of a druid. You can use it on your turn as a bonus action rather than an action. You can use your Wild Shape to transform into a beast with a challenge rating as high as your rogue level divided by 4, rounded down. When you transform with your Wild Shape, you can choose one magical piercing weapon you are wielding. It merges into your new form, granting a special benefit. If your beast form has a claw attack, that attack benefits from the same magical properties as the magical piercing weapon you chose. Finally, while you are transformed by Wild Shape, if your beast form has a claw attack, you gain a +1 bonus to AC, and you can inflict your Sneak Attack damage with claw attacks as if they were attacks with a finesse weapon.

DAGGERSPELL FLURRY

At 13th level, once during your turn, immediately after you inflict your Sneak Attack damage, if there are other creatures within 5 feet of you who did not take that damage, you can make a melee attack against any number of those creatures as part of the same action, with a separate attack for each target.

DAGGERSPELL RESURGENCE

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

ALTERNATIVE TRINKETS

When choosing your trinket during character creation, you may use this table rather than the one in the *Player's Handbook*:



d10**Trinket**

- 1 This carefully-preserved sheet of parchment holds the description of a person who inflicted a great injustice on someone you once held dear.
- 2 this pocket-sized journal contains your own notes about spells you have been researching and personal alterations to the daggerspell stance that you were taught, written in a code of your own devising.
- 3 This hemp pouch contains dried leaves and berries from the forest where you received your training - a piece of home that will always be with you.
- 4 This envelope contains a cryptic note that you received in strange circumstances, which turned out to be the first step in your recruitment as a daggerspell guardian.
- 5 This journal contains your own thoughts about the moral teachings you received, and lays out what amounts to your personal code of honor and ethics.
- 6 This journal is written in a code you have been unable to crack. It belonged to a misguided member of your order who you came into conflict with.
- 7 This length of strong rope is woven from vines that you harvested yourself and treated so that they would not rot.
- 8 This delicate hooded cloak is made from the silk of an **ettercap** that once threatened the grove where you were trained.
- 9 This charcoal sketch shows a number of specific landmarks that can be used to help locate the hidden compound of the daggerspell guardians.
- 10 This thin pamphlet contains a number of crude drawings of particularly painful knife techniques, alongside notes on the situations in which they might prove most useful.

SORCEROUS ORIGINS

There are two new sorcerous origins described below, Abjurant Champion and Feywild Changeling.

ABJURANT CHAMPION

You have spent a major portion of your life protected by magical spells and wards—and this protective magic has become a part of you. This has also granted you a natural affinity for self-defense, and you wield weapons and shields with instinctive prowess. Spells like *mage armor* and *shield* are your forte, and you strive to master the invisible magical force that fuels such defenses.

A sorcerer of the abjurant champion origin reflexively uses arcane abilities both to augment personal defense and to hinder enemy spellcasters. Equally stalwart with weapons and spells, this sorcerer improves their skill with both in ways neither soldiers nor spellcasters can.

When answering questions of why and how your character became subject to the eldritch magical protections that eventually granted these abilities, you can take inspiration from the following table.



ABJURANT CHAMPION ORIGINS

Roll on the following table for your origin.

d10	Origin
1-2	Your mentor or guardian was another abjurant champion, who constantly ensured your safety with powerful wards.
3-4	The circumstances of your birth were predicted by prophecy, and powerful spells of protection were placed on you in the hopes your destiny would be fulfilled.
5-6	A powerful abjurer imprisoned you with magic until you developed your own magical abilities and escaped.
7-8	You come from a wealthy noble family, who arranged to guard your person with abjuration spells from a young age.
9-10	Born with a powerful protective rune of unknown provenance on your forehead, you eventually learned to place its warding magic under your direct control.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with shields, simple weapons, and one martial weapon of your choice.

CHAMPION SPELLS

Your affinity for protective magical force gives you intuitive knowledge of certain defensive spells. You learn bonus spells at 1st level, and again when you reach certain levels in your sorcerer class, as shown in the following table. These spells are sorcerer spells for you, but they do not count against the number of sorcerer spells you know.

Level	Spells
1st	<i>shield of faith</i>
3rd	<i>warding bond</i>
5th	<i>aegis of shielding*</i>
7th	<i>death ward</i>
9th	<i>wall of force</i>

FORCE WARD

When you cast a spell of 1st-level or higher that is an abjuration spell or inflicts force damage, you can summon a magical ward of invisible force that protects your body. The ward lasts until the next time you finish a short or long rest. While the ward is active, damage you take from spells is reduced by 3. As a reaction when you take damage from any source that is not a spell, you can end the ward early to roll 2d4. Add your Charisma modifier to the number rolled, and reduce the triggering damage by that total. If the damage is force damage, you roll 3d4 instead.

Once you summon your force ward, you cannot do so again until you finish a short or long rest.



METAMAGIC DEFENSE

Starting at 6th level, whenever you cast a spell of 1st, 2nd, or 3rd level, if the spell was an abjuration spell or it inflicted force damage, you regain 1 sorcery point. If the spell was one of the bonus spells you gain from your Champion Spells feature, you regain sorcery points equal to the spell's level instead.

EXTRA ATTACK

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

MARTIAL ARCANIST

Starting at 14th level, after you use your action to cast an abjuration or evocation spell, you can make one weapon attack as a bonus action during the same turn.

ARCANE BOOST

At 18th level, you gain the ability to burn arcane energy to empower your martial abilities. You can expend sorcery points for the following effects:

- ✦ As a bonus action during your turn, you can expend up to 9 sorcery points to gain a bonus on the next attack roll you make during the same turn. The bonus is equal to the number of sorcery points spent. If the attack hits, it inflicts additional force damage against one target equal to your Charisma bonus.
- ✦ When you take damage, you can use your reaction to expend up to 7 sorcery points, reducing that damage to you by 5 for each sorcery point you spent. The damage is reduced by an additional 10 if some or all of the damage is force damage.
- ✦ When you or an ally are attacked by a creature within 30 feet of you that you can see, you can spend 3 sorcery points as a reaction to impose disadvantage on the attack roll. If the attack still hits, the target gains resistance to that damage.

FEYWILD CHANGELING

In your youth, the fey stole you away to their court. You were kidnapped to serve a noble of the Archfey in some capacity (as the Summer Queen's cupbearer, herald of the Prince of Fools, hunting quarry for a fomorian king, or some similar service). After years at the side of a powerful being who exuded pure magical power, for some reason you were released. The fey who kept you spoke of some cryptic destiny that tied your future to the Feywild, so you fear that one day you will be forced to return—perhaps that was why they let you go in the first place.

Though you now dwell in the natural world once more, the magic of the Feywild has forever changed you. You are no longer completely mortal. The magic that surrounded you has become an inescapable part of your new life, so channeling your sorcerous gifts is likely a necessity. Spells and other strangeness will manifest in your vicinity whether you like it or not, so mastering these eldritch forces is your best hope for retaining control of your own life.

BATTLEFIELD LUCK

At 1st level, the energies of the Feywild that still cling to you grant you good fortune in times of conflict. When you make an attack roll, ability check, or saving throw, or when an attack roll is made against you, you can choose to roll an additional d20. You can decide whether or not to use this feature after the original roll is made, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. When you use this feature, once before the end of your next turn you can use a bonus action to teleport up to 10 feet.

You can use this feature once, regaining the ability to do so the next time you roll initiative or finish a long rest.

COURTIER OF THE FEY

At 1st level, you can speak, read, and write your choice of one of the following languages: Elven, Giant, Sylvan, or Undercommon. You also gain proficiency in your choice of one of the following

weapons: hand crossbow, longbow, longsword, rapier, shortbow, or shortsword.

In addition, whenever you cast a spell of 1st-level or higher, until the end of your next turn, you sense whether any fey creatures or creatures with the shapechanger subtype are within 1 mile of you. If such a creature is within 60 feet of you and not behind total cover then you know its location and the number of creatures present, otherwise you only sense the presence of such creatures.

OTHERWORLDLY DESTINY

Beginning at 6th level, Feywild forces seek to preserve your prophesied fate, protecting you from those who would influence your mind or harm you with magic. You gain resistance to damage from spells, and advantage on saving throws against becoming charmed or frightened. When you take psychic damage or damage from a spell, you can spend 1 sorcery point as a reaction to either teleport 30 feet or turn invisible. If you become invisible with

this feature, you remain invisible until the start of your next turn or until you attack or cast a spell.

MASTER OF FEYWILD SORCERY

Starting at 14th level, whenever you cast an enchantment, illusion, or transmutation spell, you can spend either 3 sorcery points or 2 luck points to gain the following benefits for 1 hour:

- + You gain resistance to psychic and radiant damage.
- + You gain a flying speed equal to your walking speed.
- + You are immune to the charmed and frightened conditions.
- + You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

You can end this effect early with a bonus action if you wish.



FAERIE MONARCH

At 18th level, whenever you use your Master of Feywild Sorcery feature, you can transform yourself into a magnificent and terrifying fey monarch, appearing like one of the lords or ladies of the Archfey. You add the following to the benefits you gain for the duration of your Master of Feywild Sorcery feature:

- ✦ Whenever a creature attacks you or forces you to make a saving throw, you can use your reaction to force it to make a Wisdom saving throw. On a failure, it takes psychic damage equal to 2d8 + half your sorcerer level, and it is either charmed by you or frightened of you (your choice) until the end of your next turn. On a success, it takes half as much psychic damage, but suffers no other effect.

WARLOCK PATRONS

There are two new warlock patrons described below, the Animal Lord and the Elemental Potentate.

ANIMAL LORD

The pact you made was with one of the Animal Lords—legendary, demigod-like beings who rule their own realms on the wild and beautiful Outer Plane known as the Beastlands. Most Animal Lords are indifferent to nearly everything, except those creatures and events which affect the particular beasts they consider their subjects. Though animalistic and instinctive, they are more intelligent than all but the most brilliant mortals. As cunning as fiends and as unpredictable as the Archfey, they take on both humanoid and beast forms as they will. Sages say “Animal Lord” is a gender-neutral term, and your patron need not be male. Such beings are not ignorant of civilization, though they take little interest unless their subjects often dwell in civilized lands.

You must choose a type or group of animals with which your patron is associated. The most famous of these beings is the Cat Lord, worshipped by the tabaxi, who rules over cats of all species and sizes, from housecats to sabretooth tigers to tressym. A

related but lesser being, the King of Cats, seems to have dominion over only domesticated breeds, and is a housecat elevated to that position. More obscure tales of the Beastlands name other semi-mythical Animal Lords such as the Bear Lord, the Fox Lord, the Lord of the Apes, the Rat King, the sorcerous Raven King (whose relationship to the Raven Queen is not precisely understood), the Horse Princes, the Baroness of Sharks, the Wolf Lord, and the elusive Mulwë, Prince of Hares. However, it is likely many more of these beings exist, with each holding dominion over a different part of the animal kingdom.

EXPANDED SPELL LIST

The energies of the Beastlands channelled by your Animal Lord patron allow you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Level	Spells
1st	<i>command, sleep</i>
2nd	<i>animal messenger, enhance ability</i>
3rd	<i>conjure animals, catnap**</i>
4th	<i>dominate beast, guardian of nature**</i>
5th	<i>awaken, steel wind strike**</i>

BEASTLANDS LORE

When you choose this Otherworldly Patron at 1st level, the wisdom and power that the Animal Lord shares with you grants you several benefits:

- ✦ You learn to speak, read, and write Sylvan
- ✦ You also gain proficiency in your choice of one of the following skills: Animal Handling, Athletics, Insight, Nature, Perception, or Survival.
- ✦ You add your Charisma modifier to all Wisdom (Animal Handling), Wisdom (Perception), and Wisdom (Survival) checks.
- ✦ Beasts understand your speech as if they spoke your language, and you gain the ability to decipher their noises and motions. Most beasts

only have the intelligence to communicate the kinds of information described under the *Speak with Animals* spell. This does not necessarily earn you the friendship of beasts, but you can interact with them the way you would any non-player character, and when you meet new beasts of the type represented by your patron, their initial attitude towards you is always friendly.

OMEN OF THE ANIMAL LORD

Starting at 1st level, when you use the magic granted by your patron, you can also call upon your patron to display its power. When you use a warlock spell slot to cast a spell, you can magically channel energies of the Beastlands, placing your choice of either a Beastlands Boon or a Beastlands Curse on a creature of your choice within 30 feet of you that is not behind total cover.

If you choose a Beastlands Boon, the chosen target gains temporary hit points equal to your proficiency bonus + your warlock level, and it has advantage on Wisdom checks and Wisdom saving throws while it still retains temporary hit points gained from this feature.

If you choose a Beastlands Curse, you gain advantage on opposed ability checks against the chosen target, and the first time you inflict damage on the cursed target during each of your turns, it takes additional damage equal to your proficiency bonus and its speed is reduced by 10 feet.

All effects of this feature (including any temporary hit points gained) end after 1 minute. They end early if you are incapacitated or if you use this feature again.

BESTIAL FURY

At 6th level, your patron allows you or your familiar to

manifest spectral claws, fangs, horns, spikes, or other natural weapon possessed by beasts of your patron's type. As a bonus action, you can target a creature within 5 feet of you (or within 5 feet of your familiar, if you have one) that you have hit with an attack roll since the end of your previous turn. That creature must make a Dexterity saving throw against your warlock spell save DC. If it fails, the target takes psychic damage equal to 1d6 + your Charisma bonus. If it fails by 5 or more, it falls prone in addition to taking the damage. If this damage reduces a creature to 0 hit points, you gain temporary hit points equal to your Charisma bonus + half your warlock level.

INSTINCTIVE CURSE

Starting at 10th level, when a creature is the target of your *hex* spell or another warlock feature you have that curses (such as the Sign of Ill Omen eldritch evocation or the Beastlands Curse use of your Omen of the Animal Lord feature), or if a creature has taken psychic damage from your Bestial Fury feature



since the start of your previous turn, your concentration on a spell can't be broken by damage inflicted by that creature.

In addition, when that creature makes a melee attack against you, you can use your reaction to cast a cantrip targeting only yourself or targeting only that creature. The cantrip must have a casting time of 1 action, which is changed to 1 reaction for this casting. If the cantrip requires a ranged attack, being within 5 feet of a hostile creature doesn't impose disadvantage on your attack roll.

TRANSFORMING RECIPROCITY

Starting at 14th level, when a creature you can see moves to a space within 5 feet of you, enters the reach of your weapon, or reduces a beast you can see within 60 feet to 0 hit points, you can use your reaction to cast the *polymorph* spell without using a spell slot or any components. You can only target yourself or the creature that triggered this reaction with this *polymorph* spell, and it is cast as if using a 7th-level spell slot. The casting time is changed to 1 reaction for this casting. Otherwise, the spell works normally.

If you have the Pact of the Chain option for your Pact Boon, you can also use this reaction when a creature attacks your familiar.

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

ELEMENTAL POTENTATE

You have made a pact with a powerful being of the Elemental Planes. The first mortal warlocks to forge such pacts were the sha'irs of the realm of Zakhara, spellcasters who bound genies and negotiated with them for magical power. Thus, the original Elemental Potentate patrons were the wish-granting nobles of geniekind, long-lived royalty who lead great enclaves like the City of Brass and the Great Dismal Delve. As whimsical and arrogant as they are mighty and wise, such beings are notoriously difficult to bargain with, and in all dealings they seek their own aggrandizement.

In recent years, however, warlock pacts of this

Origins of the Sha'ir

The spellcasters known as sha'irs carry on an ancient tradition first practiced on the continent known as Zakhara, the Land of Fate. Ages ago, when Zakharan civilization was young and humans still huddled around primitive fires at night, terrified of the lordly genies, the first sha'ir emerged.

Today, most sha'irs are warlocks subject to a pact made with an Elemental Potentate or other otherworldly patron connected to the Inner Planes. Others are wizards or similar arcane practitioners, and all build upon ancient techniques for bargaining with and binding genies.

Though many different types of beings act as this type of otherworldly patron, the genie lords who first made these pacts continue making them, while offering specific variations to different warlocks that may grant alternate powers. In this, as in all things, they seek their own aggrandizement. Genies with a particular interest in forging these pacts most notably include the four rulers of geniekind: Caliph Husam of the Djinn; Great Khan Kabril of All Dao; Grand Sultan Marrake of the Efreet; and Great Padishah Kalbari of the Marids.

Other elemental potentate patrons include: the Wind Dukes of Aaqa, King Amaimon of the Azers; para-elemental powers like Cryonax, Bwimb, Ekhahk, Chlimbia the Master of All Mephits; Albrathanilar the Great White Wyrm, ancient foe of Cryonax; and even the feared Princes of Elemental Evil, as well as their good-aligned opposites (the archomental Ben-Hadar, Bristia Pel, Chan, Entemocj, Sunnis, and Zaaman Rul).

kind are made with new masters from many Inner Planar locales, from the bronze fortresses of the azers to the mysterious, aeons-old towers of the Quasi-Elemental Planes. Like other patrons, they can channel the energies of their plane into spellcasting

power for the warlocks with whom they hold pacts, and so such an entity's personal magical potency matters less than their connection to the plane itself.

ELEMENTAL PATRON

When you choose this Otherworldly Patron at 1st level, you must choose whether your elemental potentate patron draws its power from air, earth, fire, or water. Each element has two associated damage types and is associated with one type of gen servant, as shown below.

Elements	Damage Type	Elemental Servant
Air	Lightning, Thunder	Djinnling (air gen)
Earth	Acid, Bludgeoning	Daolanin (earth gen)
Fire	Fire, Radiant	Efreetikin (fire gen)
Water	Cold, Poison	Maridan (water gen)

When you make this choice, you also learn to speak, read, and write Primordial (including its dialects Aquan, Auran, Ignan, and Terran). You learn one cantrip of your choice from the Warlock or Wizard spell list that inflicts damage of one of the associated types for your chosen element. The cantrip you learn from this feature is a warlock cantrip for you, but does not count against the number of warlock cantrips you know.

ELEMENTAL SERVANT

Starting at 1st level, your Elemental Potentate patron grants you a servant in the form of a gen, a small elemental being of a type determined by your choice for your Elemental Patron feature. Unless you expand its powers by other means, this servant has no corporeal form, manifesting only as an ethereal spirit of Inner Planar energy that helps counsel you about the elements and provides you with spells.

Gen servants dwell on their home plane or in an extradimensional space until summoned. Summoning your gen servant requires an action, and it appears in an unoccupied space within 10 feet, or shares your space if no such space is available. It counts as neither a creature or an object, and it can communicate only with you and with other

elementals that can perceive it. It has only a spectral appearance, in the form of a tiny gen of the appropriate type. Like a familiar, it acts independently of you, but in its incorporeal form it cannot take any actions in combat other than moving or communicating. You can dismiss it as a bonus action, but while it is present it can advise you on certain mystical matters. Your gen servant is never present while you are taking a long rest, as it spends that time in the Elemental Planes, usually retrieving spells (as described under the Spell Retrieval feature, below), but it can appear as soon as your long rest ends, even if it ends early.



While your gen servant is present, when you make an Intelligence or Charisma check related to elementals (including social interaction with them, as well as discerning information about magical effects elementals have created or objects to which they are bound), your proficiency bonus is doubled if it applies to the check.

When you choose your Pact Boon feature at 3rd level, your gen servant also grants you an additional Eldritch Invocation for your 2nd level warlock feature. The invocation granted depends on which Pact Boon you chose, as described below. It does not count against the number of eldritch invocations you gain from your warlock class, but you can never trade it for a new eldritch invocation when you gain a warlock level.

- † **Pact of the Blade.** When you dismiss your pact weapon, it goes to the same extra-dimensional space where your gen servant dwells when not present, and your gen invests it with magical power. You gain the Improved Pact Weapon eldritch invocation (as described in *Xanathar's Guide to Everything*).
- † **Pact of the Chain.** You gain the Gen Familiar eldritch invocation, one of the new eldritch invocations listed at the end of this archetype's features.
- † **Pact of the Tome.** Your gen servant helps you retain additional spells it has retrieved for you in your Book of Shadows. You gain the Book of Ancient Secrets eldritch invocation.
- † **Other Pact Boons.** You gain one eldritch invocation of your choice that has the Elemental Potentate patron as a prerequisite (many of these are listed at the end of this archetype's features), and for which you meet all other prerequisites.

SPELL RETRIEVAL

Starting at 1st level, you can send your gen servant to retrieve new spells for you, replacing spells you currently know with new ones the servant retrieves from the Inner Planes or another location. Whenever you finish a long rest, you can choose one or two

Credit

This Otherworldly Patron for warlocks is adapted from a version written by Aaron "Quickleaf" Infante-Levy, for his forthcoming DM's Guild product, the *Al-Qadim Adventurer's Guide*. The Sha'ir itself is a popular character type that has appeared in every edition of the *Dungeons & Dragons Roleplaying Game* since the 1990's.

spells you know, then attempt to swap out each chosen spell for an alternate spell of the same level from the warlock or sorcerer spell list. To do so, for each new spell you are attempting to retrieve, you roll an Intelligence or Charisma saving throw (your choice) against a DC equal to 11 + the spell's level (DC 12 if it is a cantrip). If you succeed on the saving throw for a given spell, you temporarily stop knowing the spell you are swapping out, and instead learn the alternate spell you chose to replace it. You only know these alternate spells until the next time you finish a long rest, at which time you can choose to use this feature again.

When you use this feature, all spells you wish to attempt to retrieve must be chosen at once. Even if one or more spells you chose cannot be retrieved, you cannot try again until the next time you finish a short or long rest. You must be aware of a spell's existence to send your gen to retrieve it, and it must be either a cantrip or a spell of a level for which you have warlock spell slots. At 1st level, you are aware of the existence of every cantrip, 1st-level spell, or 2nd-level spell on the sorcerer spell list as well as every spell of any level on the warlock spell list. Otherwise, you must see a spell cast in person or learn of its existence through research before you can request it.

If you are able to cast spells of 4th level or higher, you can request spells from other spell lists as well, though they are more difficult for your gen servant to retrieve. If you send your servant to retrieve a spell that is not on the warlock or sorcerer spell list, the DC of the saving throw is increased by 2.

When you use this feature, if you fail one or more of the saving throws for this feature by 5 or more, you gain any other spells you retrieved successfully, but the gen servant itself does not return, and you cannot summon it again for 1 hour, as it has suffered some unpleasant fate, such as captivity, torture, or death. Fortunately, death is not permanent for a gen, though it is unpleasant. If your gen servant is also your familiar, the gen is considered to have been reduced to 0 hit points by such a failure, but you can summon it again normally by casting *find familiar* after 1 hour has passed.

INNER PLANAR LORE

At 6th level, you gain deep knowledge of the forces of the Inner Planes, granting you advantage on saving throws against damage of the types associated with your choice of element for your Elemental Patron feature. When you make a spell attack roll with a spell that would inflict damage of one of these types, you score a critical hit on a roll of 19 or 20.

This lore also allows you to adapt to the normal environment on any elemental plane, so you can survive there indefinitely. Also, while your gen servant is within 5 feet of you, you have resistance against the two damage types associated with your elemental potentate patron.

In addition, you gain proficiency with one type of artisan's tools of your choice, which you use to craft gifts and other objects which may be useful in dealing with genies.

GENIE BINDING

Starting at 10th level, you gain the Minions of Chaos eldritch invocation, but it does not count against the number of eldritch invocations you gain from your warlock class. Unlike other eldritch invocations, you cannot trade this one for a new one when you gain a warlock level. You also learn the *conjure minor elementals* spell as a warlock spell, though it does not count against the number of spells you know as a warlock. Whenever you cast *conjure minor elementals* using a warlock spell slot, you always summon two gens (as described at the end of this archetype description), which may be of any type

Creating Sha'ir Characters

Different sha'irs approach spellcasting differently, and it is possible for many characters of varied classes and specialties to all call themselves by the same title. Two of the most direct ways to play this tradition are making a warlock whose pact is with the Elemental Potentate or another appropriate otherworldly patron, or making a wizard of the Elementalism arcane tradition (described later in this document) with the Lore of the Sha'ir feat, described below.

NEW FEAT: Lore of the Sha'ir

Prerequisite: The ability to cast at least one spell, and either Intelligence of 13 or higher or Charisma of 13 or higher

You have studied magical arts that mark you as one of the sha'ir, famed genie binders and planar ambassadors whose art was first practiced in the realm known as Zakhara. This grants you the following benefits:

- + You learn one cantrip from the bard, sorcerer, warlock, or wizard spell lists that inflicts acid, cold, fire, lightning, or thunder damage. If you choose your cantrip from the wizard's spell list, your spellcasting ability for spells gained from this feat is Intelligence; otherwise, it is Charisma.
- + You learn the *find familiar* spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.
- + Whenever you cast *find familiar*, your familiar's creature type is elemental rather than a celestial, fey, or fiend. The familiar is actually a small, genie-like being called a gen, but it manifests as a familiar of whatever type you summon.
- + Whenever you have a familiar, you gain the Spell Retrieval feature of the Elemental Potentate archetype in the warlock class. When you use this feature, you can only retrieve spells from the sorcerer spell list.

you choose. Whenever you summon one or more genies of any kind (including gens) with *conjure minor elementals* or the *conjure elementals* spell you gained from Minions of Chaos, each conjured genie gains temporary hit points equal to twice its Hit Dice.

When you gain the Mystic Arcanum feature at 11th level, you learn two spells instead of one: one 6th-level warlock spell of your choice, and *planar ally*. You can cast each of these two Arcanum spells once without using a spell slot, regaining the ability to do so when you finish a long rest. This use of *planar ally* can only cause a genie to appear. If you have a *genie prison* (as described under the eldritch invocation by that name), you can make a Charisma (Intimidate) check when you summon a genie, which it opposes with a Wisdom saving throw. On a success, you can halve the payment required for the bargained services by threatening to imprison the genie. If you have previously imprisoned other genies brought to your presence with *planar ally*, however, the price is likely to increase, as decided by the DM.

ELEMENTAL TRAVEL

Starting at 14th level, you learn the *plane shift* spell as an extra spell for your Mystic Arcanum feature, allowing you to cast it once per day without using a spell slot, regaining the ability to do so when you finish a long rest.



In addition, you can cast the *plane shift* spell as a ritual, but when you cast it as a ritual, it can only be used on willing creatures and can only transport them to the Material Plane or one of the Elemental Planes. Otherwise, the spell works normally.

NEW ELDRITCH INVOCATIONS

Agonizing Element

Prerequisite: Elemental potentate patron

When you use a warlock spell slot to cast a spell that deals damage of one of the two types associated with your Elemental Potentate patron, you can add your Charisma modifier to one damage roll against one target of that spell.

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 race appropriate for the nearby area, dressed in the manner of a local peasant or vagabond. They lose all of their own statistics and use those of a commoner only, but they can speak and have all the normal abilities of a commoner of that race, and you can speak through them as well as using their senses as your familiar. You can return them to their true form as a bonus action. If they are reduced to 0 hit points while in their commoner form, they immediately explode in a shadowy conflagration, forcing anyone within 20 feet of them to make a Dexterity saving throw against your warlock spell DC. Those who fail take 4d8 necrotic damage, and those who succeed take half as much.

Gen Familiar

Prerequisite: Pact of the Chain feature

When you cast *find familiar*, you can choose for your familiar to be a gen instead of one of the normal options. Statistics on the different types of gens in their true forms appear at the end of this archetype description. When your gen familiar is first summoned, it gains temporary hit points equal to your proficiency bonus + your Charisma modifier.

If you have the Elemental Potentate otherworldly patron, this is your gen servant manifesting its true

physical body, so it must be a gen of the associated type for the element you chose for your Elemental Patron feature. Such a gen familiar grants all the same benefits it would in its incorporeal form, as long as you are able to communicate with it telepathically. While your gen familiar is dismissed, or if it has been reduced to 0 hit points and you have not summoned it again since, your gen servant can still appear in its incorporeal form.

Genie Overtures

Prerequisite: Elemental potentate patron

You can request the presence of a genie whose name you know by performing a 10-minute ritual, during which you must offer a gift pleasing to that particular genie. Unless the gift is of special personal value to the genie, it must be worth a minimum of 50 gp, or else the genie will not deign to answer your summons. Unless otherwise motivated, the genie is unlikely to stay longer than 1 minute, unless your gift is worth an additional 50 gp per extra minute. The genie either appears in an incorporeal form like a gen servant, or as a disembodied voice. The genie is under no obligation to you, is free to act according to its nature, and is not subject to being bound, captured, or magically affected in any way during this meeting. It counts as neither a creature nor an object during this meeting, as it sends only the presence of its personality.

Your enlightening conversation with this genie allows you to choose one divination spell from any class's spell list that is of a level you can cast with a warlock spell slot. Once, before the next time you finish a long rest, you can cast that spell using a warlock spell slot.

Genie Prison

Prerequisite: 9th level, Elemental potentate patron

You can use the tools with which you gained proficiency from your Inner Planar Lore feature to craft a genie prison, a temporary common magic item which requires 20 days of work; the end product is worth 100 gp as an art object, even if its magic expires.

After fashioning the prison, you must use it within

10 days or its magic expires. You can use an active genie prison as an action to attempt to imprison a genie you can see within 120 feet. The genie makes a Charisma saving throw against your warlock spell save DC. On a success, the genie remains free and knows who just tried to trap it, and the same genie prison cannot be used against that genie for 24 hours. Failure means the genie is trapped within the prison. Once a genie prison has a captive, its magic lasts until the prison is shattered or the genie is released in a manner defined by you at the time you imprison it. Common conditions for releasing a genie from a prison include:

- + The genie will be an indentured servant of whoever liberates it from the prison for a period between 100 to 1,001 days.
- + The genie will grant three wishes to whoever next summons it from the prison.
- + The genie remains imprisoned until a period of time elapses, up to a maximum of 101 years.
- + The genie will remain imprisoned until a certain event you define comes to pass.
- + The genie will remain imprisoned until a certain type of individual touches the prison (e.g. an honest thief).

If the genie prison loses its magic early by other means (such as being destroyed or being brought into an antimagic field), even if the loss of its magic is only temporary, a genie trapped within it is freed instantly.

If you try to imprison a genie when you already have a number of genies imprisoned equal to your Charisma modifier (minimum 1), the genie you have had imprisoned the longest is immediately freed.

Imprisoning a genie is considered a hostile act, and it can earn you a vile reputation among other genies of the type you've imprisoned, not to mention the undying loathing of the imprisoned genie itself.

Great Ambassador of Geniekind

Prerequisite: 15th level, Elemental potentate patron

Your reputation precedes you among geniekind, and you may request an audience with one of the four

rulers of geniekind. When you request the audience, usually you do so through an intermediary such as your gen or an allied or bound genie. The next time you finish a long rest, a procession of the ruler's followers comes to escort you to the ruler's court. The ruler will meet with you personally, provide counsel as per a *contact other plane* spell, hear your pleas, and negotiate terms of any bargain you propose. While in its court, both you and the ruler are subject to the Bond of Salt, the three-day code of guest hospitality common among genies and among mortals who share their cultural values.

Inflict Fear

Prerequisites: 5th level, the ability to cast at least one spell that inflicts psychic damage or to inflict psychic damage with a warlock class feature

Once per turn, when you inflict psychic damage on a living creature (not a construct or undead) with a spell or warlock class feature, you can add your Charisma modifier to one damage roll against one target of that spell. If this damage reduces the target to less than half its hit point maximum, it is frightened of you until the start of your next turn.

Potent Hex

Prerequisites: Hex spell or a warlock feature that curses

While cursed by your *hex* spell or a warlock feature of yours that curses, a target has disadvantage on all ability checks with one ability score of your choice. (When used with the *hex* spell, this effectively allows you to impose disadvantage on ability checks with two ability scores of your choice, instead of just the one from a normal *hex* spell.)

Recognize Geniekind

Prerequisite: Elemental potentate patron

You can use a bonus action to detect the presence of genies and their works. When you do so, until the end of your next turn, you know the location of any elemental within 60 feet of you that is not behind total cover. You know what Elemental Plane each detected creature is connected to, whether any elemental you sense is a genie (and if it is a genie, whether it is a dao, djinni, efreeti, marid, or other

type of geniekind) and whether it has power or authority on the Elemental Plane to which it is connected. Within the same radius, you also detect the presence of any illusions or other spell effects created by genies, or of any object directly tied to them (such as a genie prison). This includes items that have been created by genies, as well as spell effects created by other warlocks with this pact, provided the spells used to create them were retrieved by their gen servant.

If you know the *hex* spell, immediately after using this eldritch invocation you can cast *hex* as part of the same bonus action, but if you detected any elemental creatures, you must make one of them the target of your *hex*.

You can detect geniekind and their creations in this manner a number of times equal to your proficiency bonus, regaining the ability to do so when you finish a short or long rest.

When you reach 13th level as a warlock, even when you are not using this feature, you can see the true form of any creature that is concealed by a genie's illusion or transmutation magic while that creature is within 60 feet of you and within line of sight.

Spectral Ammunition

Each time you make a ranged attack that uses a piece of ammunition, this effect magically replaces it with a similar piece of nonmagical ammunition. Any piece of ammunition created by this spell dissipates 1 minute after it is created.

Swordmage Step

Prerequisites: 7th level.

Whenever a friendly creature within 10 feet of you is struck by an attack, you can use your reaction to cast *aegis of ensnaring** on the attacker as a 4th-level spell without using a spell slot.

Unleash Disease

Prerequisites: 12th level.

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

GEN

Gen are minor genies who reside on the elemental planes. Resembling tiny versions of the more well-known genies, gens are most plentiful on the plane corresponding to their nature. Despite that affinity, each variety of gen can be found on all the Elemental Planes, scurrying about carrying messages or running errands.

Bound Servants. Unlike most genies, the tiny gen are relatively good servants, with little of the dislike of service that their larger brethren exhibit. Gen serve as messengers and servants to more powerful genies, and at times they serve mortals with ties to genie lords. Despite their small stature and relatively limited power, gen take their station seriously. They are easily offended if mortals dismiss them or otherwise fail to show them proper respect. Conversely, if mistreated by its master, a gen can become an unlikely ally if approached with the right amount of flattery.

DJINNLING (AIR GEN)

Tiny elemental, chaotic good

Armor Class 13

Hit Points 15 (6d4)

Speed 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +5, Deception +4, Sleight of Hand +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 1 (200 XP)

Elemental Affinity. The djinnling adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the djinnling dies, its body disintegrates into a warm breeze, leaving behind

only equipment the djinnling was wearing or carrying.

Innate Spellcasting. The djinnling's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Wind Blade. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) slashing damage.

Djinnlings are unnaturally thin with bluish skin and white hair. In bright light, their bodies seem almost transparent. The mood and even the appearance of an air gen shifts with the local weather. Before a storm, an air gen becomes gray and fidgety, and on a calm day, it is serene and pale blue.

Often aloof and moralistic, air gens tend to give their masters unwanted advice about what they are doing wrong in the moment and about what they could do to be happier.

DAOLANIN (EARTH GEN)

Tiny elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 20 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Athletics +4, Insight +3, Intimidation +2, Survival +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Terran

Challenge 1 (200 XP)

Earthglide. The daolanin can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

Elemental Affinity. The daolanin adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the daolanin dies, its body disintegrates into crystalline powder, leaving behind only equipment the daolanin was wearing or carrying.

Innate Spellcasting. The daolanin's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. A creature hit by a fist attack must succeed on a DC 12 Strength saving throw or fall prone.

Stocky and thickly built, the daolanin (DAY-oh-lah-NEEN) have tan skin the color of sand and jet-black hair. They move heavily as if they can barely carry their own weight. They care little for wealth, instead viewing precious stones and jewelry as delicious treats—as many mortal masters discover only after rather expensive meals.

Earth gen are tactless and direct, caring nothing for the feelings of others. They are ultimately selfish creatures who grumble bitterly when bound into service despite secretly finding it fulfilling. Daolanin have no shame in expressing their own wants and desires.

EFREETIKIN (FIRE GEN)

Tiny elemental, lawful evil

Armor Class 13

Hit Points 15 (6d4)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +5, Deception +4, Sleight of Hand +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 1 (200 XP)

Elemental Affinity. The efreetikin adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the efreetikin dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreetikin was wearing or carrying.

Innate Spellcasting. The efreetikin's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) fire damage.

Ember Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage.

The efreetikin embody elemental fire with their coal-black skin and long, flame-red hair. A fire gen's fingers are tipped with bright red claws that trail sparks, and wisps of smoke curl from their skin. They're always in motion—it's nearly impossible to get a fire gen to stay still.

Fire gens are malicious and judgmental. They're quick to point out faults in those around them, often

launching into lengthy diatribes on such faults. Most importantly, their masters must monitor the gen's pyromaniac tendencies. For when bored or when their minds wander, efreetikin set fires without thinking.

MARIDAN (WATER GEN)

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 21 (6d4 + 6)

Speed 20 ft., fly 50 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Athletics +2, Deception +4, Insight +3, Perception +3

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 1 (200 XP)

Amphibious. The maridan can breathe air and water.

Elemental Affinity. The maridan adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the maridan dies, its body disintegrates in a burst of water and foam, leaving behind only equipment the maridan was wearing or carrying.

Innate Spellcasting. The maridan's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

DM's Guild Community Content

Gens originally appeared in the *AL-QADIM Arabian Adventures* campaign setting book for *Advanced Dungeons & Dragons 2nd Edition*, but the fifth edition versions featured here were originally adapted in the Dungeon Master's Guild product, *Genies Great and Small: 21 New Genies of Zakhara* from Kobold Press. They appear here under the Community Content Agreement for the Dungeon Master's Guild, with only the slightest possible adjustments, and with the respectful gratitude of this document's authors.

Other DM's Guild products, such as the recent Guild Adepts release *Xanathar's Lost Notes to Everything Else* and the upcoming *Adventurer's Guide*, include their own versions of the gen. Any version of gen used in your campaign should easily be usable with the archetype features and eldritch invocations introduced in this document, provided those versions have a Challenge Rating of 1 or lower.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Water Lash. The maridan magically shoots water in a 20-foot line that is 5-feet wide. Each creature in the line must make a DC 12 Dexterity saving throw. On a failure, a target takes 3 (1d6) bludgeoning damage and, if Medium or smaller, is pushed 5 feet away from the maridan and knocked prone. On a success, a target takes half the bludgeoning damage but is not pushed or knocked prone.

Maridan have greenish skin, blue eyes, and blue hair. They are perpetually damp even when they haven't been near water for days, and their hair often has bits of seaweed or flotsam tangled in it. They move gracefully both in and out of water and love to adorn themselves with seashells, coral, and pearls.

Water gen are playful and capricious with a great love of mischief and pranks. These pranks are rarely harmful but can be annoying. Maridan are

empathetic creatures, and their feelings are easily hurt when others rebuff their mischief.

WIZARD ARCANE TRADITIONS

There are two new arcane traditions described below, the Academic Lore Wizard and the Elementalist Wizard.

ACADEMIC LORE

Your training has focused more on the theory and study of magic than its practical use. Rather than specializing in a particular school of spells, you concentrate on the underlying mechanics of the incantations, gestures, and arcane ingredients required to cast them all. You are almost certainly connected to some kind of magical college or university; at the very least you studied with a wizard who trained many apprentices in a rigorous pedagogical approach.

Spellcasters of your tradition refer to themselves as savants, loremasters, or academicians, though more self-taught wizards may refer to your colleagues by the mocking nickname “Mages of the Ivory Tower.” Though they see you as isolated, aloof, or naïve, none can deny your mastery of spellcasting. Some members of your arcane tradition reciprocate by looking down upon non-academic arcane casters as provincial bumpkins, often referring to them as “hedge wizards.” Other academicians are eager to learn from and teach any wizard they meet, overwhelming such prejudices with their sheer enthusiasm for magical study.

ACADEMIC EDUCATION

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and History skills. You gain expertise with both skills, which means your proficiency bonus is doubled for any ability check you make with them. In addition, whenever you make an Intelligence check that does not include your

proficiency bonus, you can add half your proficiency bonus, rounded down, to that roll.

SPELLCASTING SECRETS

At 2nd level, you can alter a spell’s formula as you cast it, changing its effects. Choose two of the following damage types: acid, cold, fire, lightning, poison, necrotic, radiant, or thunder. When you use a spell slot to cast a spell that deals damage of one of the two types you chose, you can substitute that damage type with the other type you chose.

When you reach 7th level, 13th level, and 17th level, you can choose additional damage types from the list above, substituting these types for each other as you wish when you use this feature.

In addition, when you use a spell slot to cast a spell that requires a saving throw, you can change the saving throw from its normal ability score to your choice of Dexterity, Constitution, or Wisdom. Once you change a saving throw in this way, you can’t do so again until you finish a short or long rest.

METAMAGIC SCHOLAR

At 6th level, your deep studies of spellcasting allow you to apply metamagic effects, similar to a sorcerer’s, to spells prepared from your spellbook. You expend additional spell slots to fuel these effects,



allowing you to make the following alterations to your spells:

- ✦ When you cast a spell you have prepared, if that spell has a range of touch, or a range of 5 feet or greater, you can expend an additional spell slot to extend the range of that spell beyond its normal limit. If the spell has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell.
- ✦ When you cast a spell you have prepared, if you roll damage for that spell during the same turn you cast it, you can expend an additional spell slot to add 2d8 to one damage roll of that spell against one target. If you wish, you can expend multiple spell slots in this way, increasing the damage against a different one of the spell's targets for each additional spell slot expended.
- ✦ When you cast a spell you have prepared, if that spell forces a creature to make a saving throw to resist its effects, you can expend an additional spell slot of 3rd-level or higher to give one target of the spell disadvantage on its first saving throw made against the spell.

SPELLPOOL

At 10th level, when you prepare your spells each day, you can make use of a spellpool, a magical reservoir of spells that can be drawn upon by members of your wizardly guild or magical academy. To do so, you must purchase a special arcane focus, which can be of any type you wish, but for which the cost is 25 gp higher than normal. This arcane focus allows you (and only you) to access the spellpool from any distance. If you lose this arcane focus, you must replace it, for the same cost, at a place where you can contact other members of your organization.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. To do so, you must use an action to check to see if the spell is available by rolling percentile dice. The chance of a particular spell being available is 60% plus your wizard level, minus 5% per level of the spell. You can even check to see if a spell not on the wizard spell list is available, but doing so decreases the chances of

the spell being available by 25%. You cannot check for a spell if you do not have a spell of that spell's same level or higher in your spellbook.

If the spell is available, you may prepare it normally, even if it is not in your spellbook; if not, you cannot prepare that particular spell using this feature until the next time you finish a long rest, at which point you must check for this spell's availability again. There is no limit to the number of spells you can search for in this manner, but the maximum number of spells you can prepare with this feature at one time is equal to your proficiency bonus. For each spell you prepare with this feature, you must donate a spell of the same level or higher from your spellbook to the spellpool. A spell you donate is treated as if it were not in your spellbook at all until the next time you finish a long rest.

A spell prepared using the spellpool returns to it the next time you finish a long rest, at which point you prepare your spells normally from your spellbook, unless you choose to use this feature again. Having successfully prepared a spell with this feature previously does not alter your chances of finding it available again.

INSTANT PREPARATION

At 14th level, you can use your Spellpool feature instantly in a time of need. As either an action or a bonus action (your choice each time you use this feature), you scour the spellpool for one particular spell, rolling to see if it is available as per the Spellpool feature. When you check the availability of a spell with this feature, you can roll the percentile dice twice and choose which of the two rolls to use.

If the spell you sought is available, you instantly prepare that spell, swapping it for a spell of the same level or higher that you already have prepared, with the swapped spell being donated to the spellpool as normal. Otherwise, this feature works exactly like your Spellpool feature, allowing you to keep the spell prepared until the next time you finish a long rest.

Once you use this feature to successfully prepare a spell, you cannot use it again until you finish a long rest.

ELEMENTALIST

Like many other spellcasters, you study the energies of the elements, but you practice a different method of controlling them. You spend as much time training your body to act as the conduit for such energies as you do training your mind to cast spells. Given the destructive power of elemental magic, many wizards who devote themselves to this arcane tradition are considered dangerous, even by other spellcasters. However, elementalists are actually more focused on practical discipline and self-control than any other arcane tradition. Due to distrust, they practice their arts in isolated sanctuaries, secretive cabals, and occasionally elemental cults. Many monasteries devoted to the Way of the Four Elements also host elementalists, and the monks and wizards inform each other's training with their practices.

Elementalists tend to gather in groups devoted to the study of a single element, and often take special names based on their area of expertise. Those devoted to fire take the name pyromancers, specialists in water magic are hydromancers (or cryomancers if they wish to emphasize their relationship with cold and ice), air wizards are aeromancers (sometimes electromancers if focused on lightning), and earth elementalists call themselves terramancers (as opposed to geomancers, who practice a specialized form of earth-based divination).

ELEMENTAL SPECIALTY

At 2nd level when you choose this arcane tradition, you select one of the following elements: air, earth, fire, or water. The chosen element is your elemental specialty, and it is associated with two damage types, as per the following table:

Element	Damage Types
Air	Lightning, Thunder
Earth	Acid, Bludgeoning
Fire	Fire, Radiant
Water	Cold, Poison

While you have spell slots remaining, if you have at least one spell prepared that inflicts damage of a type associated with your elemental specialty, you gain the following benefits:

- + Your AC cannot be lower than 13 + your Dexterity modifier or Constitution modifier (your choice).
- + When you cast a spell of 1st-level or higher that deals damage of a type associated with your elemental specialty, if you are not wearing medium or heavy armor, until the end of your next turn you gain a climbing speed equal to your walking speed and can move up, down, and across vertical surfaces and upside down along ceilings, all while leaving your hands free.
- + As a bonus action, you can choose one creature within 30 feet and force them to make a Dexterity saving throw against your wizard spell save DC. On a failure, the target cannot take reactions until the end of your next turn, and it takes damage equal to your proficiency bonus + half your wizard level (minimum total of 1). You choose the type of damage, which must be one of the types associated with your elemental specialty.

INNER PLANES SCHOLAR

At 2nd level, your deep studies of the elemental energies you wield allows you to speak, read, and write Primordial, and when you copy a spell into your spellbook that inflicts one of the two types of damage associated with your elemental specialty, the gold and time you must spend to copy that spell into your spellbook is halved.

In addition, when you use a spell slot to cast any spell that deals acid, cold, force, fire, lightning, poison, necrotic, radiant, or thunder damage, you can substitute damage of one of those types with damage of either of the two types associated with your elemental specialty.

BULWARK OF THE ELEMENTS

At 6th level, you can summon up a protective barrier made of your chosen element. When you take acid, bludgeoning, cold, fire, lightning, poison, radiant, or thunder damage, you can use your reaction to gain

resistance to all those types of damage until the end of the current turn, including against the triggering damage. When you do so, the creature that inflicted the triggering damage takes magical damage equal to your proficiency bonus + half your wizard level. You choose the type of damage, which must be one of the types associated with your elemental specialty.

You can also quickly manifest smaller, short-lived versions of these same barriers over your limbs to enhance your melee attacks. When you hit with an unarmed strike, you add your proficiency bonus to the damage inflicted, and the target has disadvantage on the next Dexterity saving throw it makes against one of your spells or wizard class features before the end of your next turn. When you reach 13th level in your wizard class, you can also use this effect when you hit with a melee weapon attack using a simple weapon with which you are proficient.

ENERGY CHANNELING

Starting at 10th level, you learn to channel elemental energies through your own body to empower and control your spells. When you roll damage for a spell you cast that deals damage of a type associated with your elemental specialty, you can spend a Hit Die (without regaining any hit points) to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. If the spell would damage multiple creatures, you can

protect some of them from the spell's full energy, choosing a number of those creatures equal to or less than the number of damage dice you rerolled. The spell's damage is halved against each chosen creature.

RISING ELEMENT STEP

When you reach 14th level, the climbing speed you can gain from your Elemental Specialty feature lasts for 1 minute after you gain it. While you have this climbing speed, your jumping distance is doubled, you can take the Dash or Disengage action as a bonus action, and you can run up or across anything that has any substance, even if it could not normally bear your weight: a cloud of dust, falling snowflakes, tiny branches, cherry blossoms, and so on. This allows you to climb vertically, at an angle, or move horizontally, through any unoccupied space, as long as there is anything more substantial than air within that space and it is not more than 40 feet above a surface on which you can stand. While you still have these benefits, whenever you cast a spell that deals damage of a type associated with your Elemental Specialty, you can add your Intelligence modifier to one damage roll of that spell.



CHAPTER 3: BACKGROUNDS

The following backgrounds may be used in addition to those found in the *Player's Handbook*.

DOOMSAYER

You have seen the end of the world, and this revelation consumes you. Whether you saw it in a vision, unearthed the truth while poring over ancient texts, read it in the stars, or simply awoke one day with the knowledge fully formed in your head, you know the truth about the end times. You may be driven by a need to spread the truth to all who will listen, you may be driven to prevent the end at all costs—or you may be driven to ensure that it comes about as you foresaw.

Discuss what you know, and how you learned it, with your DM. You may want to decide between you whether the end you foresaw is a true one; alternatively, you may prefer not to know whether your apocalypse will happen.

Skill Proficiencies: History, Religion

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

Equipment: Your tools of divination (e.g. bone dice, astrology charts, runes, a deck of cards), a book of signs and omens, ink, pen, paper, a set of fine clothes, and a pouch containing 15 gp

FEATURE: IT'S AN OMEN

When you have a moment to yourself, you can use your tools of divination to observe an omen of the near future. While the signs are not always clear, you gain a strong impression about something that will affect you soon. This may be a sense of clarity regarding a decision you should make, an idea of the weather over the next few days, or a feeling of immediate safety or danger. You can use this feature once per day.

SUGGESTED CHARACTERISTICS

Some doomsayers fear the knowledge they have gained, while others draw strength and purpose

from it. Whether they wish to prevent or fulfill the prophecy they have seen, or simply to warn others about its coming, their knowledge shapes their attitudes and ideals. Some doomsayers become nihilistic, believing that life is futile. More than a few are driven slightly mad by the things they have seen.

d8 Personality Trait

- 1 I have seen the death of the world, and now my own death does not concern me.
- 2 I see omens in everything, and they are rarely good.
- 3 I attach immense importance to seemingly insignificant details.
- 4 I distrust those who claim to know the future, unless they have seen the same future as me.
- 5 I am more comfortable with books than people, and can happily spend all my time digging through ancient tomes, searching for a reference to the truth I have seen.
- 6 I try to pass on my knowledge to everybody I meet.
- 7 I live my life to the fullest, knowing that there is nothing else to live for but today.
- 8 I speak in riddles and cryptic clues that hint at the knowledge I hold.



d6 Ideal

- 1 **Power.** Information is the path to power and domination. (Evil)
- 2 **Knowledge.** The path to preventing (or fulfilling) the end is through knowledge. (Neutral)
- 3 **No Limits.** In a finite world there are no true consequences for our actions. (Chaotic)
- 4 **Heroism.** The only way to prevent disaster is for good people to erase the evil in the world. (Good)
- 5 **Destiny.** Nothing and no one can steer me away from my higher calling. (Any)
- 6 **Freedom.** Everybody should be free to pursue their dreams, because this is their only chance. (Chaotic)

d6 Bond

- 1 I have seen the end of the world, and I will do everything in my power to prevent it.
- 2 I have seen the end of the world, and I will do everything in my power to see it happen.
- 3 I will someday get revenge on those who branded me a lunatic.
- 4 I seek to spread the truth of what I have seen to all who will listen.
- 5 I am desperately seeking proof that the gods are still alive.
- 6 Knowledge of what I have seen could bring ruin to the world. I must keep this knowledge safe.

d6 Flaw

- 1 I struggle to make decisions without first consulting the fates.
- 2 I talk about what I have seen to the detriment of everything else, making conversations quite difficult.
- 3 I openly mock the followers of other religions for their lack of understanding of the truth.
- 4 My vision has driven me to the bottle.
- 5 I fear that everybody is laughing at me and I am slow to trust, even with those I have known the longest.
- 6 I'd risk too much to uncover a lost bit of knowledge.

EXECUTIONER

You used to kill people for a living. Whether you served at the pleasure of a powerful noble, beheading treasonous lords on the steps of the palace, or traveled between villages and towns, stringing up nooses from trees and tavern eaves, you did the dirty work that the law demanded but nobody else was willing to do.

Your position in society meant you were both respected and feared—and often hated. You may have been appointed by royal decree, continued on the family trade, or volunteered for the unpopular position in order to avoid punishment yourself. Perhaps you hated the job, or perhaps it sated dark appetites deep within your soul.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Either carpenter's or smith's tools

Languages: One of your choice

Equipment: A scroll case containing documents that confirm your role and the jurisdiction of its powers, a custom mask, hood, or other symbol of your office, traveler's clothes, a pouch containing 20 gp

A PARTICULAR SET OF SKILLS

There are many ways of taking a life, but you specialized in just one. Decide how you dispatched



the condemned, or roll on the following table to determine your execution method.

d6	Execution Method
1	Beheading, with either an axe or a sword.
2	Hanging, from either a fixed gallows or simply from a tree.
3	Fire, either immolating them at the stake, or possibly boiling or roasting them.
4	Strangulation, either by hand or with a garrote.
5	Falling, throwing people from the tallest tower or off a high cliff.
6	Impalement, possibly using wooden stakes you sharpened yourself, or with a spear or sword.

FEATURE: YOUR REPUTATION

In your hometown and the places you performed your duty, you are a figure of some infamy. Your name is used to scare children into obedience, and prisoners in local jails shiver when they hear you are

coming. You pay less for goods and services in town, and you can gain an audience with the local leaders. Your credentials may also give you some leeway when you fall on the wrong side of the law.

SUGGESTED CHARACTERISTICS

Some executioners go about their business efficiently, without passion or regret. Others revel in it, delighting in the opportunity to savagely kill in public without being condemned. Still others are haunted by their actions, wracked with guilt over the lives they have taken. Whatever their view on the acts they undertake, all executioners have a strong stomach. They have made death their life's work, and are not upset by the sight of blood and butchery.

d8 Personality Trait

- 1 It's a dirty job, but someone has to do it. I am unaffected by the sight of death, and remain calm when things get bloody.
- 2 I have heard every excuse and every plea for mercy. Once my course is set, I am unmoved by appeals to my emotions.
- 3 I joke when facing death and violence. The worse things get, the darker my humor becomes.
- 4 I am haunted by the faces of those I have executed. I pray they will forgive me when we meet again.
- 5 I pity the poor and the desperate, because they are more likely to find themselves under my axe than those with money and power.
- 6 I feel no regret over the job I do. Criminals know the price they must pay for their crimes, and they should be prepared to face the consequences of their actions.
- 7 I fear nobody, regardless of their power or station. Power does not protect you from death.
- 8 I thrive on the fear that my name instills in both the guilty and the innocent alike.



d6 Ideal

- 1 **Fairness.** No one should get preferential treatment before the law, and no one is above the law. (Lawful)
- 2 **Sincerity.** There's no point pretending to be something I'm not. (Lawful)
- 3 **Greed.** I'm only in it for the money and the infamy. (Evil)
- 4 **Independence.** I am the hand of the law, and I am not bound by its shackles. (Chaotic)
- 5 **People.** I am loyal to people, not ideals. Following ideals leads people down a road that ends with me. (Neutral)
- 6 **Aspiration.** I work hard to be the best there is at my craft. (Any)

d6 Bond

- 1 Someone I care about is imprisoned and facing execution. I must save them.
- 2 I was sentenced to death, but fled rather than face the end I have meted out to so many others.
- 3 I executed somebody very powerful, and now their relatives want me dead.
- 4 I have repeated visions of the death of somebody I have never met. I know I am destined to find them.
- 5 I enjoy killing a little too much, and I adventure because my work no longer fulfills my needs.
- 6 I have a warrant for the execution of someone notorious. Now all I need to do is locate them.

d6 Flaw

- 1 I use the influence of my station to get what I want.
- 2 I have a shameful secret that means I can never return home.
- 3 I assume that the people who do not fear me do not respect me, and I am quick to take offense at them.
- 4 I remember every insult I have ever received and long for the day that I will be able to avenge myself.
- 5 I believe that people make their own fate, and am unlikely to help somebody who has made a mistake.
- 6 Violence is my answer to most challenges.

VARIANT: POISONER

The cliché of the hulking brute of a headsman exists for a reason, but not all executioners fit this mold. Poisoners work at the highest levels of society, in the employ of royalty, the nobility, or those with a deep purse. Civilized societies may not practice something as barbaric as public beheadings, but there is still a need to remove undesirables. Poisoners are intelligent and sly. They may preside over formal executions in dungeons deep beneath the city, binding their victims and administering toxins directly into the blood. Alternatively, they may be the dirty secret of the court, brewing noxious concoctions that can be slipped into a drink or a meal without anyone suspecting a thing.

Rather than proficiency in Athletics, you have spent time studying Medicine. Replace carpenter's or smith's tools with poisoner's tools, and start with a poisoner's kit rather than the hood or mask. Your credentials and documentation may not explicitly state your role, though they should make it clear that you are a person of status.



VARIANT FEATURE: POISONER'S NOSE

You have poisoned hundreds of people in hundreds of different ways. You know the tricks of the trade—distraction techniques, foods and drinks that are particularly good at masking unusual scents, and the like. It is impossible for somebody to slip poison into your meal or drink without you noticing it, assuming you are conscious and able to observe your immediate environment.

FERAL

You were abandoned or otherwise left alone as an infant. Against all odds you survived, though it was not until much later in your life that you rejoined society. Emerging from your brutal, animalistic life to the world of people was difficult, and even now you struggle to be around people for too long.

People from a feral background may be highly adaptive, having learned to fend for themselves in a hostile world at a very young age. In other much rarer cases, they find themselves taken in and cared for by wild animals. The settlements of civilized creatures are alien, hostile places to feral people, and those who have tried to rehabilitate themselves into the world often find they fight a constant battle between the rules of society and their base instincts.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Herbalism kit

Languages: You only know one language, and you do not speak it well. You are not granted additional languages by your class or race.

Equipment: A crude stone or wooden tool that you made yourself (a hammer, pick, basic spear, etc.) or a trinket from your pre-abandonment childhood (a baby's rattle, stuffed toy, etc.), ragged clothing, and a pouch you made yourself containing 10 gp

REHABILITATED

It's not often the case that those who have grown up outside of civilization return to society. Think about what drove you to emerge from your isolation, or roll on the following table to determine the reason.

d6 Reason

- 1 The place you have survived in and called home your whole life is under threat. You seek a means to end the threat, so you can return to the safety of your seclusion.
- 2 You are haunted by the briefest memory of your parents before you were separated. You don't know who or where they are, but you are determined to find them.
- 3 You watched the people of the city coming and going for years, people who look like you and not the beasts you call family. It has taken an age, but now you have gained the courage to walk amongst them.
- 4 The gods spoke to you, and told you that you have been chosen for a great purpose. Your test in the wilds is over; now you are to be tested in new ways.
- 5 You found a lost baby in the wilderness. Knowing it could not survive as you have, you took it upon yourself to return it to its world. It was only once you arrived that you realized you had not been surviving alone, either.
- 6 You made your home in an ancient ruin. Then the adventurers came, looting and pillaging, and brought chaos to your life. Now you want revenge.

FEATURE: WEATHER SENSE

You lived your formative years with no kind of fixed shelter. You learned to read the winds and the sky, so that you always know what the weather will do over the next 24 hours. You can always find adequate shelter from naturally-occurring bad weather for you and your companions, unless you are in a place where such shelter would be impossible (for example, if you are adrift at sea).

SUGGESTED CHARACTERISTICS

A feral upbringing imbues a wildness in a person that is difficult to disguise. Someone with the feral background might communicate more in gestures

and grunts than in words, might mistrust being indoors, or may be incredibly territorial and possessive of their friends and belongings (if they have any of either). A life of adventure offers a chance to forget the social niceties they have been forced to learn and revert to a violent, simple way of life that makes more sense to them.

d8 Personality Trait

- 1 Urban areas are unnatural and make me nervous. I am much happier out of sight of so-called civilized places.
- 2 I don't understand what gods are or why people worship them.
- 3 Money doesn't interest me as much as food and other useful things.
- 4 Language fascinates me, and I repeat words and phrases that I hear even if I don't understand them.
- 5 I am shy around people and very slow to trust.
- 6 I am curious about this new world of people and can't help but study and question everything around me.
- 7 Fire scares me.
- 8 I have a deep respect for—and healthy fear of—animals and nature, and do my best not to bring unnecessary harm to them.



d6 Ideal

- 1 **Survival.** I would rather flee and live to fight another day than fight to the death out of pride. (Any)
- 2 **Aspiration.** I'm determined to prove that I'm more than the savage people say I am. (Any)
- 3 **Freedom.** Laws are chains on the true nature of people and the world, and I will not be chained. (Chaotic)
- 4 **Live and Let Live.** Meddling in the affairs of others only causes trouble. (Neutral)
- 5 **Change.** Life, like the seasons, is in constant flux, and we must learn to change with it. (Chaotic)
- 6 **Nature.** The natural world is more precious and important than anything created by people. (Neutral)

d6 Bond

- 1 Any threat to my home is a threat to me.
- 2 The gods have a plan for me, and I will do everything in my power to fulfill it.
- 3 Whatever it takes, I will be reunited with the family I never got a chance to know.
- 4 My friends are the only family I know, and I will defend them with my life.
- 5 Now that I have discovered civilization, I want to see as much of it as possible.
- 6 I owe my life to the animals that saved me from death in the wilderness.

d6 Flaw

- 1 I think in terms of short-term survival, and find it difficult to focus on long-term goals.
- 2 I'm suspicious of strangers and do not hide it well.
- 3 I see nothing wrong with taking the things I want.

- 4 Weak or sick people are of no use to me, and I will discard them without thought.
- 5 I get angry around people who are more intelligent than me, because I assume they are mocking me.
- 6 If I spend too long around lots of people I start to get anxious and aggressive.

FIENDTOUCHED

At some point in your past, you had an encounter with pure evil. You may have had a glimpse into the Nine Hells, come too close to an Abyssal portal, or witnessed a dark ritual beyond mortal comprehension. Whatever the nature of your experience, it left an indelible mark on you.

A brush with the fiendish is not the same as coming from a fiendish bloodline. While those descended from demons gain dark abilities and powers, those who have merely come into contact with them are usually damaged by the experience. You may have lost your sense of morality, you may be consumed by a thirst for death and destruction, or you may be overwhelmed by the desire for infernal power. Conversely, your encounter might have broken you, leaving you mentally fragile and living in constant fear.

Although rare, some fiendtouched develop a deep empathy for those who are suffering and in pain. These fiendtouched may well take up holy orders, and fight to eradicate suffering from the world. But this is very much the exception.

Skill Proficiencies: Arcana, Intimidation

Languages: Abyssal or Infernal (choose one), one other language of your choice

Equipment: A slim diary containing details of your experience and your musings on it, possibly written in code, traveler's clothes with hood, a pouch containing 15 gp

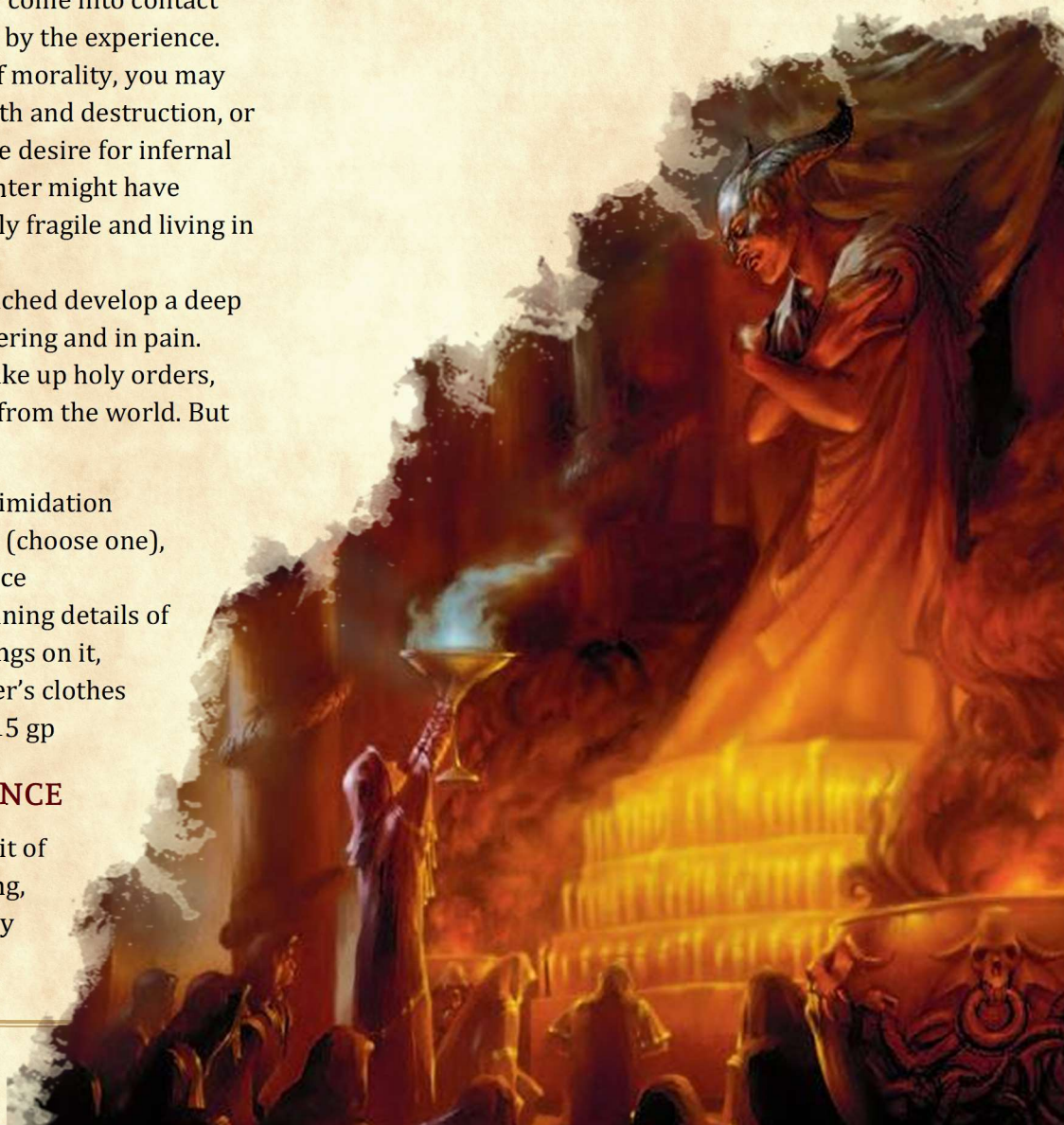
FEATURE: DARK PRESENCE

Those who spend even a little bit of time with you find you unsettling, and they may go out of their way

to leave your presence. You may not be welcome in some places, and you probably find it difficult to make friends and hold down regular employment. On the other hand, law enforcement officials might let you off with a warning rather than arrest you, and merchants may not haggle very enthusiastically with you.

SUGGESTED CHARACTERISTICS

The fiendtouched are damaged individuals. They have seen madness, and it has permanently scarred them. They may see faces in the shadows around them, experience ghastly nightmares, or hear vile whispers urging them to act on their darkest fantasies. They often find themselves pushed to the fringes of society, shunned by those who can feel the wrongness that consumes them. Some attract pathetic followers, who sense the darkness within them and mistake it for power.



d8 Personality Trait

- 1 I am utterly without joy, seeing only the negative in every situation.
- 2 I crave power and will do anything to attain it.
- 3 Very little shocks me or makes me uncomfortable. I have seen true horror; nothing in this world comes close.
- 4 I cannot abide suffering, and will do everything in my power to end it wherever I find it.
- 5 People can sense the darkness within me, and actively avoid being in my company.
- 6 If you are not with me you are against me, and I will crush you.
- 7 I don't believe in good and evil. There is only weakness and strength.
- 8 I am fascinated by the Outer Planes and seek out every scrap of knowledge I can find.

d6 Ideal

- 1 **Mastery.** The weak will bow before me, and I will take my rightful place in the world. (Evil)
- 2 **Greater Good.** I have seen true evil, and I know it must be eradicated. (Good)
- 3 **Live and Let Live.** Nobody's pain is too much to endure, and their burdens are not mine to carry. (Neutral)
- 4 **Might.** The strong survive at the expense of the weak, and that is the way of things. (Evil)
- 5 **People.** I help the people who help me. I crush those who hinder me. (Neutral)
- 6 **No Limits.** There is no end to the depravity that exists within us, and nothing will ever fetter it. (Chaotic)

d6 Bond

- 1 I saw a specific demon during my experience, and now I seek a way to communicate with it.
- 2 Everything I do leads to one goal: remaking the world in the image of the Nine Hells.
- 3 One day I will return to the chaos that I saw, and this time it will fear me.
- 4 I must rid the world of evil so that civilization can survive.
- 5 I can't sate my appetite for blood. I have left a trail of destruction behind me, and one day I will have to answer for it.
- 6 I need to understand what I saw so that I can begin to undo the damage it did to me.

d6 Flaw

- 1 I harbour a craving for the flesh of my own kind.
- 2 I gain pleasure from feeling pain, and actively try to put myself in harm's way.
- 3 I enjoy tempting good people to do things they would normally find abhorrent.
- 4 I am a compulsive liar. I enjoy both the thrill of deceiving people, and the anger and hurt they direct at me when I am discovered.
- 5 I delight in the suffering of others.
- 6 I will use whatever means necessary to ensure power for myself, with no regard for how that affects others.

MORTICIAN

You look after the dead, preparing their bodies for the afterlife. You have seen it all, from babies who died in their sleep for no reason whatsoever, to seas of mutilated soldiers on the battlefield, to seemingly immortal pillars of society finally giving up the ghost. People expect you to be stoic, caring, calm—and if they notice something a little off about you, well, that's to be expected. You spend all day around dead bodies, after all.

Morticians possess a variety of skills, from

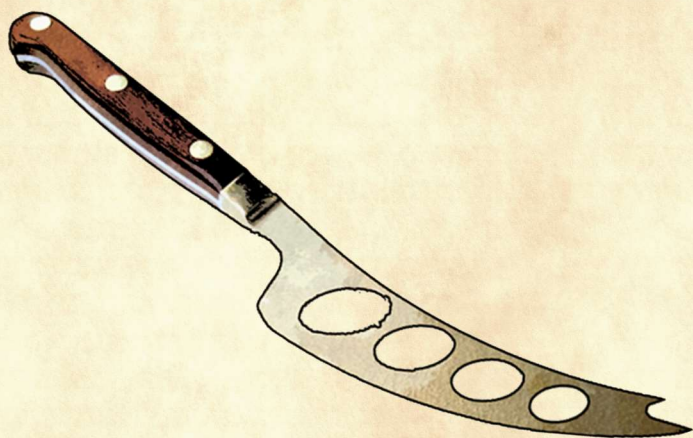


embalming techniques to knowledge of the intricacies of various religious burial rites. Your work undoubtedly has an effect on your view of the world—nobody can see death every single day and maintain an entirely optimistic outlook. Some morticians see themselves as shepherds leading the way into the next world, while others use the role to sate some of their darker urges.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Undertaker's tools

Equipment: A scroll case containing your credentials and qualifications as a mortician, a book of the funeral rites of most common religions, undertaker's supplies, fine clothes, a pouch containing 15 gp



FEATURE: THE SECRETS OF DEATH

You know the funeral rites of most major religions, and their myths and stories regarding what happens after death. Your trade allows you to maintain a comfortable lifestyle. You have a good working relationship with local temples, and may have contacts in local law enforcement.

During your career you have been privy to information that some people would rather be kept quiet. You may have overheard a conversation whispered at the side of the casket, buried a coffin full of dirt as though it contained a body, or masked evidence of a terrible beating administered to a now dead lover. Whatever it is, you know something that somebody wishes you didn't. Decide what that secret is, or roll on the following table to determine it.

d8 Secrets of Death

- 1 The local jail has a secret crypt deep in the cellars, where the warden quietly buries the bodies of inmates who died while in custody.
- 2 You were forced to embalm a person who was not yet dead. You know who was responsible, but not why, and have never spoken of it for fear of reprisals.
- 3 The local Lady has delivered stillborn children every year for the past decade. Not even her husband knows, but you have prepared and buried each of them.
- 4 After seeing the bodies left behind after a big collapse at the mines, you noticed that each of them seemed to have been mutilated in ways not typical of falling rocks.
- 5 Local legends speak of a unique birthmark that will mark a great hero. You have buried three people bearing it within the last year.
- 6 You regularly sold bodies to people who required them—be that experimenting wizards, healers practicing their trade, or shady people whose motivations you would rather not question. Only you know which burial plots are actually empty.
- 7 You found a note on a recently-murdered body that gave a strong hint towards the identity of their killer. You have not yet come forward with the information.
- 8 The local noble's family has a grand mausoleum that houses generations of their dead. You know that it is empty, and why it will remain so.

SUGGESTED CHARACTERISTICS

If not necessarily held in high regard, morticians are usually at least respected. They do the job that nobody wants to do, handling death and dressing it up so that it can be looked on without disgust.

As a mortician you see people at their most exposed, naked and cold, and while that earns a

certain level of respect it also raises questions about the kind of person who could do that job. Most morticians are calm, soft-spoken people, a quality that is considered creepy and off-putting when combined with such a deep association with death.

Some morticians take a dark turn, interfering with corpses, making use of their clothing, or desecrating them by some other means. Some turn to magic, attempting to resurrect corpses for their own ends, or trying to bind the souls of the departed in order to gain power. Whether they were drawn to the trade because they already harbored those urges or whether they developed after spending so much time surrounded by death differs from person to person. You should talk to your DM before selecting this option, as it may well have an effect on the tone and themes of the campaign that not everybody will be comfortable with.



d8 Personality Trait

- 1 The secrets we take to the grave are the only ones that are truly ours, and I will never betray what I know.
- 2 I am more at ease around the dead than the living.
- 3 I take quiet pleasure in making people appear more beautiful in death than they were in life.
- 4 I will not tolerate disrespect for the dead, or for their places of rest.
- 5 I take a trinket from each person I bury, so that they will never be forgotten.
- 6 I'm in it for the money. This is the one trade there will always be a demand for.
- 7 The more time I spend around dead bodies, the more I realise that I should be out there creating them, not caring for them.
- 8 I am adept at putting people at ease, even when they are deeply hurt or upset.

d6 Ideal

- 1 **Tradition.** The ancient traditions of worship and sacrifice must be upheld. (Lawful)
- 2 **Fairness.** Everyone deserves a decent burial, even if their family cannot afford it. (Good)
- 3 **Might.** I have tended to the dead, but one day I will become their master. (Evil)
- 4 **Aspiration.** I work hard to be the best there is at my craft. (Any)
- 5 **Responsibility.** I do what I must and obey just authority. (Lawful)
- 6 **Change.** Death takes us all, and we cannot prepare for it. We must simply adapt. (Chaotic)

d6 Bond

- 1 Death will never claim me. Whatever it takes, I will find a way to live forever.
- 2 I will never reveal what I know to anybody, no matter what happens.
- 3 I know secrets about someone powerful that I will use to overthrow them and claim their seat for myself.
- 4 Someone has been stealing bodies to use in their nefarious plans. I will bring them to justice.
- 5 Death disgusts me. I need to understand it so that I can prevent it, both for myself and the rest of the world.
- 6 I have been well-paid by a local luminary to keep what I know secret, but the money is no longer enough.



d6 Flaw

- 1 I can't help but see what people will look like once they are dead, and often comment on it to them.
- 2 My calm, quiet exterior masks a dark, violent anger that reveals itself at times of immense stress.
- 3 I have spent so much time around the dead that I have forgotten how to properly interact with the living.
- 4 The people I deal with regularly are deeply hurt and upset, and I have almost forgotten how to feel positive emotions. Visibly happy people make me very uncomfortable.
- 5 I often hold hypothetical conversations with myself aloud, both to fill the silence and to distract myself from the grisly acts I am performing.
- 6 I find religions that promise an afterlife distasteful and their followers weak and stupid, and I am very vocal about these opinions.

SMUGGLER

If people want things, they should be able to have them, no matter what those in charge say. Your job was to ensure that people get what they want.

Smugglers operate on large and small scales. Whether you ran illegal goods across borders in the dead of night, paid off customs agents to ensure your cargo was never searched, or funneled luxuries—and, perhaps, weapons—into a prison, your job was to get things to the people who wanted them. You have faced danger and possibly made yourself an enemy of the state, but that's what's needed to turn a profit.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Choose one: vehicles (land), vehicles (water), or forgery kit

Languages: One of your choice

Equipment: Spyglass, navigational charts or maps marked with your smuggling routes, hand crossbow, a rowboat or land vehicle of your choice, and a pouch containing 10 gp

NICHE IN THE MARKET

While some smugglers will take whatever they can get their hands on, gathering up stocks of illicit goods and hoping to sell them later, others specialize in a particular product. You should decide what you used to smuggle, or else roll on the following table.

d12 Niche in the Market

- 1 Herbs and spices
- 2 Fine cloths, silks, and garments
- 3 Drugs and/or alcohol
- 4 Historical or religious relics
- 5 Magic items
- 6 Weapons
- 7 Rare or endangered animal products
- 8 Stolen goods and art
- 9 People
- 10 Banned or heretical books and writings
- 11 Precious metals and gems
- 12 Information (the Agitator variant background explores this idea in more detail)

FEATURE: CONTACTS

You have contacts in every major city in a certain region (e.g. Sword Coast). You may be able to call on them for help—perhaps you need a place to lay low, someone to fence your goods, or help paying off some guards. However, their help is not always reliable, and they will generally not put themselves in direct danger for you except in truly special circumstances.

You may wish to work with your DM to determine exactly who your contacts are and what your relationships with them are like. At a minimum you should decide what form your smuggling took and where you operated.



SUGGESTED CHARACTERISTICS

Smugglers are often paranoid, and for good reason—those in power know who they are and will use every means to put a stop to their operations. Smugglers may seem bold and brash at times, but they are rarely stupid. Everything they do is calculated, everything they say might potentially lead to their downfall if they are not careful, and everyone they meet could easily sell them out if the price is right.



d8 Personality Trait

- 1 I thrive under pressure.
- 2 I prefer not to be noticed and find it uncomfortable to be the center of attention.
- 3 I know what people want, and am an expert at providing them with it.
- 4 I am always asking questions and observing things. I like to know the lay of the land wherever I am.
- 5 I don't use my real name, preferring to operate under a shroud of anonymity.
- 6 Money drives me above everything else. I am always thinking in terms of profit and loss.
- 7 I am not impulsive. I only take measured risks.
- 8 I have surrounded myself with people who would sell me out for the right price, and as a result I find it difficult to trust people.

d6 Ideal

- 1 **Greed.** I'm only in it for the money. (Evil)
- 2 **Independence.** I am a free spirit—no one tells me what to do. (Chaotic)
- 3 **Sincerity.** There's no point pretending to be something I'm not. (Neutral)
- 4 **Fairness.** We all do the work, so we all share in the rewards. (Lawful)
- 5 **People.** I help people who help me. That's what keeps us alive. (Neutral)
- 6 **Honor.** I don't steal from others in the trade. (Lawful)

d6 Bond

- 1 I promised my family I would return with riches and lift them up out of poverty. The thought of being reunited with them is what keeps me going.
- 2 My word is my bond. I have never cheated or betrayed anyone, and I expect those I deal with to conduct themselves with honesty and respect.
- 3 I am on the run from people I owe money to. I can never stay in one place long enough for them to catch up to me.
- 4 I was an honest merchant until an unjust law destroyed my livelihood. Now I smuggle because I refuse to give up on the trade I built my life around.
- 5 I am slowly building my empire so that I may one day use it to crush the person who screwed me over.
- 6 I will never forget the monks who took me in after my ship broke apart on the rocks, and I make sure to send them a portion of my profits.

d6 Flaw

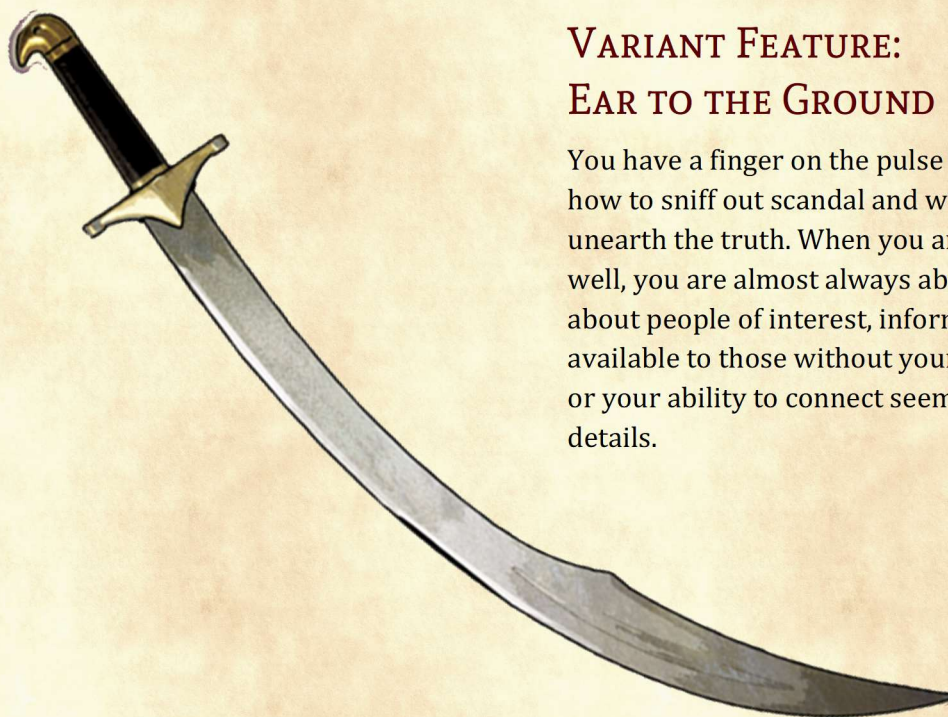
- 1 Against all my better instincts, I get high on my own supply.
- 2 Some people find my constant paranoia and mistrust difficult to deal with.
- 3 The first thing I do when meeting new people is figure out how much it would cost me to put them firmly under my control.
- 4 Nothing passes through my hands without me taking a cut.
- 5 Nobody opens with the price they are expecting to take. I will haggle over anything and everything.
- 6 If I'm not winning, I'm miserable.

VARIANT: AGITATOR

Not all smugglers deal in contraband. Instead, some deal in information. Whether you distribute a rebel newspaper or feed information from inside the government to people in a position to utilize it, you live a life of constant paranoia. Those in power are out to get you, keen to take you down at any cost. You could be under constant surveillance without knowing it; everybody you speak to is a potential government informant. Tread carefully.

**VARIANT FEATURE:
EAR TO THE GROUND**

You have a finger on the pulse of the city. You know how to sniff out scandal and which threads to pull to unearth the truth. When you are in a city you know well, you are almost always able to find information about people of interest, information that may not be available to those without your network of contacts or your ability to connect seemingly unrelated details.



CHAPTER 4: EQUIPMENT

The *Player's Handbook* contains a plethora of equipment options, enough to cover most of your everyday needs. This chapter contains more unusual and esoteric items—still very useful, but not the sort of things you will be able to find easily. Some of this equipment might only be available from specialist dealers in large, cosmopolitan cities.

ARMOR

The following armor types are exotic, and will usually be difficult to acquire.

Bone Armor. Bone armor is crafted from the bones of animals or humanoids, and fitted together in pieces, much like plate. It is typically used in lands with few other choices for material, such as plains and grasslands. The most common forms of bone armor use skulls as helmets or shoulder protection. It can be intimidating to face off against a foe that wears armor made from the bones of your race.

Dwarven Half Plate. Only the most skilled dwarven craftsmen know how to make dwarven half plate. Although similar to normal half plate armor in most respects, the dwarves have learned to make their armor stronger while using less material. As a result, the armor is much lighter than normal half plate. Dwarven half plate made for non-dwarves is rare.

Elven Chain Mail. Elven chain mail is made by the finest elven craftsmen to be as strong as normal chain mail, yet lighter and more flexible. Elven chain is also quieter than regular chain, and therefore does not incur disadvantage on Dexterity (Stealth) checks. Elven chain mail is sometimes given as a gift to other races, though this is rare.

Spiked Leather. Spiked leather functions as studded leather, except that it is studded with small spikes instead of metal studs. The spikes cause 1d4 piercing damage to any foe that tries to grapple with, or perform an unarmed strike on, the wearer.

Spiked Plate. Spiked plate functions as plate armor, except that small spiked protrusions cover the armor's surface. The spikes cause 1d4 piercing damage to any foe that tries to grapple with, or perform an unarmed strike on, the wearer.



Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Spiked Leather	55 gp	12 + Dex modifier	—	—	15 lb.
<i>Medium Armor</i>					
Bone Armor	8 gp	13 + Dex modifier (max 2)	—	Disadvantage	25 lb.
Elven Chain Mail	4,000 gp	16	—	—	35 lb.
<i>Heavy Armor</i>					
Dwarven Half Plate	2,500 gp	16 + Dex modifier (max 2)	—	Disadvantage	30 lb.
Spiked Plate	2,000 gp	18	Str 15	Disadvantage	70 lb.

WEAPONS

These weapons will typically only be available from specialist weaponsmiths or disreputable merchants.

MELEE WEAPONS

Dire flail. This double weapon has a 3-foot haft with a chain and flail-head at each end; the weapon allows you to use a bonus action to make an extra melee weapon attack with one of the flail heads when taking the Attack action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Dwarven urgrosh. The dwarven urgrosh is a heavy battleaxe with a spear-pointed haft. You make a melee weapon attack using an Attack action with the weapon's axe blade for 1d8 slashing damage, and then use a bonus action to make second attack with the spear point for an additional 1d6 piercing damage. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

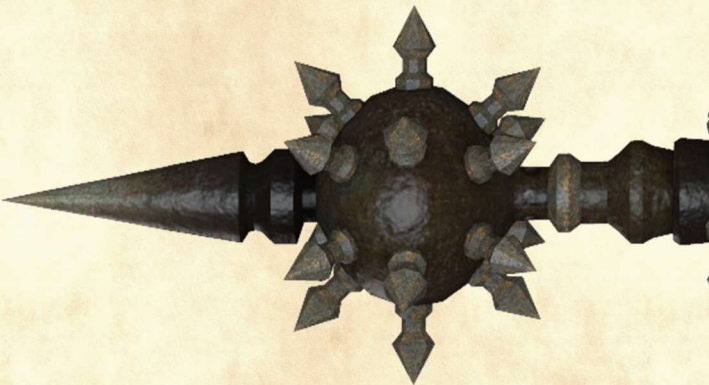
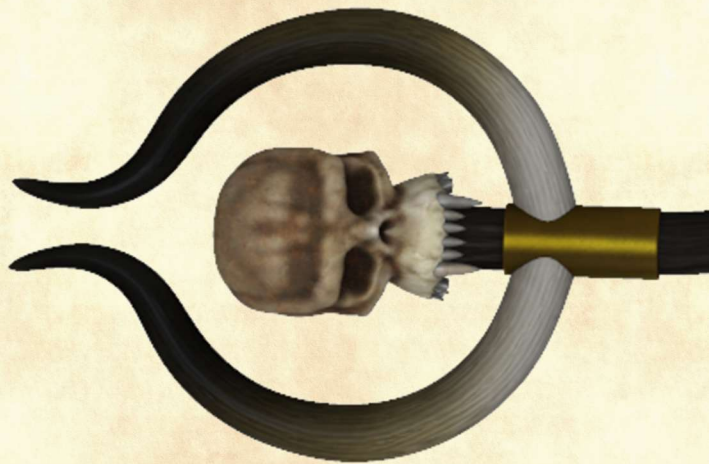
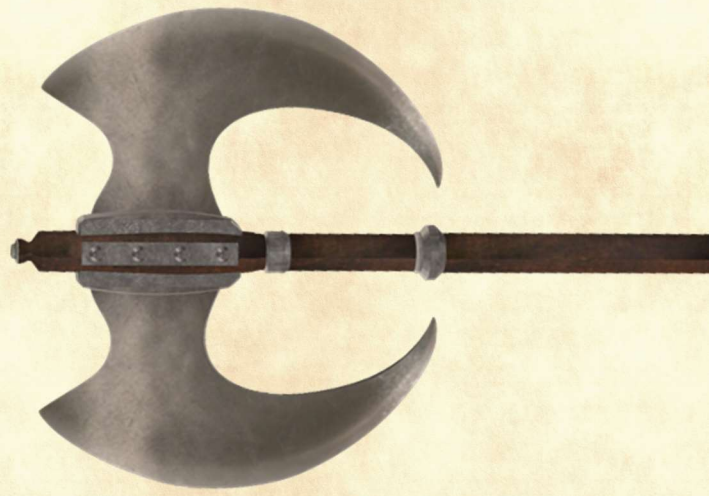
Dwarven waraxe. This is a heavier version of the battleaxe, and is favored among dwarves. If you are not a dwarf, you must have a Strength score of at least 13 to wield the waraxe with one hand.

Great hammer. A great hammer is similar to a maul, but is a dual headed warhammer with an extended handle, intended for two-handed use. It is a favored weapon of dwarves and clerics.

Heavy flail. This is a heavier version of the normal flail, and it must be wielded with two-hands.

Man catcher. A man catcher consists of a long pole with a contraption on the end that is designed to capture and restrain its victim. A Large or smaller creature hit with a man catcher is restrained until it escapes or is released. The victim can use a bonus action to make a DC 15 Dexterity or Strength saving throw each round. On a success, they escape.

Nunchaku. Nunchaku consist of two short pieces of wood or metal connected to each other by a short rope or chain.



Orc double-axe. An orc double-axe is a four-foot wooden haft with a battleaxe head at each end. Some orcs prefer the extra attack this weapon provides instead of the brute force from a single greataxe attack.

When taking the Attack action while wielding an orc double axe, you can use a bonus action to make a second attack with the opposite end of the axe. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Parrying dagger. A parrying dagger is like a normal dagger, except it has two protrusions on either side of the blade for parrying an attack. It is typically wielded in the off-hand, in conjunction with another weapon in the dominant hand. When you wield a parrying dagger, you may use your reaction to attempt to fend off one successful hit made against you with a melee weapon. The attacker must contest its Dexterity or Strength check (whichever was used to make the attack) against your Dexterity or Strength check (your choice). If the attacker wins the weapon does its damage as normal. If you win or the contest is a tie, the attack is parried and you take no damage.

Sai. The sai is a martial weapon the size of a dagger, which is usually wielded by a monk. The weapon has a short, rounded blade that ends in a sharpened point with two shorter prongs curving off the hilt.

A monk wielding a sai can use a reaction to make a Dexterity saving throw when hit with a melee weapon attack. The saving throw DC is 15 + the attacker's Dexterity modifier. On a success, you take no damage from the attack, and catch the weapon between the sai's main blade and one of its prongs; as part of the same reaction, you can force the attacker to make a Strength saving throw. The DC of the saving throw is 15 + your Dexterity modifier. On a failed save, the attacker drops the weapon. If you fail the original Dexterity saving throw, the sai does not catch the attacker's weapon, which hits and deals damage normally.

Sap. A sap is a small, leather-covered weight used to knock a victim unconscious. When an attacker reduces a creature to 0 hit points with this weapon,



the creature falls unconscious and is stable. Whenever the attacker scores a critical hit with this weapon, the victim must make a DC 12 Constitution saving throw or be stunned for 1 round.

Scourge. A scourge is made of short leather straps connected to a handle. The straps are studded with sharp metal barbs that slash its victim, creating deep,



painful wounds. Usually a scourge is used as an implement of torture, as opposed to a weapon.

Spiked chain. A spiked chain is a length of barbed or spiked chain connected to two handles. It can be used to trip foes rather than damage them. The wielder must specify if they are attempting to trip a target when making the attack. If the target is hit, the target must succeed on a Dexterity saving throw or be knocked prone. The DC is 8 plus the attacker's Dexterity bonus.

Two-bladed sword. This weapon has a four-foot haft with a longsword blade on each end. When taking an Attack action to make a melee weapon attack with one of the blades, you can use a bonus action to make a second attack with the other blade. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Each blade has a sharp double-edged point, which can be used to deal either piercing or slashing damage.

RANGED WEAPONS

Bolas. A bolas is made up of numerous weights attached to individual straps (up to 10). The straps are made from leather or cord and the weights from stone or metal. The straps are held in one hand and spun overhead, then released toward the enemy. Each weight causes 1 point of damage.

The bolas can be used to trip foes rather than damage them. The wielder must specify if they are attempting to trip when making the attack. If the attack hits, the victim must succeed on a Dexterity saving throw or be knocked prone. The DC is 8 plus the attacker's Dexterity bonus.

Composite longbow. This specially crafted longbow is built from a combination of materials that more effectively leverage the strength of the wielder. Composite longbows can only be wielded by someone with a Strength score of 13 or higher. You may add 50 feet to the bow's base and maximum ranges for each point of your Strength modifier. For example, if you have a Strength score of 13, with a Strength modifier of +1, the composite longbow

would have a range of 200/650—an increase on the normal range of 150/600.

In addition, you may add your Strength modifier to any damage inflicted on a target within normal longbow range—that is, within 150 feet.

Composite shortbow. This specially crafted shortbow is built from a combination of materials that more effectively leverage the strength of the wielder. Composite shortbows can only be wielded by someone with a Strength score of 13 or higher. You may add 20 feet to the bow's base and maximum ranges for each point of your Strength modifier. For example, if you have a Strength score of 13, with a Strength modifier of +1, the composite shortbow would have a range of 100/340—an increase on the normal range of 80/320.

In addition, you may add your Strength modifier to any damage inflicted on a target within normal shortbow range—that is, within 80 feet.

Lasso. Lassos are typically made of rope or cord and come in various lengths (up to 50 feet). While the lasso does not cause damage, it can be used to capture and restrain enemies. A successful hit with a lasso restrains the victim until they are released or break free. The victim must succeed on a DC 13 Dexterity (Acrobatics) check or Strength (Athletics) check to escape. If the lasso is wielded in two hands, the wielder can use an action to pull the restrained creature 5 feet closer by succeeding on a contest against the restrained creature's Strength.

The lasso can be used to trip foes rather than restrain them. The user must specify if they are attempting to trip when making the attack. If the target is hit, the victim must succeed on a Dexterity saving throw or be knocked prone. The DC is 8 plus the attacker's Dexterity bonus.

Repeating crossbow, light. This light crossbow holds a 6-round magazine that allows you to ignore its loading property until all six shots are fired.

Repeating Crossbow, heavy. This heavy crossbow holds a 6-round magazine that allows you to ignore its loading property until all six shots are fired.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Scourge	5 gp	1d4 slashing	2 lb.	Light
<i>Martial Melee Weapons</i>				
Dire flail	75 gp	1d8/1d8 bludgeoning	8 lb.	Heavy, two-handed
Dwarven urgrosh	50 gp	1d8 slashing/1d6 piercing	12 lb.	Heavy, two-handed
Dwarven waraxe	30 gp	1d10 slashing	8 lb.	Heavy, versatile (1d12)
Great hammer	30 gp	1d12 bludgeoning	8 lb.	Heavy, two-handed
Heavy flail	20 gp	1d10 bludgeoning	8 lb.	Heavy, two-handed
Man catcher	20 gp	—	6 lb.	Heavy, reach, special, two-handed
Nunchaku	5 sp	1d4 bludgeoning	1 lb.	Light, versatile (1d6)
Orc double-axe	50 gp	1d8/1d8 slashing	15 lb.	Heavy, two-handed
Parrying dagger	4 gp	1d4 piercing	1 lb.	Finesse, light, special
Sai	1 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Sap	8 cp	1d4 bludgeoning	1 lb.	Light, special
Spiked Chain	20 gp	1d4 piercing	8 lb.	Heavy, special, two-handed
Two-bladed sword	50 gp	1d8/1d8 piercing or slashing	10 lb.	Heavy, two-handed
<i>Martial Ranged Weapons</i>				
Bolas	15 cp	1 bludgeoning / weight	2 lb.	Light, thrown (range 20/60)
Composite longbow	150 gp	1d8 piercing	3 lb.	Ammunition (range: varies), heavy, two-handed
Composite shortbow	75 gp	1d6 piercing	2 lb.	Ammunition (range: varies), two-handed
Lasso	12 sp	—	1 lb.	Light, special, thrown (range 10/30)
Repeating crossbow, light	250 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), loading (special), two-handed
Repeating crossbow, heavy	400 gp	1d10 piercing	20 lb.	Ammunition (range 100/400), heavy, loading (special), two-handed



ADVENTURING GEAR

The following adventuring gear will usually be available in large towns and cities.

Item	Cost	Weight	Item	Cost	Weight
<i>Arcane focus</i>			<i>Holy symbol</i>		
Book of incantations	30 gp	5 lb.	Book of scripture	5 gp	3 lb.
Gadget	35 gp	3 lb.	Prayer beads	5 gp	—
<i>Artisan's tools</i>			Jewelry, common	5 sp	—
Apothecary's supplies	30 gp	5 lb.	Jewelry, fine	10 gp	—
Barber's supplies	1 gp	5 lb.	Jewelry, exceptional	100 gp	1 lb.
Embalmer's tools	30 gp	10 lb.	Mug	1 cp	1 lb.
Field dresser's supplies	3 gp	5 lb.	<i>Musical instrument</i>		
Fisher's supplies	1 gp	4 lb.	Harp	30 gp	5 lb.
Tattooist's tools	10 gp	5 lb.	Mbira	15 gp	2 lb.
Vintner's supplies	20 gp	20 lb.	Ocarina	5 gp	1 lb.
Astrolabe	200 gp	5 lb.	Sitar	40 gp	5 lb.
Blackboard (1' by 1')	3 sp	2 lb.	Palanquin, large	1,000 gp	400 lb.
Cage, wooden	1 gp	45 lb.	Palanquin, small	250 gp	100 lb.
Cage, iron	5 gp	80 lb.	Pelt	2 sp	—
Canary	3 cp	2 lb.	Pennant	2 sp	—
Cane	1 cp	2 lb.	Piercing	2 sp	—
Carpet (5 feet by 5 feet)	15 gp	15 lb.	Pipe	1 sp	—
Clothes, cold weather	1 gp	8 lb.	Potion of Magical Restoration	150 gp	½ lb.
Clothes, exceptional	30 gp	7 lb.	Rope ladder (30-foot)	3 gp	15 lb.
Comb	2 cp	1 lb.	Smokestick	50 gp	½ lb.
Dictionary	30 gp	8 lb.	Sunstick	25 gp	½ lb.
<i>Druidic focus</i>			Scissors	1 sp	1 lb.
Geode	2 gp	3 lb.	Spectacles	50 gp	—
Sprout	1 gp	1 lb.	Tanglefoot bag	50 gp	1 lb.
Flag	3 sp	3 lb.	Tattoo	1 gp	—
Gloves, leather	5 sp	1 lb.	Tent, four-person	5 gp	35 lb.
Goblet, gold	10 gp	3 lb.	Training Manual	35 gp	5 lb.
			Tripwire (10-foot)	3 sp	—

This section describes items that have special rules or require further explanation.

Arcane Focus. Included here are two additional items that can be used as an arcane focus—a book of incantations and a gadget. A book of incantations is a book of magic words and gestures. A gadget is a mechanical device that serves to focus a spellcaster's will. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*.

Artisan's Tools. Seven artisan's tool kits included here expand the list found in the *Player's Handbook*.

Cage. A cage, whether made of wood or iron, is large enough to fit a Small or smaller creature. Your DM may decide that larger cages are available for higher prices.

Canary. A canary is a small bird used by adventurers to detect dangerous air quality when dungeon delving or mining.

Dictionary. A dictionary replaces the need for an instructor when using the downtime activity, Training, to learn one new language.

Druidic Focus. Included here are two additional items that can be used as a druidic focus—a geode and a sprout. A geode is a spherical rock that contains crystals. A sprout is a living plant that can be held in one hand that requires ongoing attention to maintain. A druid can use such an item as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*.

Holy Symbol. Included here are two additional items that can be used as a holy symbol—a book of scripture and prayer beads. A book of scripture might include the deeds and edicts of a worshipper's god. Prayer beads are sometimes bracelets or necklaces, where the user holds each individual bead as they offer a prayer. A cleric or paladin can use such an item as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*. To use the symbol in this way, the caster must hold it in hand or wear it visibly.

Jewelry. Jewelry consists of rings, amulets, necklaces, earrings, and studs. Common jewelry might be worn by the middle class of a settlement while fine jewelry is a sign of wealth. Exceptional jewelry is worn rarely and only on special occasions by the most elite members of a society.

Musical Instrument. Four instruments included here expand the list found in the *Player's Handbook*. The harp is a string instrument played with the fingers. The mbira consists of metal tines attached to a wooden board and commonly played with the thumbs. The ocarina is a wind instrument often made from clay with a clam or egg shape. The sitar is an 18 to 21 string instrument with a fret board.

Palanquin. Palanquins are chairs or small enclosed rooms built on a platform that is meant to be carried by humanoid servants. Small palanquins fit up to 2 people and must be carried by 2 to 4 humanoids. Large palanquins fit up to 8 people and require 8 to 16 humanoids to be carried.

Piercing. A piercing is a hole punctured into the skin and flesh that is often then filled with a piece of jewelry. Common areas for humanoids to get piercings are the ears, nose, eyebrows, and the tongue.

Potion of Magical Restoration. A character with the spellcasting feature who drinks the magical blue fluid in this vial regains expended spell slots. When such a creature consumes the potion, it rolls 1d4 and regains spell slots with a combined level that is equal to or less than the result. Drinking or administering a potion takes an action.

Rope Ladder. Made of hemp, this rope ladder has 2 hit points and can be destroyed with a DC 17 Strength check.

Smokestick. This is a short stick about one foot long covered in a blueish-black alchemical tar. As an action, you can strike this stick against a surface, igniting the alchemical tar and creating a cloud of thick smoke. This creates a 15-foot diameter sphere of smoke which heavily obscures vision. After use, the smokestick is destroyed.

Sunstick. This short stick is about one foot long and covered in a reddish-brown alchemical powder. As an action, you can strike this stick against a surface, igniting the chemical powder and creating a heatless source of light. For 1 hour, a sunstick sheds bright light in a 30-foot radius and dim light for an additional 30 feet. After use, the sunstick is destroyed.

Tattoo. You can hire a tattooist to inject ink under your skin, leaving you with a permanent tattoo. The average price of a tattoo is 1 gold piece, but poor quality or small tattoos might cost as little as 1 silver piece. Large, intricate, or exceptionally high-quality tattoos might cost as much as 10 gold pieces.

Tanglefoot Bag. This milky translucent substance bursts out of the burlap bag it's contained in when it strikes something. As an action, you can throw this bag up to 20 feet, and it bursts on impact. Make a ranged attack against a creature or object, treating

the tanglefoot bag as an improvised weapon. On a hit, the target's movement speed is reduced to 0. A creature can end this effect by using its action to make a DC 10 Strength check to extract itself from the sticky, congealed mess.

Training Manual. A training manual replaces the need for an instructor when using the downtime activity, Training, to learn one new tool proficiency.

Tripwire. A tripwire is a 10-foot-long wire that can be set up to trip an unsuspecting trespasser. The tripwire takes 1 minute to set up and requires a Wisdom (Survival) ability check. Creatures with a passive perception lower than the result of the ability check will not detect the tripwire. If a creature crosses a tripwire they must make a DC 12 Dexterity saving throw or fall prone, making enough noise to attract the attention of all creatures capable of hearing within 30 feet.



TRINKETS

d100 Trinket

- 01 The holy symbol of a long-forgotten god, carved from bone.
- 02 An intricate glass feather.
- 03 An unblemished black marble that reflects no light and can never be scuffed.
- 04 The map to a labyrinth, marked with a path that doesn't reach the center.
- 05 A book that tells a radically different tale of the creation of the world.

- 06 A glass jar filled with the teeth of children.
- 07 A small stone tablet carved with indecipherable script.
- 08 A jar of sand that seems to change color when looked at indirectly.
- 09 A sealed, empty glass vial that can't be opened and will never break.
- 10 A bag of deep purple seeds.
- 11 A hand-carved wooden box filled with tobacco.
- 12 A clockwork hand that clenches and opens its fist when wound.
- 13 A shrunken head with buttons sewn over the eyes.
- 14 A severed finger wearing a ring that can never be removed.
- 15 The pelt of a creature nobody has ever seen.
- 16 A loosely-coiled spring painted in the hues of a rainbow.
- 17 A hand mirror that reflects everything but the person holding it.
- 18 A yo-yo that can spin forever.
- 19 An origami unicorn that can never be torn or crumpled.
- 20 A bag of carved wooden goblins that fight each other when placed on a surface.
- 21 Three sea shells.
- 22 A deck of playing cards that contains 52 Jokers, each uniquely illustrated.
- 23 A rope that can be made to stand vertically, but cannot be climbed.
- 24 A glass flute that produces no sound.
- 25 A sponge that only soaks up blood.
- 26 A copper scroll case that cannot be opened.
- 27 A child's picture book about a goblin who learns to fly.
- 28 A long feather that is always being moved by a breeze you cannot feel.
- 29 A tuning fork that emits a chord when struck.
- 30 A ring that looks like a crown.
- 31 A nine-toothed cog made from tin.
- 32 A tiny dagger carved from deep red wood and wrapped in an orange cloth.
- 33 A small leather-bound book filled with tables and charts that seem to make no sense.
- 34 A book of flora and fauna from a land that nobody has ever heard of.
- 35 A dusty goblet that can never be cleaned.
- 36 A set of 6 stacking dolls whose faces become more terrified the smaller they get.
- 37 A set of 1" tall lead figures that look strikingly similar to you and your friends.
- 38 A signet ring bearing a seal you can't identify.
- 39 A small knitted octopus.

- 40 A small piece of amber containing a spider in the process of eating a fly.
- 41 A tiny mechanical dragonfly with a miniature glass vial at its center.
- 42 A small leather-bound book bearing the words "Don't Panic" on its cover.
- 43 An ivory hair pin with a set of fluttering wings attached to it.
- 44 A manticore's tooth with a gold filling.
- 45 A flat wax disc with circular grooves carved in it.
- 46 A small portrait of a family with the eyes crossed out.
- 47 A small pot containing a sapling that never grows but seems to dance when not watched.
- 48 A velvet pouch containing a small silver bell, a razor blade, and a sprig of holly.
- 49 An eye patch made from the lips of a goblin.
- 50 A paper bird that briefly flaps its wings and flies when thrown.
- 51 A small rock hammer, worn down to a nub.
- 52 A statue of an ant carved from onyx.
- 53 A preserved square of tattooed skin.
- 54 A tiny pair of wings made from wax, string, and miniature feathers.
- 55 A miniature stone keep that emits smoke from its chimney.
- 56 A set of brown and green leather juggling balls.
- 57 A scroll containing a spell that seems to have no effect.
- 58 A pouch containing a handful of small glass hooks.
- 59 A vial of swirling octarine liquid.
- 60 A set of bells of varied sizes that play a scale from low to high as the bells go from small to large.
- 61 A pouch full of oddly-dented, painted metal discs with jagged edges.
- 62 A wooden puzzle box that seems to want you to solve it.
- 63 A piece of paper with a grid of 81 squares drawn on it, some containing numbers.
- 64 A wooden box containing one delicious-looking wax strawberry.
- 65 A six-chambered spice box containing different varieties of pepper.
- 66 Seven small candles that are deceptively difficult to blow out.
- 67 A wooden stein carved with the likeness of an orcish barmaid.
- 68 A small collection of bar mats from different taverns.
- 69 A skull with a glass eye that slowly rolls in its socket.
- 70 A glass vial filled with small, multi-colored wooden cubes.
- 71 A coin that always lands on its edge when flipped.
- 72 A very fine necklace made from tiny links of bone.
- 73 A bottle of perfume that smells like your mood.

- 74 A pair of earrings made from a fairy's knuckles.
- 75 A pair of leggings made from stitched-together leaves.
- 76 A piece of bark carved with a gnarled face.
- 77 A letter apologizing for the things the writer is about to do.
- 78 A flowing river contained within a glass case.
- 79 A slowly-beating clockwork heart.
- 80 A delicate silver minnow that moves like a real fish.
- 81 A knife and fork carved from a giant's ribs.
- 82 A shawl made from hundreds of feathers.
- 83 An everlasting gobstopper.
- 84 A pouch filled with small glass pebbles.
- 85 A small stone statue of a face that hovers a few inches in the air.
- 86 A large flat pebble with a smaller pebble nestled inside it.
- 87 A daisy chain that never breaks.
- 88 A lightning storm that has been shrunk down to fit inside a bottle.
- 89 A necklace made from the fossilized stinger of a long-extinct creature.
- 90 A fist-sized petrified egg.
- 91 A page from a diary. The writing on it changes every day.
- 92 A dead fish with a human child's face.
- 93 A small brass bell that sounds a different note each time it is rung.
- 94 Cufflinks that change color depending on who wears them.
- 95 A spool of spider silk.
- 96 A quill that stands on its tip, waiting to be used.
- 97 A padlock made of wax, with no key.
- 98 A tiny vial of viscous liquid metal.
- 99 A small stone dog that is warm to the touch.
- 00 A small ceramic cat with an arm that can be made to wave back and forth.



CHAPTER 5: FEATS

The following feats may be added to those in the *Player's Handbook*.

ALWAYS PREPARED

You carry around a backpack full of oddments, and you always seem to have a useful item on hand. You gain the following benefits:

- + Increase your Wisdom score by 1, to a maximum of 20.
- + Add a backpack to your equipment list, if you don't already have one.
- + You may reach into your backpack to try and find an item from the Adventuring Gear table or Tools table in chapter 5 of the *Player's Handbook*. The item must reasonably be able to fit into a backpack. You must make a Wisdom ability check with a DC equal to 5 + the cost of the item in gold pieces. On a successful check you "happen" to have such an item in your backpack. You must complete a long rest before using this feature again.

AUDACIOUS ASSAILANT

You are bold and confident when under pressure, granting you the following benefits:

- + Increase your Charisma score by 1, to a maximum of 20.
- + You can add your Charisma modifier to initiative rolls.
- + You gain advantage on saving throws against being frightened.

BEAST WHISPERER

Prerequisite: Proficiency with the Animal Handling skill.

Your knowledge and experience with animals grants you an affinity with them. You gain the following benefits:

- + Increase your Wisdom score by 1, to a maximum of 20.
- + You have advantage on Wisdom (Animal Handling) checks.
- + When mounted, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

BLOODY BRAWLER

The sight of blood—even your own—invigorates you in battle. You gain the following benefits:

- + When a creature within 5 feet of you deals slashing or piercing damage to you, you can use your reaction to make a melee weapon attack against that creature with advantage. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.
- + After dropping a creature to 0 hit points, you can use your bonus action to regain 1d10 + your level hit points. You must finish a short or long rest before you can use this ability again.



COMBAT REFLEXES

Your experience in battle allows you to quickly respond to threats. You gain the following benefits:

- + Increase your Dexterity score by 1, to a maximum of 20.
- + When you are hit by a melee weapon attack, you can use your reaction to dodge away, minimizing the blow. Make a DC 15 Dexterity saving throw. On a successful save, you take half damage from the attack.

COUNTER STRIKER

You are trained to exploit the holes in your opponent's attack, granting you the following benefits:

- + You can add your proficiency bonus to the damage dealt when you hit with an opportunity attack.
- + If a creature misses you with a melee weapon attack, you can use your reaction to make an opportunity attack against that creature with advantage. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

DECEPTIVE CHARMER

You are adept at deceiving and influencing others, granting you the following benefits:

- + You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- + As an action, you can make a Charisma (Deception) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, the two of you must share a language, and the creature must not be hostile. If you succeed on the check, the creature is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance.

DIEHARD

Prerequisite: Proficiency with Constitution saving throws

Your experience and endurance grant you death defying resilience. You gain the following benefits:

- + You add your proficiency bonus to your death saving throws.
- + You have advantage on saving throws against any effect that would kill you instantly without dealing damage.

FAITH HEALER

Prerequisite: The ability to cast divine magic

You can heal people through your faith and connection to the divine. You gain the following benefits:

- + Increase your Charisma score by 1, to a maximum of 20.
- + During a short rest, you can pray over the wounds of your comrades. When an ally spends a hit die to regain hit points during a short rest, the creature regains an extra number of hit points equal to your Charisma modifier for each hit die it spends. A creature can only benefit from this feature once between long rests; however, you can use this feature multiple times during a short rest, choosing a different creature each time.

FEY BLOODLINE

You begin manifesting strange powers, and discover that you have Fey blood in your ancestral line. You gain the following benefits:

- + Your Charisma score increases by 1, to a maximum of 20.
- + You have advantage on saving throws against being charmed.
- + You can cast the *minor illusion* cantrip, using Charisma as your spellcasting ability.

- + You can cast the *charm person* spell, using Charisma as your spellcasting ability. Once you cast the spell, you can't cast it again until you finish a long rest.

HISTORIAN

Prerequisite: Proficiency with the History skill

Your experience and knowledge of history is remarkable. You gain the following benefits:

- + Increase your Intelligence score by 1, to a maximum of 20.
- + You have advantage on Intelligence (History) checks.
- + You have the ability to recall, with perfect clarity, the details of events that occur during your adventuring career.

INSPIRING LEADER

You are a natural combat leader and a fountain of inspiration. You gain the following benefits:

- + As a bonus action, you can grant yourself or an ally within 20 feet advantage on saving throws against being frightened.
- + You can use your action to make a rallying cry that bolsters your allies. Until the start of your next turn, each ally within 30 feet can add 1d4 to an attack roll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

LINE BREAKER

You are experienced at penetrating defenses and breaking apart battle formations. You gain the following benefits:

- + When you hit a creature up to one size category larger than you with a melee weapon attack, you can use your bonus action to shove the creature in a direction you choose.
- + If you shove a creature into a space occupied by another creature, both creatures must make a

Dexterity saving throw contested by your Strength (Athletics) check or be knocked prone. The creature with the highest result claims the space, and the one with the lower result is pushed into a space of its choice within 5 feet of it.

MASTER TACTICIAN

You have developed the ability to read the flow of combat and coordinate battle tactics with your allies. You gain the following benefits:

- + You can use a bonus action to Help an ally attack an enemy that is within 5 feet of you. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.
- + You can spend your action to call out battle tactics to allies within 30 feet of you. An ally within range that can hear you adds 10 feet to its speed until the end of its next turn.

NATURAL KILLER

The threat of battle invigorates you, granting you exceptional focus on winning the fight. You gain the following benefits:

- + You can add your proficiency bonus to the damage of any weapon in which you are proficient.
- + When you drop a creature to 0 hit points with a weapon attack, you can make one weapon attack as a bonus action.

PHENOMENAL FOOTWORK

You are always moving in combat, feinting, lunging, striking, then dancing away before your opponent can counter-attack. You gain the following benefits:

- + Increase your Dexterity score by 1, to a maximum of 20.
- + When you make a melee attack against a creature, it can't make an opportunity attack against you for the rest of your turn.

POINT BLANK SHOT

You have great skill when attacking with ranged weapons at close range. When you attack with a ranged weapon in which you are proficient against a target that is no farther away than half the weapon's normal range, you gain the following benefits:

- + You gain advantage on the attack roll.
- + You can add your proficiency bonus to the weapon's damage.
- + You ignore partial cover.

POWER STRIKER

You have learned to land powerful blows with your melee weapon attacks, granting you the following benefits:

- + Increase your Strength score by 1, to a maximum of 20.
- + You can choose to take a penalty up to your proficiency bonus on your melee weapon attack rolls, and add the same amount to the damage you deal on a successful hit.
- + When you score a critical hit, the target must make a Strength save against a DC equal to your Strength score or be knocked prone.

REMARKABLE INSIGHT

You often notice when things are out of place or when someone is trying to deceive you. You gain the following benefits:

- + Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- + You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

- + You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

THUG

Your strength and experience grant you confidence, which you leverage to intimidate others. This confidence also grants you an edge in battle. You gain the following benefits:

- + Increase your Strength score by 1, to a maximum of 20.
- + You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

- + You add your proficiency bonus to initiative rolls.

TUMBLER

Prerequisite: Proficiency with the Acrobatics skill

You have learned to use your Acrobatics skill to perform exceptional maneuvers that grant you the following advantages:

- + Double your proficiency bonus with Acrobatics skill checks.
- + Standing up from a prone position only costs you 5 feet of movement.
- + Opportunity attacks against you have disadvantage if you are wearing light armor or no armor.



CHAPTER 6: SPELLS

This chapter describes new spells for use in the worlds of Dungeons & Dragons. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

BARD SPELLS

CANTRIPS (0 LEVEL)

Echoing Blow
Know Direction
Launch Bolt
Lullaby
Mindspeak
Minor Disguise
Project Object
Silent Portal
Telepathic Challenge

1ST LEVEL

Accelerated Movement
Amplify
Beastland Ferocity
Dead End
Distort Speech
Insightful Feint
Word of Authority

2ND LEVEL

Curse of Impending Blades
Dissonant Chant
Distracting Ray
Heartfire

Lively Step
Nightmare Lullaby

3RD LEVEL

Bladeweave
Dissonant Chord
G'Elsewhere Chant
Hymn of Praise
Keen Edge
Wounding Whispers

4TH LEVEL

Cacophonic Shield
Fugue
Shout

5TH LEVEL

Body Harmonic
Bolts of Bedevilment
Cacophonic Burst
Hidden Lodge
Wail of Doom

6TH LEVEL

Aspect of War
Dirge
Programmed Image
Shadow Walk

7TH LEVEL

Antimagic Ray
Paralyzing Field
Vision

8TH LEVEL

Great Shout
Laeral's Invisible Blade
Shooting Stars



Song of Battle

9TH LEVEL

Mordenkainen's Disjunction

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Challenger's Mark

Far Realm Gaze

Launch Bolt

1ST LEVEL

Blessed Aim

Cold Fire

Embrace Destiny

Sign

2ND LEVEL

Aura of Glory

Dissonant Chant

Heartfire

Veil of Shadow

3RD LEVEL

Energy Vortex

Hymn of Praise

Word of Binding

4TH LEVEL

Castigate

Hypothermia

Negative Energy Aura

Positive Energy Aura

5TH LEVEL

Spell Resistance

Zone of Respite

6TH LEVEL

Accelerate Metabolism

Hide the Path

Spider Plague

Undeath to Death

7TH LEVEL

Vision

Withering Palm

8TH LEVEL

Veil of Undeath

9TH LEVEL

Mass Harm

DRUID SPELLS

CANTRIPS (0 LEVEL)

Daybreak

Frostwind Blade

Know Direction

Mindspeak

Punishing Strike

1ST LEVEL

Aspect of the Wolf

Beast Claws

Beastland Ferocity

Cold Fire

Magic Fang

2ND LEVEL

Body of the Sun

Briar Web

Daggerspell Stance

Heartfire

3RD LEVEL

Energy Vortex

Moon Blade

4TH LEVEL

Acid Bolts

Hypothermia

5TH LEVEL

Anticold Sphere

Arc of Lightning

Memory Rot

6TH LEVEL

Cometfall

Fire Seeds

Hide the Path

Stone Tell

Spider Plague

Tortoise Shell

7TH LEVEL

Slime Wave

Storm Tower



Waterspout

8TH LEVEL

Deadfall

Maelstrom, Greater

9TH LEVEL

Nature's Avatar

PALADIN SPELLS

1ST LEVEL

Blessed Aim

Salutary Touch

Word of Authority

2ND LEVEL

Aura of Glory

Battering Ram

3RD LEVEL

Aegis of Assault

Aegis of Shielding

Keen Edge

Word of Binding

4TH LEVEL

Castigate



Hero's Defiance

Positive Energy Aura

5TH LEVEL

Spell Resistance

Zone of Respite

RANGER SPELLS

1ST LEVEL

Accelerated Movement

Aspect of the Wolf

Beast Claws

Beastland Ferocity

Guided Shot

Lightfoot

Magic Fang

Word of Authority

2ND LEVEL

Briar Web

Curse of Impending Blades

3RD LEVEL

Flame Arrow

Keen Edge

Moon Blade

Reverse Arrows

Tremorsense

4TH LEVEL

Deeper Darkvision

Hero's Defiance

5TH LEVEL

Anticold Sphere

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Caltrops

Challenger's Mark

Echoing Blow

Far Realm Gaze

Frostwind Blade

Launch Bolt

Looming Shadow

Mindspeak

Minor Disguise

Project Object

Psychic Shock

Punishing Strike

Silent Portal

Steal Speed

Telepathic Challenge

1ST LEVEL

Accelerated Movement

Guided Shot

Corpse Link

Corpse Visage

Dead End

Insightful Feint

Thought Projection

2ND LEVEL

Battering Ram

Body of the Sun

Curse of Impending Blades

Daggerspell Stance

Disguise Undead

Distracting ray
Leomund's Trap
Lively Step
Veil of Shadow

3RD LEVEL

Aegis of Ensnarement
Bladeweave
Flame Arrow
Keen Edge
Ray of Exhaustion
Reverse Arrows
Tremorsense

4TH LEVEL

Acid Bolts
Negative Energy Aura
Positive Energy Aura
Sensory Deprivation
Shout

5TH LEVEL

Arc of Lightning
Darkbolt
Hidden Lodge
Zone of Respite

6TH LEVEL

Programmed Image
Shadow Walk
Undeath to Death

7TH LEVEL

Awaken Undead
Antimagic Ray
Vision

8TH LEVEL

Analyze Dweomer
Blackstaff
Horrid Withering
Laeral's Invisible Blade

Otiluke's Telekinetic Sphere
Shooting Stars
Temporal Stasis
Veil of Undeath

9TH LEVEL

Crystalbrittle
Mordenkainen's Disjunction

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Caltrops
Challenger's Mark
Echoing Blow
Far Realm Gaze
Frostwind Blade
Launch Bolt

Looming Shadow
Project Object
Punishing Strike
Steal Speed

1ST LEVEL

Corpse Link
Corpse Visage
Dead End
Detho's Delirium

2ND LEVEL

Choke
Curse of Impending Blades
Disguise Undead
Distracting ray
Veil of Shadow

3RD LEVEL

Aegis of Assault
Ghost Armor
Ray of Exhaustion

4TH LEVEL

Negative Energy Aura
Sensory Deprivation

5TH LEVEL

Bolts of Bedevilment
Darkbolt

6TH LEVEL

Arrow of Bone
Programmed Image
Shadow Walk

7TH LEVEL



Awaken Undead

Bone Javelin

Withering Palm

8TH LEVEL

Bone Blade

Blackstaff

Horrid Withering

Shadow Form

Veil of Undeath

9TH LEVEL

Conflagration

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Caltrops

Challenger's Mark

Echoing Blow

Embrace Destiny

Far Realm Gaze

Frostwind Blade

Launch Bolt

Looming Shadow

Minor Disguise

Project Object

Punishing Strike

Quickling Step

Shifting Shadow

Silent Portal

Steal Speed

Telepathic Challenge

1ST LEVEL

Accelerated Movement

Corpse Link

Corpse Visage

Dead End

Guided Shot

Insightful Feint

2ND LEVEL

Battering Ram

Body of the Sun

Curse of Impending Blades

Daggerspell Stance

Disguise Undead

Distracting ray

Leomund's Trap

Lively Step

Veil of Shadow

3RD LEVEL

Aegis of Assault

Aegis of Ensnarement

Aegis of Shielding

Bladeweave

Flame Arrow

Keen Edge

Ray of Exhaustion

Reverse Arrows

Tremorsense

4TH LEVEL

Acid Bolts

Negative Energy Aura

Positive Energy Aura

Sensory Deprivation

Shout

5TH LEVEL

Arc of Lightning

Darkbolt

Hidden Lodge

Zone of Respite

6TH LEVEL

Programmed Image

Shadow Walk

Undeath to Death

7TH LEVEL

Awaken Undead

Antimagic Ray

Vision

8TH LEVEL

Analyze Dweomer

Blackstaff

Horrid Withering

Laeral's Invisible Blade

Otiluke's Telekinetic Sphere

Shooting Stars

Temporal Stasis

Veil of Undeath

9TH LEVEL

Crystalbrittle

Mordenkainen's Disjunction

SPELL DESCRIPTIONS

Following are the spell descriptions, presented in alphabetical order.

ACCELERATE METABOLISM

5th-level evocation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (incense made from rare herbs worth at least 50 gp, which the spell consumes)

Duration: 1 hour

At the beginning of a short rest, the caster lights the incense and touches a chosen target to increase its metabolism. At the end of the short rest, the target regains the maximum number of hit points for each Hit Die spent. In addition, the recipient can make a saving throw for each poison or disease affecting it. On a successful save, the target recovers from that poison or disease.

ACCELERATED MOVEMENT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dead cockroach)

Duration: Concentration, up to 1 minute

For the duration, it does not cost you extra movement to crawl, climb, squeeze, swim, or move across difficult terrain.

ACID BOLTS

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You conjure two watery globes of acid that appear in the air next to you. Each globe hits a creature of your choice within range. Both globes can target a single creature, or you can direct each to strike a different creature. When hit with a globe, the target must make a Dexterity saving throw. On a failed save, the

target takes 4d10 acid damage, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 1d10 for each slot level above 4th.

AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack

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 your Strength for the attack and damage rolls of this attack if you choose. If the 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, the creature who made that attack has disadvantage on attack rolls against creatures besides you until the end of its next turn.

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 radiant damage 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 hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Your magic ensnares an attacking enemy, compelling it to attack you instead of your ally. The creature that made the triggering attack must roll a Charisma saving throw before that attack is resolved. If it fails, 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 has disadvantage on attack rolls against creatures besides you until the end of its next turn.

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 of you hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a gleaming barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage, as well as 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 has disadvantage on attack rolls against creatures besides you until the end of its next turn.

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.

AMPLIFY

1st-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: S

Duration: Concentration, up to 10 minutes

This spell amplifies all sound in a 15-foot radius sphere centered on a creature or object within range. If an unwilling creature is targeted by this spell, it must make a Wisdom saving throw; on a failed save, the spell successfully targets the creature. If the save is successful, the spell fails.

Once the spell takes effect, a creature outside of the spell's area listening to sounds coming from within the area has advantage on Wisdom (Perception) checks to discern sounds within the area. This amplifying effect isn't noticeable by creatures within the affected area. The spell has no effect when targeting a creature or object in an area affected by the silence spell.

ANALYZE DWEOMER

8th-level divination (ritual)

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S, M (a tiny lens of ruby or sapphire set in a golden hoop worth at least 1000 gp)

Duration: Concentration, up to 10 minutes

Upon casting this spell, you can identify the magic affecting all creatures and objects within range. For magic items or other magic-imbued objects, you learn their properties and how to use them, whether they require attunement to use, and how many charges they have (if any). You also learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

For creatures within range, you learn what spells, if any, are currently affecting them.

ANTICOLD SPHERE

5th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

This spell creates a comfortably warm 10-foot radius sphere centered on the spellcaster. Friendly creatures within the sphere are immune to cold damage. In addition, creatures made of ice or cold can't enter the spell's area; if such a creature is within the sphere when the spell is cast, it is pushed to the nearest unoccupied space outside the sphere.

ANTIMAGIC RAY

7th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of iron filings mixed with ruby dust worth at least 100 gp)

Duration: Concentration, up to 1 minute

An invisible ray shoots from your hand toward a target within range. Make a ranged spell attack. On a hit, the target can't cast spells, nor can it be targeted by other spells for the duration. Any spell affecting the target is suppressed for the duration, though it is not dispelled, and resumes when the *antimagic ray* spell expires.

If a magic item is targeted by the ray, its magical properties are suppressed for the duration.

ARC OF LIGHTNING

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two small iron rods)

Duration: Instantaneous

Select two creatures that you can see within range. An arc of lightning lashes out between them, forcing each to make a Dexterity saving throw. Each creature takes 12d6 lightning damage on a failed save, or half as much damage on a successful one.

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

ARROW OF BONE

7th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a tiny sliver of bone and a drop of magic oil)

Duration: 1 hour

When casting this spell, you touch one nonmagical thrown weapon and transform it into an identical item made of bone. The affected weapon is considered magical.

A creature struck by the weapon takes the weapon's normal damage and must also make a Constitution saving throw. The target takes 10d10 necrotic damage on a failed save, or half as much damage on a successful one. Once the weapon is thrown, its magic fades, whether the attack hits or misses.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the necrotic damage increases by 1d10 for each slot level above 7th.

ASPECT OF THE WOLF

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a wolf's whisker)

Duration: 1 hour

This spell allows you to transform into a wolf. The spell lasts for the duration, or until you choose to end it, or until your wolf form drops to 0 hit points. While you are transformed, the following rules apply:

- + Your game statistics are replaced by the statistics of a wolf, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies.
- + When you transform, you assume the wolf's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit

points, any excess damage carries over to your normal form.

- + You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of a wolf. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- + You retain the benefit of any features from your class, race, or other source and can use them if the wolf form is physically capable of doing so.
- + You choose whether your equipment falls to the ground in your space, merges into your wolf form, or is worn by it. Your equipment doesn't change size or shape to match the wolf form, and any equipment that the new form can't wear must either fall to the ground or merge with it. You can't activate, wield, or otherwise benefit from any of your equipment that merges with your wolf form until you leave wolf form.

ASPECT OF WAR

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a potion of heroism, which the spell consumes)

Duration: Concentration, up to 1 minute

You undergo a fearsome transformation that increases your battle prowess. For the duration, you gain the following benefits:

- + Your size increases by one category.
- + You can attack twice when you take the attack action.
- + Your unarmed and melee weapon attacks use your spellcasting ability modifier for hit and damage rolls.
- + Your unarmed and melee weapon attacks deal an extra 1d4 damage.

- + Your skin thickens, and you can't have an armor class lower than 16.
- + You gain 20 temporary hit points that last until the duration expires.
- + Your speed increases by 10 feet.

AURA OF GLORY

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self (15-foot radius)

Components: V

Duration: Concentration, up to 1 minute

This spell creates an aura centered on you that bathes all friendly creatures within a 15-foot radius in a warm and comforting light. Each affected creature has advantage on saving throws against being frightened for the duration. The aura moves with you.

AWAKEN UNDEAD

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a humanoid finger bone)

Duration: Instantaneous



When you cast this spell, select a point within range; each skeleton and zombie within a 30-foot radius of the point you selected permanently adds 1d6 + your spellcasting ability modifier to its Intelligence score.

The affected creatures cannot gain more intelligence than the average for their original kind. For example, the skeleton of a giant rat would have a maximum Intelligence of 2, while that of a giant elk would be 7, and a human would be 10.

BATTERING RAM

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a small ball of force at a point you choose within range; the ball can be used to batter your foes and attack objects that are not worn or carried. As part of the action used to cast the spell, and by using an action on each of your turns, you can move the ball up to 30 feet within the spell's range, and make a melee spell attack against a creature or object.

If you hit a creature or object with the ball of force, it takes 1d6 force damage and must make a Strength saving throw. On a failed save, the creature is pushed 10 feet in the opposite direction and falls prone. On a successful save, the creature isn't pushed and doesn't fall prone.

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

BEAST CLAWS

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

When you cast this spell, your fingers transform into razor-sharp talons. Your unarmed strikes deal 1d6 slashing damage for the duration, and you are proficient with your unarmed strikes.

At Higher Levels. When you cast this spell using a

spell slot of 2nd level or higher, the spell's duration increases by 1 hour for each slot level above 1st.

BEASTLAND FEROCITY

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell imbues a creature you touch with the ferocity of a wild beast. If the target takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of times you are reduced to 1 hit point instead of 0 hit points before the spell ends increases by 1 for every two slot levels above 1st.

BLACKSTAFF

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a specially crafted staff worth at least 500 gp, which is consumed by the spell at the end of the duration)

Duration: 1 minute

You touch a staff and imbue it with a shimmering black radiance. For the duration, the staff has the following qualities:

- + The staff can't harm the caster or any creature that was touching it when the spell was cast.
- + Melee attacks with the staff are made with advantage.
- + The staff is considered a magic weapon that deals 3d4 bludgeoning damage on a hit.
- + The staff absorbs any spell cast upon it, and can't be affected by any spell other than a *wish*, *antimagic ray*, *Mordenkainen's disjunction*, or *antimagic shell*.

In addition, at the beginning of each of the wielder's turns, the wielder can choose one of the following special effects:

- ✦ On a successful melee attack with the staff, the target's hit point maximum is reduced by 3d4. The target's hit point maximum can only be restored by *greater restoration* or similar magic.
- ✦ On a successful hit, the staff casts *dispel magic* on the target as if you had cast it at its lowest level.
- ✦ On a successful hit, the target must make a successful Wisdom saving throw, or it can't cast spells until the end of its next turn.
- ✦ On a successful hit, the target is indecisive and can't use an Attack action on its next turn.
- ✦ On a successful hit, roll for a random effect on the following table:

Roll	Effect
01-45	The target is unaffected
46-65	The target must make a successful Wisdom saving throw, or be affected by <i>confusion</i> until the end of its next turn.
66-75	The target must make a successful Constitution saving throw, or be stunned until the end of its next turn.
76-85	The target must make a successful Wisdom saving throw, or be affected by <i>fear</i> until the end of its next turn.
86-95	The target must make a successful Strength saving throw, or be pushed 10 feet in the opposite direction and knocked prone.
96-00	The target must make a successful Intelligence saving throw, or be affected by <i>feeblemind</i> until the end of its next turn.

The blackstaff can be used by any creature proficient with staves; however, for the duration, a creature touching the staff can't cast spells. In addition, if a creature within reach tries to cast a spell, the staff's wielder can make an opportunity attack against the caster. On a hit, the caster's spell fails.

This spell was created by the esteemed archmage,

Khelben Arunsun.

BLADEWEAVE

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You give a war cry and unleash a dazzling display of skill with your weapon. Once, on each of your turns, you can force a creature you hit with your melee weapon to make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

BLESSED AIM

1st-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You invoke divine inspiration to bolster the ranged attacks of your allies. Each ally within range gains a +2 bonus to ranged attack rolls for the duration.

BODY HARMONIC

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a water-filled crystal goblet worth at least 500 gp)

Duration: Concentration, up to 1 minute

You rub the crystal goblet while chanting a poetic verse, and it begins to resonate with an earsplitting tone. Choose a creature within range as your target; the piercing tone wracks the target's body with painful vibrations, and it must make a Constitution saving throw. On a failed save, the creature takes 1d10 thunder damage and has disadvantage on ability checks and saving throws with an ability of your choice until the end of its next turn.

The creature must make a new Constitution saving throw at the end of each of its turns, with the effects

described above happening on a failed save. On a successful save, the target takes half the thunder damage, and doesn't have disadvantage on ability checks and saving throws. This is repeated every round until the spell ends.

BODY OF THE SUN

2nd-level transmutation

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Your body emanates blazing fire in a 5-foot radius. When a creature enters the spell's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. The target takes 2d4 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d4 for each slot level above 2nd.

BOLTS OF BEDEVILMENT

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause magical disrupting bolts to surround a creature you can see within range. The target must make a successful Wisdom saving throw, or it can't take any actions until after the end of its next turn.

Until the spell ends, you can use your action to force the creature to make another Wisdom saving throw, or lose its actions until after the end of its next turn on failure. This spell doesn't prevent a creature from taking lair actions or legendary actions.

BONE BLADE

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bladed weapon and a bone from any creature)

Duration: Concentration, up to one minute

You touch a bladed weapon and transform it into an identical weapon made of white ivory. After the transformation, the weapon has the exact damage, size, and weight of the original, but has the following special properties:

- + It is unbreakable, though it crumbles to dust when the spell ends.
- + It is considered magical.
- + The blade inflicts an extra weapon die of damage against undead.
- + An undead creature struck with the weapon takes an additional 1d4 necrotic damage each round for the duration.
- + Once per turn, you can force an undead creature you hit with the bone blade to make a Wisdom saving throw. On a failed save, the creature is disintegrated. If an undead creature disintegrated by this weapon has a CR of 4 or more, the blade also crumbles to dust.

BONE JAVELIN

7th-level transmutation

Casting Time: 1 bonus action

Range: 300 feet

Components: V, S, M (a tiny replica of a javelin carved from bone)

Duration: 1 minute

You create a magical javelin that hovers above your head. When the javelin appears, make a ranged spell attack against a target of your choice within range. The javelin ignores up to three-quarters cover as it turns in flight to avoid obstacles. On a successful hit, the target takes 3d6 piercing damage.

Regardless of whether you hit or not, the javelin reappears above your head. Until the spell ends, you can use a bonus action on each of your turns to repeat this attack against the same target or a different one.

BRIAR WEB

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Thorny plants sprout from the ground in a 40-foot radius, starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature takes 1d4 piercing damage when it enters the area and for every 5 feet it travels through the area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 1d4 for each slot level above 2nd.

CACOPHONIC BURST

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You give a high-pitched scream that erupts into a thunderous 20-foot radius burst at a point you choose within range. Each creature in the affected area must make a Constitution saving throw or take 8d6 thunder damage on a failed save, or half as much damage on a successful one. This spell fails if cast into an area affected by *silence*.

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

CACOPHONIC SHIELD

5th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You emit a rhythmic droning sound that creates a 10-foot radius sonic barrier around you, and which moves with you. Creatures on either side of the barrier perceive it as a harmless buzzing sound. However, the barrier disrupts both magical and nonmagical missiles fired into or out of it, causing disadvantage on ranged attack rolls.

The barrier can also disrupt spells that deal thunder damage. A spellcaster attempting to cast a spell that deals thunder damage into the area must make a DC 15 spellcasting ability check. On a successful check, the spell works normally, but it is dispelled on a failed check.

A creature that attempts to cross the barrier in either direction must make a Constitution saving throw. On a failed save, the creature is deafened for 1



minute and takes 4d6 thunder damage. The creature can attempt a new saving throw at the end of each of its turns, and on a success, it is no longer deafened. If the creature made its saving throw when it crossed the barrier, it takes half the thunder damage and isn't deafened. A creature that is forced to cross the barrier is not affected by the cacophonous shield for that movement.

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

CALTROPS

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You cause caltrops to appear from the ground in a 5-foot square area within range; the caltrops last for the duration. Any creature that moves into the spell's area must make a Dexterity saving throw. On a failed save, the creature stops moving and takes 1 piercing damage. In addition, the creature's speed is reduced by 10 feet until the end of its next turn. On a successful save, the creature is unaffected by the caltrops. If the creature treats the area as difficult terrain, it can avoid the caltrops.

CASTIGATE

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V

Duration: Instantaneous

You pronounce a divine sanction against those who oppose your creed. All creatures you choose within 10 feet, that have an alignment that differs from your own, must make a Constitution saving throw. On a failed save, a target takes 7d6 psychic damage. On a successful save, a target takes half the psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the psychic damage

increases by 1d6 for each slot level above 4th.

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

You bellow out a magical challenge that your opponent finds difficult to ignore. When casting this spell, make a melee weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects. In addition, before the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you, or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage.

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

CHOKER

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handkerchief with a knot tied in its center)

Duration: Concentration, up to 1 minute

You conjure a pair of spectral hands that begin to choke a humanoid you can see within range. The hands remain attached to the victim for the duration. At the beginning of each of the target's turns, it must make a Constitution saving throw. On a failed save, the target takes 1d6 bludgeoning damage, and has disadvantage on attack rolls until the end of its next turn. On a successful save, the target is unaffected that round, but the hands remain attached. As a bonus action on each of your turns, you can force the

target to make a new Constitution saving throw, or suffer the bludgeoning damage and disadvantage on attack rolls until the end of its next turn. The spell ends if the creature dies or loses consciousness.

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

COLD FIRE

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a source of fire within range)

Duration: Concentration, up to 10 minutes, or instantaneous

Choose a fire within the spell's range that has a maximum area of a 20-foot cube. This fire is transformed into magical cold fire for the duration, with blue-tinged flames. The affected area deals 1d6 cold damage to any creature that starts its turn within the cube.

You can alternatively target a fire elemental or a creature that has vulnerability to cold damage. In this case, the spell's effect is instantaneous, and the target must make a Constitution saving throw. The target takes 2d10 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell scales in two different ways. If you cast the spell to affect a fire, the volume increases by 10 cubic feet and the cold damage increases by 1d6 for each slot level above 1st. However, if you targeted a creature, the cold damage increases by 1d10 for each slot level above 1st.

COMETFALL

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, a blazing comet plummets to the ground at a point you choose within range, and bursts in a 5-foot radius with a thunderous roar. Each creature in the comet's blast area must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning and 5d6 thunder damage, and is pushed 10 feet back and knocked prone. On a successful save, the creature takes half the damage and isn't pushed or knocked prone.

In addition, the comet's impact area is filled with rubble and is considered difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the bludgeoning and thunder damage both increase by 2d6 for each slot level above 6th.

CONFLAGRATION

9th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a wax doll)

Duration: Concentration, up to 1 minute

You select a creature you can see within range, and it bursts into flame. The target must make a Constitution saving throw at the beginning of each of its turns for the duration. The target takes 2d8 fire damage on a failed save, or half as much damage on a successful one. All unattended objects within 10 feet of the target catch on fire from the intense heat.

In addition, if a creature ends its turn within 10 feet of the target, it must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

If the target dies while under the effects of this spell, it is consumed by fire and turns into a fire elemental under the spellcaster's control, which requires concentration and lasts for up to 1 minute. The fire elemental disintegrates when the spell ends.

CORPSE LINK

1st-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a fresh corpse or animated zombie)

Duration: Concentration, up to 10 minutes

You select a fresh corpse (less than an hour old) within range and gain one of its senses. For example, you could cast the spell on a recently slain monster and gain sight through its eyes. The effect is stationary unless you move the corpse (or its sensory organs).

While you use the senses of the corpse, your own equivalent sensory organ is occupied. You can end the spell at any time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 100 feet and the duration increases by 10 minutes for each slot level above 1st.

CORPSE VISAGE

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rag or piece of cloth taken from a corpse)

Duration: Concentration, up to 1 minute

This spell transforms the face of a friendly creature you touch into the horrifying visage of a rotting corpse. Any creature with a challenge rating of 1 or lower viewing it must make a Wisdom saving throw. On a failed save, the creature is frightened for the duration. The frightened creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the spell ends.

CRYSTALBRITTLE

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch any metal object up to a 30-foot cube in volume and turn it into a fragile crystalline substance that shatters easily upon impact. You can

transform any metal object or even a creature made of metal such as an iron golem.

If you target an item worn or carried by another creature, or if you target a creature made of metal, you must make a successful melee spell attack against the target. If the target object is magical, your attack is made with disadvantage. On a hit, the target object or creature is affected by the spell. Artifacts are not affected by this spell.

Once transformed, the object or creature has AC 5 and 1 hit point.

CURSE OF IMPENDING BLADES

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron nail through a piece of leather)

Duration: Concentration, up to 1 minute

You make a creature highly susceptible to attacks. Choose a creature that you can see within range; that creature must make a Wisdom saving throw. On a failed save, all attacks against the target are made with advantage. The affected creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the spell ends. This effect can't be dispelled, but a *remove curse* negates it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 minute for each slot level above 1st.

DAGGERSPELL STANCE

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You create a powerful barrier of silver force that protects your weapons and the arms that bear them. For the duration, you gain the following benefits:

- + You can use your spellcasting ability instead of Strength for the attack and damage rolls of melee

attacks using one-handed weapons that inflict piercing or slashing damage.

- + You cannot be forced to drop a one-handed weapon you are holding.
- + Each time you hit with a melee attack using a one-handed weapon that inflicts piercing or slashing damage, you inflict an additional 1d4 force damage.
- + You gain a magical +1 bonus to AC while you are wielding a light or simple melee weapon in each hand.
- + Whenever you deal piercing or slashing damage to a creature more than once during your turn, you gain advantage on saving throws against spells cast by that creature until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 1 hour.

DARKBOLT

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon one bolt of dark force that immediately streaks toward a target you choose within range. Make a ranged spell attack against the target. On a hit, if the target is a living creature, it takes 2d8 force damage, and it must make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn. If a target is undead, then it doesn't take the force damage, but it must make a Wisdom saving throw, or be stunned until the end of its next turn.

At the start of each of your turns for the duration, one more bolt of dark force appears. You can use an action to make a ranged spell attack with the bolt at a target you can see within range.

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

DAYBREAK

Abjuration cantrip

Casting Time: 1 bonus action

Range: Self (20-foot radius)

Components: V

Duration: Instantaneous

You let out a cry that sounds like a rooster's crow. Any sleeping creatures within 20 feet of you immediately awaken.

DEAD END

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of odoriferous spice)

Duration: Concentration, up to 1 hour

As you finish the spell, an illusion masks the footprints and scent of creatures you choose within 30 feet of you for the duration. Any creature attempting to track the affected creatures by scent or sight must make an Intelligence (Investigation) check against your spellcasting DC. If the check fails, the creature loses the trail and has disadvantage on all further ability checks to track the affected creatures for the duration.

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

DEADFALL

8th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You summon a 20-foot radius by 40-foot high towering pile of wood and branches that collapses to the ground at a point you choose within range. A creature caught in the area when the pile collapses must make a Dexterity saving throw. On a failed save, the creature takes 12d10 bludgeoning damage, is knocked prone, and is restrained under the pile. On a successful save, the creature takes half the

bludgeoning damage, isn't knocked prone, and isn't restrained.

A restrained creature can attempt to free itself by using an action on its turn to make a Strength check against a DC of 20. Another creature can spend its actions every round for 1 minute to clear the rubble around the trapped creature. The area affected by this spell is considered difficult terrain until it is cleared.

DEEPER DARKVISION

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dried carrot or an agate)

Duration: 8 hours

You touch a creature and grant it darkvision out to a range of 90 feet for the spell's duration. If the target already has darkvision to a range of 90 feet or more, then its vision is extended another 30 feet.

In addition, the target can see in magical darkness cast at the same level or lower as if it were lightly obscured.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can touch and affect one additional creature for every two slot levels above 3rd.

DETHO'S DELIRIUM

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small silver or brass bell)

Duration: Concentration, up to 1 minute

You touch a creature that is either drugged, drunken, unconscious, or sleeping, and it must make a Wisdom saving throw. The saving throw is made with disadvantage if the creature is asleep or unconscious. On a failed save, the creature begins to talk randomly. At the start of the creature's turn each round, roll 1d4; on a roll of 1, the creature speaks a password, a word to activate an item, the name of a

secret location, the direction toward a hideout, or other similar secret information.

The creature can't be asked specific questions. At the end of each of the creature's turns, it can attempt a new Wisdom saving throw. On a successful save, the creature is no longer affected by this spell. If the creature is awakened or cured of its current condition at any time, the spell ends.

DIRGE

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Your magical lament stirs destructive forces that damage and weaken your enemies. Each enemy that starts its turn within 30 feet of you must make a Constitution saving throw. On a failed save, the creature takes 2d10 thunder damage, and it has disadvantage on Strength ability checks, attack rolls, and saving throws until the end of its next turn. On a successful save, the creature takes half the damage, and doesn't have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder damage



increases by 1d10 for each slot level above 6th.

DISGUISE UNDEAD

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cocoon of a death's head moth)

Duration: 24 hours

You alter the appearance of an undead creature with the touch of your hand, masking its undead nature. You can make the creature appear as it did in life, or give it the appearance of another race. However, you can't change the creature's general body type, but you could, for example, make a zombie or a wight look like a half-elf dressed in fine clothing.

In addition, you can alter its height by one foot, making it appear taller or shorter, and you can make it look fat, thin, or anything in between. You can add small distinctive features to the illusion, such as a mole on the creature's face, or a braided beard. However, the spell doesn't change the smell, sound, or tactile features of the undead.

Another creature interacting with the disguised undead can use an action to make an Intelligence (Investigation) check against your spell save DC to detect the disguise. The spell masks the disguised creature from divination spells that detect undead. To such a divination spell, the creature appears as the type of creature the disguise emulates.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can touch and affect one additional undead for every two slot levels above 2nd.

DISSONANT CHANT

2nd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create discordant whispers that fill a 20-foot radius within range. The whispers start at a low volume, but quickly rise to a crescendo of blaring

and confusing voices that distract all creatures in the area. Any spellcaster that attempts to cast a spell within the area must make a Constitution saving throw against your spell save DC, or the spell fails. Likewise, a spellcaster in the affected area that is concentrating on a spell at the beginning of its turn must make a Constitution saving throw against your spell save DC, or lose concentration on the spell.

In addition, any creature within the area has advantage on saving throws against spells that depend upon language, such as charm person.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the effect increases by 10 feet for every slot level above 2nd.

DISSONANT CHORD

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Instantaneous

You let out a discordant, piercing scream that is painful to all nearby creatures. Each creature within 15 feet of you must make a Constitution saving throw. On a failed save, the creature takes 6d6 thunder damage, and is knocked prone. It takes half as much damage on a successful save, and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the thunder damage increases by 1d6 for every slot level above 3rd.

DISTORT SPEECH

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point at a creature within range and speak a verse of utter gibberish. The creature must make a Wisdom saving throw. On a failed save, you can use your reaction to force the creature to make a Charisma saving throw against your spellcasting DC

whenever it tries to cast a spell with verbal components, to speak a command word to activate an item, or to read a scroll, for the spell's duration. On a failed save, the creature utters gibberish instead of the required component, command word, or scroll wording, and its action is wasted without producing the desired effect.

In addition, if a creature fails its Wisdom saving throw, it has disadvantage on all Charisma ability checks when interacting with other creatures as it speaks gibberish mixed with its more intelligible words. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one extra creature for every two slot levels above 1st.

DISTRACTING RAY

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A ray of multicolored light streaks out from your hand at a creature within range. Make a ranged spell attack against the target. On a hit, the target loses its reaction until the start of its next turn, and it must make a Constitution saving throw with disadvantage if it is concentrating on a spell. On a failed save, the target loses the spell.

DIVINE SACRIFICE

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

When you hit with a melee attack, you can decide to take half of the attack's total damage yourself (rounded down). When you do so, your attack deals maximum damage to your target, including maximum damage from additional dice added to the

attack's damage, such as dice from a critical hit or magical enhancement.

ECHOING BLOW

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within 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 an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away.

In addition, until the start of your next turn, the next time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration (such as against damage from this spell), it does so 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, and the damage the target suffers if it is concentrating on a spell increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

EMBRACE DESTINY

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

ENDURE ELEMENTS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

For the duration, the creature touched can comfortably endure cold or hot conditions between 50 below zero to 140 degrees Fahrenheit without suffering any negative effects. This spell offers no protection from cold or fire damage, only against the negative effects of environmental exposure.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can touch and ward one additional creature from the effects of environmental exposure for every two slot levels above 1st.

ENERGY VORTEX

3rd-level necromancy

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

When you cast this spell, a roaring vortex of elemental energy of the type you choose (acid, cold, fire, lightning, or thunder) bursts outward from you in a 20-foot radius. Each creature in the area must make a Dexterity saving throw. On a failed save, the creature takes 6d6 of the elemental damage type you selected, and it is knocked prone. On a successful save, the creature takes half the damage and isn't knocked prone.

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

FAR REALM GAZE

Divination cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Until the end of your next turn, you know the location of any aberration within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the past minute, you must make a Wisdom saving throw against your own spell save DC. On a failed save, you take 2d6 psychic damage.

FIRE SEEDS

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (four acorns or eight holly berries)

Duration: 1 hour

You choose to imbue either up to four acorns or eight holly berries to create either magical grenades or firebombs that last until they are used or the spell's duration expires. If you choose to imbue the acorns, then you can use an action to throw one of the acorns on your turn; make a ranged spell attack against a target of your choice within 100 feet; on a hit, the acorn explodes and deals 4d6 fire damage to the target.

If you choose to imbue the holly berries with this spell's magic, they can't be thrown effectively, so they are usually placed in specific locations and then ignited using a command word. If you are within 200 feet of one of the holly berries when you speak the command word, it explodes and deals 1d8 fire damage in a 5-foot radius. A creature caught in the blast radius must make a Dexterity saving throw. On a successful save, the creature takes half the fire damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create one additional acorn or two additional holly berries for each slot level above 6th.

FLAME ARROW

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of oil and a piece of flint)

Duration: Concentration, up to 1 minute

You conjure five flaming arrows that appear above you. As part of the action used to cast this spell, you can make a ranged spell attack with each arrow against a single target or separate targets within 120 feet. On a hit, an arrow deals 1d10 fire damage to the target. On a miss, an arrow fades away harmlessly.

You don't have to attack with all the arrows on the same turn. If there are still arrows remaining on your following turns, you can use an action to make a ranged spell attack with any number of the remaining arrows. If the duration expires, any unused arrows fade away harmlessly.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create one additional flame arrow for each slot level above 3rd.

FROSTWIND BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

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

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on their next attack increases to 2d10. Both damage rolls increase by 1d10 at 11th level and

17th level.

FUGUE

4th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature violin bow made of platinum worth at least 250 gp)

Duration: Concentration, up to 1 minute

You select a point within range, and a discordant melody plays eerily to all creatures within a 30-foot radius. Each creature that starts its turn within the area must make a Wisdom saving throw. On a failed save, the creature takes 4d6 psychic damage, and can't take reactions. On a successful save, the creature takes half the damage, and doesn't lose its reaction.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d6 for each slot level above 4th.

G'ELSEWHERE CHANT

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You chant words of power as you touch a willing creature of Large size or smaller or an unattended object no larger than 10 cubic feet in size, and instantly teleport it to an unoccupied space that you can see within 80 feet. You can affect an unwilling creature by making a successful melee spell attack as part of the action used to cast the spell.

GHOST ARMOR

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of battle-worn armor)

Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, spectral armor covers the creature's skin, and it can't have an AC less than 17, regardless of what kind of armor it is wearing.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the minimum AC of the target creature increases by 1 for every two slot levels above 3rd.

GREAT SHOUT

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, M (an item that radiates a magic aura)

Duration: Instantaneous

You grip an item that radiates magic as you focus all your effort into a great shout that sends forth a tremendous blast in a direction you choose. Each creature and unattended object in a 90-foot cone radiating out from you must make a Constitution saving throw. On a failed save, the creature or object takes 18d6 thunder damage; creatures are also deafened for 1 minute. On a successful save a creature takes half the damage and isn't deafened. This spell causes structural damage to objects, such as walls, pillars, doors, and gates caught in the spell's area.

However, this spell can be costly and dangerous to cast. As soon as the spell is cast, you must make a



successful DC 15 Constitution saving throw. On a failed save, you suffer two levels of exhaustion. On a successful save, you suffer no ill effects.

GUIDED SHOT

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You utter a sound of determination as you aim your ranged weapon at a target. Until the start of your next turn, your ranged weapon attacks don't suffer disadvantage due to the weapon's range. This spell doesn't extend a weapon's range beyond its normal limitations.

In addition, your ranged weapon attacks ignore up to three-quarters cover until the spell ends.

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

HEARTFIRE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You select a point within range, and a 5-foot radius burst of red flame fills the area; the flames burn for the duration. A creature caught within the area when the spell is cast becomes outlined in flames for the duration, which shed light in a 10-foot radius. A creature engulfed in the flames can't benefit from invisibility, displacement, or from illusions that hide its position. This spell cancels magical darkness spells of 2nd level or lower.

In addition, the flames that surround a creature that failed its saving throw slowly burn for the duration. At the beginning of each of the creature's turns, it must make a Constitution saving throw. On a failed save, the creature takes 1d4 fire damage, but doesn't suffer damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d4 for every slot level above 2nd.

HERO'S DEFIANCE

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a melee weapon)

Duration: 1 round

You demand that your foes meet you in battle, then strike fiercely against one of them. Choose any number of hostile creatures within range of this spell. You may pull each target up to 30 feet closer to you. At the end of this movement, you can make a melee weapon attack against one creature within the reach of your melee weapon. If the attack hits, it deals an extra 3d6 psychic damage, and the creature you hit has disadvantage on the next attack roll it makes against any creature other than you before the end of its next turn.

HIDDEN LODGE

5th-level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a chip of stone, crushed lime, and a few grains of sand)

Duration: 24 hours

You conjure a 20-foot square cottage made of stone that appears as a natural rock formation or similar natural terrain feature that blends in with its surroundings. A creature within 30 feet that investigates the area must make a successful DC 20 Intelligence (Investigation) check to discover the hidden lodge. The cottage contains a fireplace, bunks for up to eight people, and a wooden table with eight chairs. The doors are protected against intrusion by *arcane lock* and *alarm* spells, and the chimney has a narrow shaft with sturdy bars at the top.

In addition, an unseen servant provides service to the lodge's occupants for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cottage's area

increases by a 10-foot square and the DC for the Investigation check to discover its true nature increases by 1 for every slot level above 5th.

HIDE THE PATH

6th-level abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: 24 hours

You select a point that you can see within range. The area is warded against spells from the divination school of magic in a 200-foot radius from the point you selected. *Find the path* cast within the area automatically fails. A caster who attempts to cast a spell from the divination school of magic must make a Wisdom saving throw. On a failed save, the spell fails. On a successful save, the spell functions normally.

HORRID WITHERING

8th-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a sponge)

Duration: Instantaneous

You select a point that you can see within range, and a burst of necrotic energy evaporates moisture within a 60-foot radius from the point you selected. A creature caught within the area when the spell is cast must make a Constitution saving throw. The creature takes 13d6 necrotic damage on a failed save, or half as much damage on a successful one. If the damage from this spell drops a creature to 0 hit points, it dies, and its body shrivels up, leaving only dry bones.

HYMN OF PRAISE

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You sing an inspirational tune that bolsters your allies' spellcasting abilities. An ally that casts a spell within 30 feet of you gains a +1 bonus to the spell's saving throw DC, or it gains a +1 bonus to the spell's attack roll.

In addition, an ally that uses Channel Divinity to Turn Undead gains a +1 bonus to the saving throw DC.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you gain an additional +1 bonus to the spell's saving throw DC or attack roll for every two slot levels above 3rd.

HYPOTHERMIA

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You select a creature that you can see within range as you evoke swirling cold mists around it; the creature must make a Constitution saving throw. On a failed save, it takes 4d10 cold damage and suffers one level of exhaustion. On a successful save, the creature takes half the cold damage, and doesn't suffer from exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cold damage increases by 1d10 for every slot level above 4th.

INSIGHTFUL FEINT

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

With a flourish, you feint one way and then another, leaving your target's defenses more vulnerable to your next attack. You have advantage on the next melee weapon attack roll you make against the target before the start of your next turn. On a hit, the target takes an extra 1d6 damage of the weapon's damage type.

At Higher Levels. When you cast this spell using a

spell slot of 2nd level or higher, the damage increases by 1d6 for every slot level above 1st.

KEEN EDGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You speak and bestow an ancient blessing upon either a melee or ranged weapon that you touch. For the duration, attack rolls with that weapon score a critical hit with a roll of 19 or 20 on the die. This spell can only be cast on weapons that deal piercing or slashing damage.

KNOW DIRECTION

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You can discern which direction is north if you are at a location where north exists.

LAERAL'S INVISIBLE BLADE

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metal-bladed weapon that is consumed by the spell)

Duration: Concentration, up to 1 minute

You create an invisible sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. Because the sword is invisible, you have advantage on all attack rolls with the sword against creatures that can't see invisible objects. On a hit, the target takes 3d10 force damage.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a location you can see and repeat this attack against

the same target or a different one.

LAUNCH BOLT

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crossbow bolt)

Duration: Instantaneous

You hold a crossbow bolt in your hand as you finish the spell; as part of the action used to cast the spell, you can make a ranged spell attack with the bolt at a target you can see within 120 feet. On a hit, the target takes 1d10 piercing damage; the target is also subject to any special properties the bolt may possess.

At Higher Levels. You can launch two crossbow bolts as part of the action used to cast this spell when you reach 5th level, three at 11th level, and four at 17th level. However, you must make a separate



attack roll with each bolt.

LEOMUND'S TRAP

2nd-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of iron pyrite)

Duration: Instantaneous

This spell is cast on a device, such as a chest or door lock. To a creature trained in thieves' tools, the object appears to be trapped with a complex mechanism that would be difficult to disarm.

A creature trained in thieves' tools and proficient with the Investigation skill can spend an action to make an Intelligence (Investigation) check with disadvantage against your spellcasting DC. On a successful check, the creature detects the ruse, and can bypass the illusion to deal with the real device. However, if the check is failed, all attempts to disable the device fail even though the "trap" somehow doesn't activate.

LIGHTFOOT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

Your movement doesn't provoke opportunity attacks until the start of your next turn.

LIVELY STEP

2nd-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a small drum)

Duration: 1 hour

You and all allies within 30 feet of you when the spell is cast gain a bonus of 10 feet to your walking speed for the duration. However, if a creature affected by this spell takes any other action besides a move action on its turn, the spell ends for that creature.

LOOMING SHADOW

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature within the spell's range; otherwise, the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally, forces the chosen ally to make a saving throw, or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for acting against the chosen ally increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

LULLABY

Enchantment cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Choose a 10-foot radius area within range. Living creatures within the area hear an enchantingly melodic lullaby, and must make a Wisdom saving throw. On a failed save, the creature becomes drowsy and has disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks until the end of its next turn. In addition, until the end of its next turn, the creature only counts half of its current hit points to determine whether a *sleep* spell affects it.

On a successful save, the creature is unaffected by

this spell.

MAELSTROM, GREATER

8th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 120-foot wide by 60-foot deep swirling vortex that forms in a water source you can see within range. If the water source isn't at least the size of the vortex, the spell fails. A creature in the water that is caught within 60 feet of the vortex must make a Strength saving throw. On a failed save, the creature is sucked into the vortex's swirling waters.

A creature that starts its turn within the vortex's swirling waters must make a Strength saving throw. On a failed save, the creature takes 8d6 bludgeoning damage, and it is sucked 10 feet closer to the vortex's center. On a successful save, the creature doesn't take damage, and isn't sucked closer to the vortex's center. In addition, the creature can use its action to make a Strength (Athletics) check against the spellcaster's DC to swim away from the vortex's center; however, the swirling waters are considered difficult terrain. On a failed check, the creature doesn't make any progress.

A creature that starts its turn in the vortex's center, must make a Strength saving throw. On a failed save, the creature takes 8d6 bludgeoning damage and it is sucked 10 feet below the water's surface. A creature that reaches the vortex's bottom, 60 feet below the surface, is ejected a further 20 feet downward beneath the vortex's center.

MAGIC FANG

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a beast and imbue its natural attacks with magical energy. For the duration, the creature's

natural attacks are considered magical and gain a +1 bonus to hit and damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to hit and damage increases by +1 for every two slot levels above 1st.

MASS HARM

9th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You cause a burst of necrotic energy to fill a 30-foot radius area within range. Each creature caught in the area must make a Constitution saving throw. On a failed save, a creature takes 14d6 necrotic damage, and has its hit point maximum reduced by the same amount for 1 hour. On a successful save, the creature takes half the damage, and its hit point maximum isn't reduced.

This spell can't reduce a creature's hit points below 1.

MEMORY ROT

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a cloud of spores that infect the brain of a creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d6 psychic damage, and it has disadvantage on Intelligence ability checks and saving throws until the end of its next turn. On a successful save, the target takes half damage and doesn't have disadvantage on Intelligence ability checks and saving throws.

For the duration, you can use an action on each of your turns to force the target to make another Constitution saving throw or suffer the spell's damage and effects.

At Higher Levels. When you cast this spell using a

spell slot of 6th level or higher, the psychic damage increases by 1d6 for each slot level above 5th.

MINDSPEAK

Divination cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

Creatures with an Intelligence score of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

MINOR DISGUISE

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You can alter minor features of your appearance. The spell can't make major changes to your appearance, such as altering your height or weight. However, you could make a scar or wrinkles appear on your face, or you could change the color or length of your hair. For the duration, you may add +2 to any ability checks you make to create a visual disguise for yourself.

MOON BLADE

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small candy made with wintergreen oil)

Duration: Concentration, up to 1 minute

You cause a glowing white blade of force to spring from your hand. The blade can take the form of any bladed weapon you are proficient with. You can attack with the blade using your spellcasting ability modifier instead of the normal ability modifier used for the attack. If you score a hit with the blade against a living creature, it takes 2d8 radiant damage. If you hit an undead with the blade, it takes 3d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radiant damage increases by 1d8 for every two slot levels above 3rd.

MORDENKAINEN'S DISJUNCTION

9th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Instantaneous

You speak an ancient cipher that disrupts all magic within 30 feet of you. Any spells within range other than those you have cast upon yourself are instantly ended, and all unattended magic items are destroyed as the magic that holds them together is unraveled.

In addition, any creature other than you within range that carries any magic items must make a Wisdom saving throw for each item carried; a creature can use its own Wisdom saving throw for each item, with a bonus equal to 1 plus the item's maximum bonus, as listed in the "Magic Item Power by Rarity" table in chapter 9 of the *Dungeon Master's Guide*. On a failed save, the item is destroyed.

Artifacts and sentient magic items are unaffected by this spell.

NATURE'S AVATAR

9th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a beast and transform it into an exemplary member of its species. For the duration, the spell has the following effects on the target:

- + It gains one size category.
- + It's speed increases by 20 feet.
- + You can command it, as per the *Dominate Beast* spell.
- + It has maximum hit points for its kind.
- + It gains 40 temporary hit points.
- + Its natural attacks are considered magical, and deal an extra 2d8 damage.
- + It has advantage on Strength and Constitution ability checks and saving throws.
- + It has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

NEGATIVE ENERGY AURA

4th-level necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You radiate life-sapping negative energy in a 10-foot radius. Each living creature that starts its turn within 10 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d10 necrotic damage. On a successful save, the creature takes half the damage.

An undead creature that starts its turn within 10 feet of you regains 1d10 hit points up to its normal maximum.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the necrotic damage dealt to living creatures or the amount of hit points healed for undead creatures increases by 1d10 for every two slot levels above 4th.

NIGHTMARE LULLABY

2nd-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Concentration, up to 1 minute

You play an enchanting lullaby that puts a creature into a waking dream-like state, full of disturbing and distracting sounds and images. You may target up to six creatures of your choice within range who can hear you. Each target must succeed on a Wisdom saving throw or take 3d4 psychic damage and be affected for the duration.

An affected creature has disadvantage on attack rolls and cannot take reactions for the duration. A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

This spell has no effect on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

OTILUKE'S TELEKINETIC SPHERE

8th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of acacia gum, and a pair of bar magnets)

Duration: Concentration, up to 1 minute

This spell functions the same as *Otiluke's resilient sphere*, except that a creature or object inside weighs only one-sixteenth its normal weight, and the caster can move the sphere up to 30 feet in any direction with a bonus action on each turn.

PARALYZING FIELD

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small ball of powdery clay soaked in wasp venom)

Duration: Concentration, up to 1 minute

You cause a 10-foot radius paralytic field to form at a point you see within range. A creature that starts its

turn within the field must make a Wisdom saving throw or be paralyzed until the start of its next turn. On a successful save, the creature is unaffected that turn.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the radius of the paralytic field increases to 20 feet.

POSITIVE ENERGY AURA

4th-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You radiate life-giving positive energy in a 10-foot radius. Each living creature that starts its turn within 10 feet of you regains 5 hit points. An undead creature that starts its turn within 10 feet of you takes 5 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radiant damage dealt to undead creatures and the amount of hit points regained by living creatures increases by 5 for every two slot levels above 4th.

PROGRAMMED IMAGE

6th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small replica of a wizard)

Duration: Until dispelled or triggered

This spell functions the same as *silent image*, except that the image remains invisible until triggered. You decide what triggers the image when you cast the spell, but the trigger must be audible, tactile, olfactory, or visual. The most typical triggers include touching an object that had the spell cast upon it, stepping within 10 feet of the point where the spell was cast, or speaking a certain phrase.

Once triggered, the image appears at the point where you cast the spell and lasts for 10 minutes, after which time the spell ends. You can pre-program the image to move around once activated, in a similar manner to *silent image*.

At Higher Levels. When you cast this spell using an 8th level spell slot you can add sound to the image.

PROJECT OBJECT

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your force of will teleports an object a short distance away. You teleport an object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range. You can either cause the object to land at that creature's feet when it appears, or you can give the creature the option of grasping it with a free hand, requiring them to make a Dexterity (Acrobatics) check (DC 11). If they succeed, they are instantly holding the object; if they fail, it falls at their feet.



This cantrip can only teleport objects that weigh 25 pounds or less, and cannot affect objects you are not already holding.

PSYCHIC SHOCK

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You invade another creature's mind, and for one split second you cause them to perceive some image, noise, or memory that would cause them stress.

Choose a target you can see or hear within range.

The creature makes an Intelligence saving throw. If it fails, the creature takes 1d6 psychic damage, and it has disadvantage on the next Wisdom check it makes before the end of your next turn. If the creature has not yet acted during this combat, it makes its next attack roll with disadvantage.

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

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

PUNISHING STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range; otherwise the spell fails. On a hit, the target suffers the attack's normal effects. 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.

RAY OF EXHAUSTION

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of sweat)

Duration: Instantaneous

You strike a creature you can see within range with an enervating black ray. The creature must make a Constitution saving throw or take 2d10 necrotic damage and suffer one level of exhaustion. If the creature misses its saving throw by 5 or more, it suffers two levels of exhaustion. On a successful save, the creature takes half damage and suffers no exhaustion levels.

REVERSE ARROWS

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Ranged attacks with nonmagical missiles have disadvantage to hit you for the duration. If a missile misses you due to this disadvantage, then the missile is turned back upon your attacker. If that happens, use your reaction to make a ranged spell attack against the attacker. On a hit, the target takes the normal missile damage.

In addition, you have resistance to damage from nonmagical missiles for the duration.

SALUTARY TOUCH

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You remove one level of exhaustion from the creature you touch. The creature gains advantage on Constitution saving throws to avoid the effects of exhaustion for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can remove one more level of exhaustion for every two slot levels above 1st.

SENSORY DEPRIVATION

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a black silk cloth)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range as your target. The creature must make a Wisdom saving throw. On a failed save, the creature is blinded, deafened, and it can't benefit from blindsight or any other sense for the duration.

The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one more creature within range for every two slot levels above 4th.

SHADOW FORM

5th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small piece of black cloth from a funeral shroud)

Duration: Concentration, up to 10 minutes

Shadows wrap around your body, distorting your appearance and altering your form. You gain advantage on Stealth checks for the duration. In addition, you can attempt to squeeze through small openings or cracks no less than 2 inches wide as though they were difficult terrain. This spell is suppressed in areas illuminated by the *daylight* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration

increases by 10 minutes for every slot level above 5th.

SHADOW WALK

6th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You and up to four creatures that are holding hands meld into the shadows as you are all drawn toward the outer edges of the Plane of Shadow. You and each creature travel together among the shadows, travelling up to a distance of 50 miles in one hour and ending on the same plane from the point where you started.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the distance increases by 50 miles and the duration increases by 1 hour for every slot level above 6th.

SHOOTING STARS

8th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a wax candle lit and held for the duration)

Duration: Concentration, up to 1 minute

Three fiery motes appear and hover above you for the duration. As part of the action used to cast the spell, you can launch all the motes at targets you can see within range. However, a target can attempt a Dexterity saving throw to avoid the fiery mote. On a failed save, the target takes 2d6 fire damage, and the mote detonates.

The target and each creature within 10-feet of the burst must then make a Dexterity saving throw. On a failed save, a creature takes 5d6 fire damage, or half as much on a successful one. The saving throw is more difficult for a direct hit against targets within 45 feet of the caster; these targets have disadvantage on the initial saving throw.

If a target makes the initial Dexterity saving throw, the mote misses and flies to the extent of the spell's

range and then bursts with the same effects described above. The caster can fire all the motes the first round, or use an action to fire the remaining motes before the duration expires.

SHOUT

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You let out a thunderous shout that blasts outward from you in a 30-foot cone. A creature caught in the blast must succeed on a Constitution saving throw or take 4d6 thunder damage and be deafened until the end of its next turn. On a successful save, the creature takes half the damage and isn't deafened.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d6 for every slot level above 4th.

SIGN

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dried tea leaves)

Duration: 1 hour

You touch a creature and give it a small amount of foresight that enables it to react quickly in battle. The target has advantage on the next initiative roll it makes before the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can touch and affect one extra creature for each slot level above 1st.

SILENT PORTAL

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

For the duration, while you are within range, the selected door, chest, gate, or other object does not make any noise when it is opened or closed.

SLIME WAVE

7th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a few drops of stagnant pond water)

Duration: Concentration, up to 1 minute

A 20-foot radius area you can see within range is covered in green slime (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*). Each creature in the area is also covered in a patch of green slime. A creature moving through the area must make a DC 10 Dexterity saving throw for every 5 feet travelled to avoid being covered in a patch of green slime.

You can use an action to cause the area of slime to move in a wave up to 10 feet in a direction you choose. Any creatures in the area of the wave are covered in a patch of green slime. Any creature that was previously covered by the slime, but no longer in its area, must still deal with the green slime as normal.

SONG OF BATTLE

8th-level enchantment

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a musical instrument)

Duration: Concentration, up to 1 hour

You play a musical instrument and recite a valorous song that bolsters nearby allies. All allies that start their turns within the spell's radius have advantage on Wisdom saving throws and are immune to being frightened or charmed for the duration.

SPELL RESISTANCE

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

The creature you touch has advantage on saving throws against spells and has resistance to damage from spells for the duration.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can touch and affect one extra creature for every two slot levels above 5th.

SPIDER PLAGUE

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon four celestials that appear as giant spiders in unoccupied spaces you can see within range. The spiders are friendly to you and aid you to the best of their abilities. The spiders have their own initiative and act on their own turns for the duration. The spiders obey your commands without you having to spend an action; if you don't issue a command, the spiders defend themselves if they are threatened.

At Higher Levels. When you cast this spell using a spell slot of 8th level, you summon two extra spiders.

STEAL SPEED

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, it takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, the speed you steal increases by 5 feet as well when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

STONE TELL

6th-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You grant an area of stone with a maximum size of 20 cubic feet the ability to speak to you for the duration. You can ask the stone questions, and it will provide answers to the best of its ability. The stone can tell you what creatures have recently passed nearby or have touched it, or what lies beyond. However, the stone communicates with a primordial



intelligence, so you might not receive the answers you'd expect.

STORM TOWER

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A 20-foot radius by 100-foot high tower of storm winds surrounds you. The swirling winds nullify any lightning effects that contact the barrier. In addition, ranged attacks through the barrier are impossible.

A creature that tries to pass through the barrier must succeed on a Strength saving throw; otherwise it takes 6d6 bludgeoning damage from the high winds, and it makes no progress. A creature can make more than one attempt to cross the barrier on its turn, but it receives one level of exhaustion for each unsuccessful attempt beyond the first. On a successful save, the creature can move through the barrier as if it were difficult terrain.

Once the storm tower appears, it is stationary for the duration, but you can move normally inside it.

TELEPATHIC CHALLENGE

Enchantment cantrip

Casting Time: 1 bonus action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 minute

You magically command your foe's attention. Choose one creature within range. Until the spell ends, whenever you are within 5 feet of that creature, it has disadvantage on attack rolls against creatures besides you.

TEMPORAL STASIS

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (crushed diamond, emerald, ruby, and sapphire dust, each from a gemstone worth at least 500 gp, which the spell consumes)

Duration: Permanent

You place a creature within range in a permanent state of suspended animation. The creature's body remains in a permanently preserved state and doesn't age until the spell ends. The spell can be ended with a *dispel magic* spell cast at 9th level, a wish spell, or with an action from the caster.

If the target is unwilling, it can make a Wisdom saving throw. On a success, the spell has no effect.

THOUGHT PROJECTION

Enchantment cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a small piece of crystal)

Duration: Instantaneous

You broadcast a mental image or telepathic message to nearby allies. Choose any number of non-hostile creatures within range. These targets (and only the targets) mentally receive the image or message you chose to convey. If it is a message, it must be 10 words or fewer.

Creatures with an Intelligence score of 2 or less, or creatures unwilling to have you communicate with them, aren't affected by this spell. You don't need to share a language with a creature for it to understand what you convey, but if you send a message rather than an image, a creature must understand at least one language to comprehend the message.

TORTOISE SHELL

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

The skin of a willing creature you touch hardens into a tortoise-like shell, and it can't have an armor class less than 20 for the duration, regardless of what type of armor it is wearing. However, the creature's speed is reduced by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the creature's

minimum AC increases by 1 for each slot level above 6th.

TREMORSENSE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a willing creature and it gains tremorsense with a 30-foot radius for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the tremorsense increases by 10 feet for every slot level above 3rd.

UNDEATH TO DEATH

7th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bone fragment from a lich)

Duration: Instantaneous

A burst of energy disruptive to undead fills a 30-foot radius sphere centered at a point you can see within range. An undead creature caught within the burst must make a Constitution saving throw. On a failed save, the creature is destroyed. On a successful save, the creature is slowed (as per the *slow* spell) until the end of its next turn.

The difficulty of the saving throw depends upon the Hit Dice of each creature. Undead with 6 Hit Dice or less have disadvantage on the saving throw, creatures that have between 7 and 9 hit dice make a normal saving throw, and creatures with 10 hit dice or more have advantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the Hit Dice threshold for each saving throw tier is increased by 1 for every slot level above 7th.

VEIL OF SHADOW

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Shadows cling to you, lightly obscuring your form. For the duration, you have advantage on Dexterity (Stealth) checks, and you can use a bonus action to hide. You do not gain these benefits if you are in an area of light created by a spell cast with a spell slot of 3rd level or higher.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 10 minutes and the level of the light spell needed to overcome this spell's effects increases by 1 for every slot level above 2nd.

VEIL OF UNDEATH

8th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a zombie's finger)

Duration: Concentration, up to 1 hour

Your features take on the countenance of one of the undead, and you gain many of their traits. For the duration, you are immune to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions, immune to poison and necrotic damage, as well as being resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You are affected by spells as if your creature type was undead. You do not need to breathe, eat, or sleep.



VISION

7th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a magic item, which the spell consumes)

Duration: Special

You sacrifice a magic item to a divine power in exchange for a vision related to a specific question. Roll 2d6 and add +1 for each rarity category of the magic item you sacrifice. On a result of 10 or above, the vision you requested is granted. On a result of 7–9, you receive a minor vision, which may not be related to the question you asked, but will still be helpful.

On a result of 2–6, the divine power is displeased with your sacrifice, and you are affected by a powerful *geas* spell, which requires you to perform some service for the deity. The service lasts for at least 1 month, but no longer than a year. If you don't perform the service for some reason, you can't cast this spell again for at least 1 year; in addition, you receive a cumulative permanent -1 on all future rolls to receive a vision.

Regardless of the result you rolled, the magic item is consumed during the ritual, and fades out of existence. Artifacts and sentient magic items can't be used as components and are unaffected by this spell.

WAIL OF DOOM

5th-level necromancy

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Concentration, up to 1 minute

You let out a nerve-searing shriek that is both damaging and terrifying. Each creature in a 30-foot cone projected outward from you must make a Constitution saving throw. On a failed save, the creature takes 8d6 psychic damage, or half as much on a successful save.

In addition, creatures caught in the cone must make a Wisdom saving throw or be frightened for

the duration. A frightened creature can attempt a new Wisdom saving throw at the end of each of its turns, and on a success, the spell ends for it.

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

WATERSPOUT

7th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a 5-foot radius by 80-foot high cylinder-shaped vortex on a body of water, centred at a point you can see within range. Any creature that touches the vortex must immediately succeed on a Strength saving throw or take 3d8 bludgeoning damage from the high winds in the vortex. In addition, if the creature is Medium sized or smaller, it is sucked into the vortex and becomes restrained. On a successful save, a creature takes half the damage, and isn't sucked into the vortex or restrained.

A creature that starts its turn restrained within the vortex takes 2d8 bludgeoning damage and is drawn 10 feet higher. A creature that reaches the top of the vortex is ejected from the waterspout, and thrown 3d20 feet up into the air. A creature thrown from the vortex takes falling damage as normal.

Waterborne creatures of size Large or smaller that come within 10 feet of the vortex must make a Strength saving throw, or be sucked into the vortex and suffer its effects.

You can use a bonus action on each of your turns to move the waterspout up to 30 feet and cause any creature that contacts the vortex to succeed on a Strength saving throw or take the vortex's full damage and suffer its effects. A creature takes half the damage on a successful save, and doesn't suffer the vortex's effects.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, both the bludgeoning damage for contacting the vortex and for creatures restrained within increases by 1d8 for every slot level above 7th.

WITHERING PALM

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch withers flesh and bone. Make a melee spell attack against a creature within your reach. On a hit, the creature takes 10d6 necrotic damage and must make a Constitution saving throw. On a failed save, the creature suffers two levels of exhaustion. On a successful save, the creature takes half the damage, and suffers only one level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the necrotic damage increases by 1d6 for every slot level above 7th.

WORD OF AUTHORITY

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

You attempt to instantly convince one creature within range who can hear and see you not to act against your authority. The target must make a Charisma saving throw, which it makes with advantage if its current hit points are more than half its hit point maximum. If the target has an Intelligence of 5 or lower, it automatically succeeds.

On a failure, the target becomes indifferent to creatures of your choice that it was hostile toward for the duration. For the same duration, the speed of the target that failed the save is also reduced to 0, and every time it makes an attack roll against you or any ally you choose to include in this effect, it takes psychic damage equal to 1d4 + your spellcasting ability modifier.

A target that failed its saving throw can

make the save again at the end of each of its next two turns. On a success, the spell ends. Once a target has failed its Charisma saving throw against this spell three times, the effects of this spell last the full duration.

If you or any ally you included in this effect attack the target or harm it with a spell, the spell ends.

If your campaign uses the optional Morale rules described in Chapter 9 of the *Dungeon Master's Guide*, a creature under the effects of this spell makes a morale check at the start of each of its turns. If it is not hostile towards you when it fails a morale check, it surrenders rather than fleeing.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage increases by 1d4 for each slot level above 1st. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour.

WORD OF BINDING

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute



You can force a Medium sized or smaller humanoid creature within range that you can see to make a Dexterity saving throw. On a failed save, the creature is bound at the wrists and ankles with magical glowing manacles. The creature is restrained for the duration or until it escapes.

The creature can try to escape the manacles by using an action to make either a Dexterity (Acrobatics) or a Strength (Athletics) check with disadvantage against your spellcasting DC. On a success, the spell ends.

WOUNDING WHISPERS

3rd-level abjuration

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You surround yourself with whispering voices that carry the power of thunderous reprisal. A creature within 5 feet of you that hits you with an unarmed or melee attack is hit with powerful echoes and takes 2d6 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d6 for every two slot levels above 3rd.

ZONE OF RESPITE

5th-level abjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a small amount of blood from a gorgon)

Duration: Concentration, up to 10 minutes

You create a zone of warding around you that hedges out otherworldly creatures, such as celestials, fey, fiends, and elementals. These creatures can't enter or pass through the zone. In addition, the zone blocks teleportation, ethereal travel, and conjuration spells. Creatures can't cast teleportation or conjuration spells within the zone, nor can they cast these spells through the zone. Creatures affected by spells or features that allow ethereal travel or teleportation can't enter the zone for the duration.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the zone's radius increases by 10 feet for every two slot levels above 5th.



CHAPTER 7: BETTER GAMING

The rest of this book provides you with rich and exciting new options for your character. This chapter is a little different; it is about you rather than your character. The intention is to help you become a better player and (presumably) enjoy the game more.

This material is divided into three parts: table etiquette, roleplaying essentials, and elementary tactics. While this information is aimed at the novice, experienced players may find this chapter to be a helpful refresher.

TABLE ETIQUETTE

Etiquette is a social contract or code of polite behavior agreed on by a group of people. If you respect the following rules, fellow gamers will have few reasons to object to your playstyle.

DON'T BE LATE

When you arrive late, your companions are left with two unattractive choices: wait for you, or start without you. Waiting around can be dull, and cuts into valuable game time. Starting without you may leave the party understrength in combat, and unable to overcome any challenges requiring your

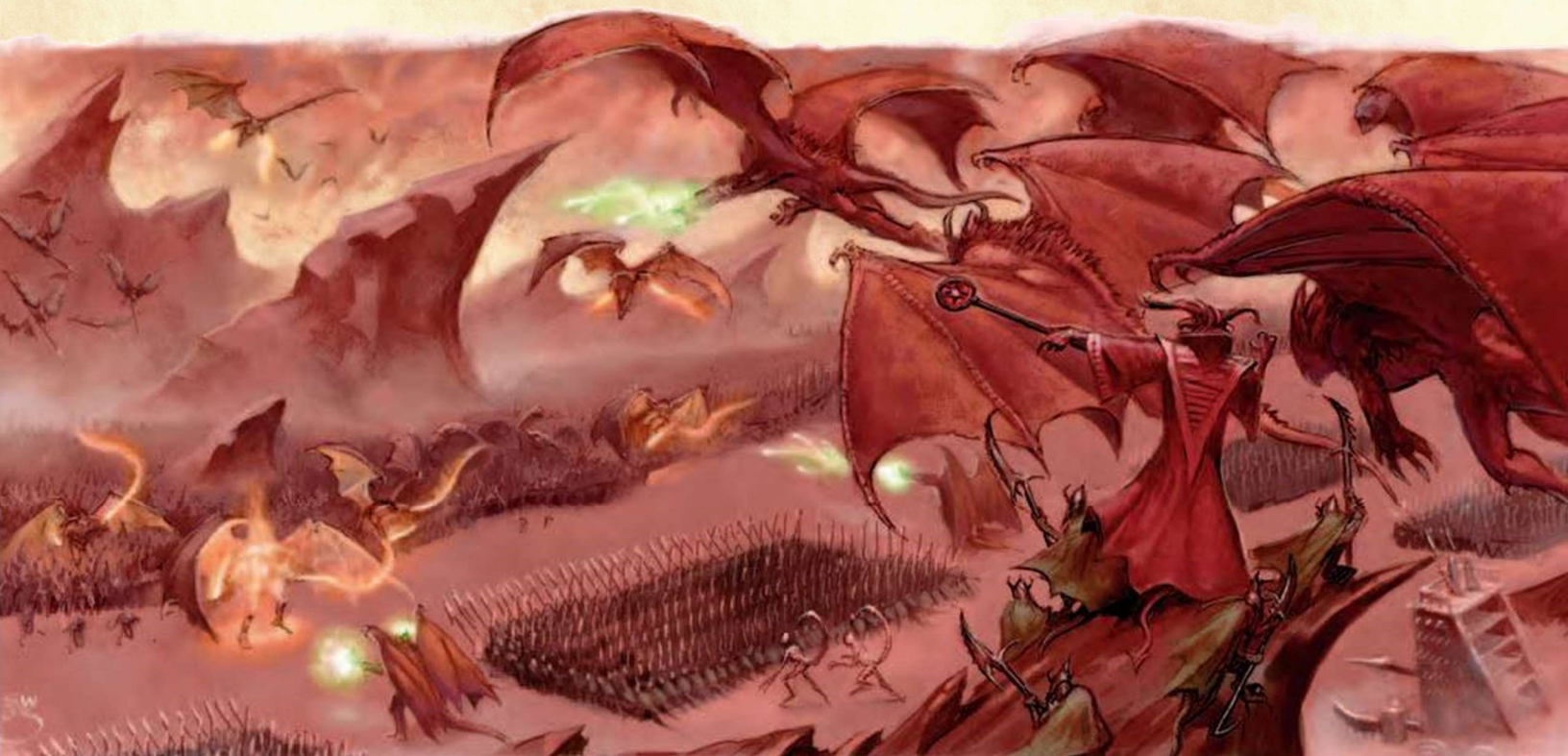
character's skills. Help your companions avoid this dilemma by being punctual.

COME PREPARED FOR FUN

You will have as much fun at the table as you allow yourself to have. A good attitude can help elevate an otherwise mediocre game, whilst a poor attitude can very easily destroy a potentially superb game. Bring to the table a willingness to have fun. Make an effort to engage with the story the DM is telling, rather than poking holes in it. And be positive and supportive toward your fellow players and their choices.

DON'T FUDGE YOUR ROLLS

Everyone likes to win, and it can be very frustrating when your dice are rolling poorly. You may think there is no harm in adding 1 or 2 points to your rolls, but resist the temptation! Experienced players know that some of the best moments in the game come from catastrophic dice rolls. The game would be dull indeed if you succeeded on every ability check or if every hit was a critical hit. The dice have an important role in the game; you should give them space to play their part.



ONLY ROLL WHEN ASKED

The DM will let you know when you need to make a dice roll. It's considered bad manners to roll presumptively, and can lead to situations like this:

Player: I search the room [rolls]. I got 14 on my Perception check.

DM: Umm... I was going to ask you to make an Investigation check...

An exception to this rule often applies in combat, where you make an attack roll immediately after announcing an attack.

KNOW THE RULES

If you have an experienced DM, it's possible to play and enjoy the game with very little knowledge of the rules. That said, once you have decided to play regularly, you will help your DM and your fellow players enormously if you familiarize yourself with the rules.

The good news is that the core rules are fairly concise. You really only need to read Part 2 of the *Player's Handbook*, which is less than 30 pages long. The rest of the book mostly offers character options, which you can read as required. There are also a lot of good one-page cheat sheets available online.

KNOW YOUR CHARACTER

Having become familiar with the core rules, you also want to understand your particular character. You should read up about your race, class, and archetype. If you are a spellcaster, you will also need to study the spells available to you.

At the table, you should know your AC (Armor Class), hp (hit points), HD (Hit Dice), proficiency bonus, main weapon attack bonus and damage dice, as well as what skills you have. You should also be familiar with whatever features are granted by your race, class, and archetype.

SHARE THE SPOTLIGHT

You will typically play with at least four other people, and oftentimes more. Simple maths should tell you that you will be the focus of attention no more than about 20% of the time, and probably less.

Dungeons & Dragons is a social and co-operative game. In a well-functioning group, players are highly invested in the welfare of the other characters, and are engaged with what everyone else in the party is doing. Talking about the football while someone else has their turn shows disrespect to that player and the DM.

If you are completely uninterested in the doings of your fellow players at the table, then you either need a new group or a new hobby.

BE PREPARED FOR YOUR TURN

One helpful thing you can do while others are taking their turn is to prepare for your own turn. Think about the current situation carefully, consult the rulebooks if you need to, and mentally choose which actions you are going to take. Do these things and you will be able to direct your character firmly and confidently when your turn comes around. If you spend your turn vacillating between options, or slowly paging through the *Player's Handbook*, you will create frustration for everyone else.

AVOID METAGAMING

Metagaming occurs when you use knowledge that you (the player) are aware of, but that your character is not aware of. A blatant example would be if your barbarian, fresh from a primitive village, suddenly and inexplicably mixed saltpeter, sulfur, and charcoal together in the exact proportions needed to create gunpowder. This sort of behavior must be flatly rejected.

There are some borderline cases, though. The classic example is the troll, a monster which regenerates and can only be permanently killed with fire or acid. If you have played a few games of Dungeons & Dragons, you probably know how to destroy a troll—but does your character know?

Different DMs will have different attitudes to this. Some will accept that this sort of monster lore might reasonably have been accumulated during your travels. You can imagine adventurers swapping tips in the tavern over a mug of ale ("Fire doesn't hurt red dragons, ya say? Good to know.") But other DMs consider this to be metagaming.

The best way to prevent conflicts over this matter is to talk to your DM and agree on a strategy. Good communication will avert many future problems.

RESPECT THE DUNGEON MASTER

This may be the most important rule of all. If you are going to play Dungeons & Dragons, you must respect the role of the DM. The DM is ultimately there to create a fun experience for the group. In practice, this means they have a great deal of influence over the unfolding story, and they are also the final arbiter of the rules.

If you go into a game trying to undermine the DM, you'll create a miserable experience for everyone present. If you spend your time trying to disrupt the narrative the DM is creating, you have achieved nothing clever or admirable. The DM's role is to create a compelling, story-based experience—your role is to engage with it. For example, if the DM dangles a juicy piece of story bait in front of you, the expectation is that you'll bite.

One common way of disrespecting the DM is rules lawyering. This involves constantly arguing with the DM's interpretation of the rules. As noted above, the DM is the authoritative interpreter of the rules, so arguing that they have gotten the rules wrong is somewhat paradoxical. Beyond that, rules lawyers are simply not fun—it is very tedious to sit and listen to a heated argument over how many d4s to roll. If you believe the DM has genuinely misunderstood something, respectfully (and briefly) make your case, and then graciously accept the DM's ruling.

Ultimately, if you cannot give your DM this sort of respect, you will need to find another DM—and maybe another gaming group.

ROLEPLAYING ESSENTIALS

Roleplaying means pretending to be someone you're not. It is a creative act, where you construct and inhabit a new personality. It is one of the most fundamental forms of play we engage in, one that comes naturally even to young children. Roleplaying games take this type of play and complement it with rules and structure that give your new character interesting goals, options, and situations to interact with.

Creating a character is at the heart of Dungeons & Dragons, and developing a distinct and recognizable persona for your character is one of the most satisfying aspects of the game. Following are some basic tips to get you started.

BE CAREFUL WITH VOICES

First up, a caution. Changing your voice is an obvious way to create a distinct personality. But you need to be careful—unless you have had voice or theatre training, it's easier than you think to damage your vocal cords. That growling, menacing voice might sound cool, but you'll be struggling to talk after a couple of hours. For most people, using your own voice turns out to be the easiest and best strategy.

USE YOURSELF AS A BASE

You may wish to play someone who is radically different from you in every way—for some, this is part of the appeal of roleplaying games. However, it is very hard to construct a full personality from scratch. If you are starting out, don't be afraid to base your character off yourself, and simply add or amplify two or three key traits.

DON'T BE AFRAID TO IMITATE

A great strategy for novices is to base your character off someone from your favorite show, book, or movie. Don't worry about this being too derivative—by the time you add in your own voice and personality elements, the final mixture will be quite distinctive.

PICK ONE THING

When you're first creating your character, it's easier to focus on a single trait rather than trying to develop a complex personality immediately. This trait may be as simple as a catchphrase that your character uses.

The background system in the *Player's Handbook* supplies you with a good character foundation. One suggestion is to randomly roll your trait, ideal, bond, and flaw, then pick just one of these to focus on for the first few sessions. Perhaps you are an acolyte of Lathandar, and you roll "I am inflexible in my thinking" as your flaw. This could manifest in your character saying, "I'm sorry, but that goes against the tenants of my faith" when certain key decisions are being made. This could even become your catchphrase.

Don't worry that your character might seem to be one-dimensional. Characters are fleshed out over many sessions of play, and you will naturally add new personality dimensions as you go. But starting simple is an excellent strategy, especially for your first few characters.

CREATE A BOND WITH OTHER MEMBERS OF THE PARTY

It is your responsibility to devise a reason for your character to adventure with the rest of the party. If you want to create a character who is a reclusive misanthrope, you also need to create a reason for that character to go adventuring—it is not the DM's responsibility to try and lure you out of the hermit's cave.

A good way to do this is to create a bond with another member of the party. One common bond is to have your characters related to each other. Another common bond is to say that your characters are childhood friends. These are perfectly good bonds, especially for novice players.

The background system mentioned above can help you create more interesting relationships with other characters. Consider the personality flaw we rolled above for our acolyte, "I am inflexible in my

thinking." How can you use this to create a bond with another character? Well, you might conclude that your character spends a lot of time at the temple, and is very upright and devout. Perhaps one of the other characters is an orphan who was raised by the temple priests. Perhaps the high priest asked your character to keep an eye on the orphan now that she is grown up, and so you've followed her into a life of adventure.

Not only does this relationship explain why your character has gone adventuring, it also suggests all sorts of interesting roleplay opportunities between you and the orphaned character. Obviously, these bonds need to be created collaboratively with the other players, but you'll find it can be great fun to do so.

ROLEPLAY YOUR ACTIONS

Sometimes your character's actions will say more about their personality than words ever could. Maybe your barbarian likes to charge through the door while the rest of the party is planning things, perhaps your wizard tends to panic and cast fireball when startled, or maybe your rogue is an incurable kleptomaniac. Decide whether your character has any peculiar mannerisms or habits, and think about how you can work them into the game.

USE A PROP

Using a prop can be an easy way to create a distinctive personality at the gaming table. If you have a wizard character, perhaps you can get a plastic wand that you wave in an idiosyncratic manner whenever you cast a spell. Other good props include hats, scarves, lock picks, purses, rings, jewelry, coins, gems, potion bottles, fake weapons, and so on.

DON'T OVERDO IT

A common mistake for novice roleplayers is to overdo things in an attempt to really cement a personality. For example, remember the catchphrase we established above for our acolyte? You only need

to say that a couple of times per session for it to become strongly associated with your character. If you say it 2 or 3 times per hour, everyone will become heartily sick of it, and the overall effect will be less convincing, rather than more so.

Just as you only need a little salt to flavor your meal, you only need a little characterization each session to establish your hero's personality. Creating a good character is usually achieved over many sessions of play, rather than just one. Take your time and enjoy the process!

ELEMENTARY TACTICS

He who knows these things, and in fighting puts his knowledge into practice, will win his battles. He who knows them not, nor practices them, will surely be defeated.

- Sun Tzu, The Art of War

Tactics may be defined as the art of deploying and maneuvering your forces in battle, for the purpose of achieving victory over the enemy. Combat in Dungeons & Dragons is always tactical in nature, although the tactical depth will vary from game to game. This section describes elementary combat tactics that are applicable to just about every game and playstyle.

SEEK A QUICK VICTORY

When doing battle, seek a quick victory. A long battle will blunt weapons and diminish ferocity.

- Sun Tzu, The Art of War

Achieving victory in a Dungeons & Dragons battle is very simple, if considered from one point of view. You need to maximize the amount of damage you inflict on your enemies, while minimizing the amount of damage they inflict on you. There are exceptions (such as when you are trying to capture someone), but generally this is your primary goal in combat.

And it is not enough to just win the battle—you must win it quickly. You will likely face many battles during a session, with no guaranteed time for rest and recovery. A battle that is drawn out may deplete

valuable resources, and leave you vulnerable to the next foe.

These points may seem obvious, but they are worth stating. Ultimately, this is the measure you must apply to every decision you make in battle—will it help inflict more damage on the enemy, and/or reduce the amount of damage you receive? If the answer is no, you need to reconsider your tactics.

UNDERSTAND THE ACTION ECONOMY

The energy developed by good fighting men is as the momentum of a round stone rolled down a mountain thousands of feet in height.

- Sun Tzu, The Art of War

If you peruse RPG strategy forums, you will come across the phrase *action economy* quite often, and you will see that people place a great deal of importance on it. But what does action economy



actually mean? Technically speaking, the action economy in an RPG is the production, use, and management of actions by creatures on the battlefield. In simple terms, it's about how many things a monster or character can do in their turn. Utilizing the action economy more efficiently will greatly increase your character's effectiveness in battle.

Let's briefly look at how we can do that. In combat, you may do the following each round:

Move	Change position whenever desired, up to your speed
One action	Attack, cast a spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, use an object, use a class feature
One bonus action	Cast bonus action spells, Attack with an offhand weapon, use bonus action class features
One reaction	Make opportunity attack, cast reaction spells, perform a readied action, use reaction class features
One interaction	Speak plus a simple interaction with an object (open a door, draw your weapon, etc.)

You will notice that everyone usually gets an action, but bonus actions and reactions are rarer. In practice, this means that you should use them whenever available in order to use your action economy most efficiently. Carefully check your feature list to see which ones might be available as bonus actions or reactions. Spellcasters should also check the casting time on all of their available spells.

A couple of practical examples are in order. Say you're playing a cleric, and one of your comrades is injured and requires healing. You could cast cure wounds, but this will consume your action. However, healing word may be cast as a bonus action; it does less healing, but it leaves your action free, so you can still take an Attack action. Is one extra attack going to make much difference? Yes! See "Seek a Quick Victory" above.

The action economy is very important for rogues, as your Cunning Action feature allows you to Hide, Dash, or Disengage as a bonus action. This means you can Attack, then use Disengage to move out of melee range. Alternatively, you could use your bonus action to Hide each round, thereby gaining advantage on your attack and activating your Sneak Attack feature.

These are just a couple of examples—there are many more. Understanding the action economy is one of the things that really differentiates the skilled player from the novice.

KNOW YOUR ROLE

The clever combatant looks to the effect of combined energy, and does not require too much from individuals. Hence his ability to pick out the right men and utilize combined energy.

- Sun Tzu, The Art of War

There are many character classes in Dungeons & Dragons, and even more archetypes. In combat, however, characters tend to follow one of a small number of defined roles. Each role brings a different capability to bear on the battle, and each role makes a unique contribution to the different challenges faced. It's not strictly necessary to cover each of these roles in your party, but it will usually make victory easier if you do.

DEFENDERS

Defenders are frontline combatants, who protect the rest of the party from enemy attacks. They typically have a high armor class and a high hit point total. A party without defenders may soon find itself overrun in battle. Fighters and paladins are classic defenders, and barbarians can play this role as well. Dwarven clerics, with their combat training and legendary toughness, sometimes find themselves on frontline duty too. Defenders are also known as tanks, meat shields, and bricks.

STRIKERS

Strikers are able to deal massive amounts of damage, usually focused on a single target. A party without

striker will struggle to defeat the more powerful monsters, and will find even lesser battles devolve into painful attrition contests. Rogues are often strikers in combat, with their high maneuverability and devastating sneak attacks. Fighters, barbarians, monks, rangers, warlocks and sorcerers can play this role too. Strikers are also known as damage dealers, blasters, and dps (damage per second).

CONTROLLERS

Controllers handle large numbers of enemies at the same time, either using damaging area spells to deplete their numbers, or by disrupting their tactics, sometimes even changing the shape of the battlefield in clever ways. A party without a controller can find themselves overwhelmed by large numbers of less powerful foes, who can otherwise exploit the action economy against the party. Wizards are the most common controllers in the game, though druids often play this role as well. Controllers are also known as crowd control or CC.

ENABLERS

Enablers work by enhancing other members of the party. They might provide healing, magical protection, or attack bonuses. Sometimes they also have the ability to make an enemy more vulnerable in some way (thereby "enabling" their comrade's attack). A party without enablers will find its resources quickly depleted, that it cannot "turn around" a battle that is going badly, and that it lacks the ability to overcome difficult foes. Clerics and bards are most commonly played as enablers, though rangers, druids and paladins also play this role. Enablers are sometimes called supporters, leaders, boosters, healers (when they heal), and buffers.

A FINAL NOTE

The above descriptions suggest which classes can occupy each role. However, fifth edition Dungeons & Dragons is more flexible than this. There are archetypes that enable classes to play different roles—for example, the battlemaster archetype gives the fighter some enabler and controller features.

When you select your archetype, consider carefully what role it will enable you to play in combat.

KNOW YOUR ENEMY

If you know the enemy and know yourself, you need not fear the result of a hundred battles.

- Sun Tzu, The Art of War

If you know nothing about the monster you are fighting, how can you have any confidence that you will defeat it? When facing a new monster, your first question to the DM should be "What do I know about this creature?" The DM will often ask you to make an Intelligence (Nature) or an Intelligence (Arcana) check. Common information you want to know includes:

- + What type of monster is this (humanoid, beast, construct, etc.)?
- + How many attacks does it make?
- + What type of damage does it do?
- + Does it have any special abilities?
- + Can it cast spells?
- + Does it have any damage vulnerabilities?
- + Does it have any damage resistance or immunities?

The last question is very important, as its possible for your party to inflict large amounts of ineffective damage on a monster. Those using conventional weapons will be pleased to know that few monsters have resistance or immunity to piercing, bludgeoning or slashing damage—although a large number of monsters are resistant to such damage from nonmagical weapons.

For spellcasters, though, this question is of paramount importance as their spells inflict a specific damage type, and monsters are often resistant or immune to such damage. In the absence of any other information, here are a few rules of thumb:

- + Many monsters are immune to poison damage

- + After that, resistance or immunity to fire and cold damage is most common
- + Resistance or immunity to force or radiant damage is rare

Know your enemy! Even just a little knowledge about a monster can make an enormous difference to the outcome of the battle.

DON'T BE AFRAID TO RUN

He will win who knows when to fight and when not to fight.

- Sun Tzu, The Art of War

There is no guarantee that every battle is winnable. As it happens, there has been a move away from perfectly balanced combat engagements in fifth edition Dungeons & Dragons, and the system has been deliberately made more "swingly" than other recent editions. This means it is very possible to find yourself losing in combat.

Retreat is almost always an option. There is nothing dishonorable about a tactical withdrawal, and even a disordered rout is better than a TPK (total party kill). All good players know that there is a time to fight and a time to flee.

USE THE FORGOTTEN ACTIONS

Do not repeat the tactics which have gained you one victory, but let your methods be regulated by the infinite variety of circumstances.

- Sun Tzu, The Art of War

In combat, you will most often use your action to attack, cast a spell, or use a class feature. This makes good sense, given that these actions are usually the ones that will help end the fight most quickly. There are other actions available in combat, however, that can provide great tactical advantage if used correctly. These actions are Dash, Disengage, Dodge, and Help:

- + **Dash** allows you to use your action to move up to your speed again. Given that most battles in the game take place over relatively small areas, dash potentially allows you to transport yourself

anywhere on the battlefield to exploit an opportunity.

- + **Disengage** allows you to move without provoking opportunity attacks. This is a very powerful ability, most often used when you are retreating from a fight. But you could use this to leave the front, skirt the enemy flank, and engage weak forces in the rear, for example.
- + **Dodge** imposes disadvantage on all attack rolls made against you. If you have a high AC, it can make you very hard to hit indeed. Although frontline defenders are often reluctant to give up the chance to make an attack, using the Dodge action can be a good option when facing powerful enemies.
- + **Help** allows you to give advantage to the attack roll of one of your comrades. If a monster is proving especially difficult to hit, it might make sense to sacrifice your own Attack action in order to help someone else hit.

SCOUT AHEAD

What enables the wise sovereign and the good general to strike and conquer, and achieve things beyond the reach of ordinary men, is FOREKNOWLEDGE.

- Sun Tzu, The Art of War

A very foolish, but very common, tactic is to blindly open a door and charge into the room beyond. With no knowledge of what you're facing, how can you be confident of victory?

Fortunately, you have several ways to discover what dangers lie ahead of you. Your stealthy rogue can sneak ahead of the party, or your wizard can send their familiar before you. Spells such as arcane eye can also be used to spy out the enemy. Forewarned is forearmed, and experienced players will take the time to utilize these options.

FIGHT AT A TIME AND PLACE OF YOUR CHOOSING

Generally, the army prefers high ground and dislikes low ground, values the sunny side and despises the

shady side, nourishes its health and occupies places with resources, and avoids numerous sicknesses. These factors mean certain victory.

- Sun Tzu, The Art of War

More than a few parties have stumbled into a boss fight at the end of a hard day's adventuring, with hit points and spells running low, and the monster fighting on its favored ground. Defeat is very likely under such circumstances.

You should engage in challenging battles at a time of your choosing—usually when you are well rested,

and have had time to formulate a good battle plan. You should also fight at a place of your choosing. Sometimes the location won't make much difference, but sometimes fighting a monster in its lair is a very bad idea, as it may have special defenses set up, or special abilities it can use. In such cases, perhaps you can lure the monster into a corridor, or even out of the dungeon entirely. These tactics are worth considering.

Controlling the time of battle and the choice of battlefield can have an enormous impact on the outcome, and go a long way toward ensuring victory.



CHAPTER 8: CHARACTER NAMES

The following names are found throughout the Forgotten Realms. They may be used by any gender or race.

FORENAMES

Aalia, Aanya, Abanth, Abbarraith, Abran, Acwulf, Ada, Adelard, Adelo, Adjuz, Adorra, Adran, Adrik, Aellic, Aerad, Aercruth, Aerele, Aeriskul, Aerithae, Aeroth, Aescman, Aethelric, Aglar, Aglast, Aglavia, Agundar, Ahlzul, Ahrakshar, Ahraul, Ailadrea, Ailun, Aithlin, Akara, Akile, Alabraunzor, Alace, Alagairtha, Alagh, Alaghust, Alaice, Alamanth, Alan, Alaphale, Alasstan, Alasturan, Alatha, Alauntra, Alauntran, Alavandur, Albadan, Albaer, Albaerum, Albaeryl, Alberich, Albhaera, Alchere, Alcimer, Aldamair, Aldon, Aldred, Alduth, Aldwin, Aleena, Alefrey, Alele, Alelifrey, Alelma, Aleman, Alena, Alender, Alendri, Alene, Alera, Alerri, Alessail, Alessele, Alestra, Aletali, Aleth, Aletha, Alethra, Alewan, Alf, Algahund, Alghazh, Algot, Ali, Alina, Alindluth, Alisa, Alisheen, Alither, Almandass, Almer, Alnegust, Alonthan, Aloooshtabban, Alorxlan, Alosar, Alric, Alruen, Alstan, Althan, Althune, Alun, Alvandaer, Alwy, Alys, Amafrey, Amalaree, Amaldur, Amaleene, Amana, Amander, Amandri, Amane, Amara, Amaratha, Amareene, Amari, Amarnin, Amarri, Amarth, Amastra, Amatali, Amatha, Amathra, Amaundra, Amawan, Ambras, Ameer, Amlar, Ammagil, Ammatha, Ammellaraume, Ammethrine, Amratha, Ana, Anadol, Anaethe, Anassra, Anauril, Andegar, Andegor, Andel, Andelark, Andem, Andeman, Andender, Ander, Andergor, Anderth, Andesef, Andeth, Andevel, Andorn, Andrath, Andreth, Andrus, Angel, Anika, Ankathra, Anlarahlatha, Annalathra, Annarath, Another, Ansgul, Ansilber, Ansultath, Anthagar, Anthalus, Anthara, Antharn, Antholo, Anthormbrur, Anthren, Antrus, Arachhar, Aramil, Arannis, Araugul, Araundeth, Aravil, Arbane, Arbleth, Arbold, Arcathrae, Ardel, Ardethra, Arendreth, Arghast, Arjun, Arkady, Arlborm, Arleithe, Arlessa, Arlho, Arlparn, Arltan, Arluin, Armillian, Armlarra, Arod,

Artonn, Artur, Arveele, Arveelifrey, Arveelma, Arveena, Arveene, Arveer, Arveera, Arveeri, Arveestra, Arveetali, Arveeth, Arveetha, Arveethra, Arvid, Arwen, Ascelin, Aseel, Asfrith, Ash, Ashaera, Ashnairn, Asilther, Askarran, Aski, Askral, Aslanna, Aslyn, Asmreene, Astelark, Asztellor, Athlan, Aubaerus, Audara, Augaurath, Augi, Auldo, Aumados, Aumbyr, Aumthurr, Aundaman, Aungul, Aunselus, Aunstel, Aunthordryn, Authraukh, Avenel, Avlar, Ayla, Aylen, Ayne, Azkhazan, Azlaer, Baelam, Baelrun, Baer, Baeraunt, Baerem, Baergil, Baeria, Baerikho, Baerkezel, Baerlear, Baerlum, Baerom, Baershoon, Baerth, Baerthim, Baharrokhbrur, Bahenny, Balaerd, Balagaerus, Balahond, Baldask,



Baldaster, Bali, Bandoon, Bangraerho, Baralea, Barandon, Baraundarella, Barimus, Barrast, Barrera, Barrin, Barthos, Barusz, Baskar, Bastabar, Bedelve, Bedever, Belaerdros, Belarchass, Belarin, Belark, Belarkh, Belarl, Belbatha, Beldar, Beldara, Beldor, Beldryn, Bele, Belegoss, Belemos, Beleryk, Belgrim, Belgur, Belhuar, Belifrey, Belintar, Belling, Bellothiir, Bellym, Belma, Belmargh, Belmira, Belogh, Belpir, Beltarkh, Beltyn, Beluane, Belward, Beman, Bensyl, Ber, Bera, Berard, Bereene, Berengaria, Beri, Bernwulf, Berold, Berothir, Berri, Berrian, Beso, Bessele, Betali, Beth, Betha, Bethe, Bethildritar, Bethra, Bethys, Bewan, Bezoldur, Bezrar, Bhaerlith, Bharang, Bhaulaea, Bhela, Bhellobir, Bicca, Biss, Bjorn, Blackhand, Blaecmann, Blagar, Blaraun, Blarun, Blaskarn, Blasko, Blath, Blayvur, Bledryn, Blentra, Blesk, Blohin, Blusken, Bluthba, Bolli, Boln, Boman, Bondal, Bondi, Bonn, Bor, Bordros, Borsttag, Bothild, Bovi, Bowdar, Brace, Bracegar, Bracerim, Bradd, Bradel, Bragor, Bralm, Braman, Bran, Brand, Brandal, Brander, Brandur, Brandyjack, Brann, Brar, Brargor, Braunstar, Brel, Brelzur, Brengur, Brensylv, Brentaen, Bresind, Bricthere, Brictric, Bricward, Briel, Brin, Brindith, Brindorhin, Brit, Broalaunt, Broklauss, Bronsus, Bronte, Brorath, Brorin, Bross, Brottor, Brozzart, Bruel, Bruenor, Bruithyn, Brunard, Brund, Brynlee, Brynn, Brynna, Buldegas, Buldo, Bulgoz, Bulzim, Bungol, Buorstag, Burgesses, Burghi, Burgred, Burny, Caddelyn, Calantar, Caldor, Calina, Calrauth, Carric, Carthclarr, Castle, Caunter, Cedric, Cefrey, Celestine, Celga, Ceolred, Ceolstan, Ceolwold, Cer, Cera, Cetali, Cewan, Chaddath, Chalace, Chalanna, Chalannos, Chalasstir, Challace, Chalthos, Channas, Chathlos, Chathond, Chaunsel, Cheiromar, Cheiros, Chelbeth, Chesslyn, Cheth, Chonszul, Chuldos, Chulu, Clabbas, Claman, Clargustus, Claunkrar, Clelarra, Cliber, Colwin, Corauth, Corbin, Corda, Coredelia, Corwin, Cullathas, Cuthric, Dabron, Daeasaunce, Daelzun, Daerath, Daerimel, Daerinth, Daerthglara, Daglar, Dagleth, Dahalzel, Dain, Dairantha, Daisy, Dajalra, Dak, Dakoda, Dalance, Dalash, Dalzhel, Dananaeshun, Danchaezhur, Dannath, Dantymmer, Dar, Darandra, Daranthra, Dararra, Darathra, Darblas, Darblin, Darbrael, Dardulph, Dargul, Dark, Darndrella, Darnym, Darrak,

Darrusktraal, Darsh, Darthemran, Darviathar, Darwin, Darvoro, Darya, Dath, Dathamra, Dathanae, Dathlinn, Dathlue, Daunphar, Daunten, Dauntill, Daustable, Dawn, Dazniir, Deggeth, Deleetha, Delmaster, Delmistra, Deltar, Delthyr, Delune, Delzmaer, Dendrand, Dereira, Derkryl, Derrin, Desirae, Dessout, Dethelle, Dethma, Detho, Dev, Dezrin, Dhag, Dhaliima, Dhalmass, Dhelthaen, Dhurthal, Dia, Diadar, Diana, Distyl, Dlaerek, Dlarbuth, Dlarthen, Dlotho, Dodd, Dogar, Dolm, Dolrur, Dolzhabban, Dom, Domnic, Dona, Donalthur, Donn, Dontin, Dor, Dorn, Dorosze, Dorth, Doth, Dovel, Dredra, Dreetha, Drengs, Drooud, Druu, Dubhan, Dubrin, Dubrinlar, Duiwin, Dulbiir, Dulgud, Dundable, Dunlass, Dunlath, Dunman, Dunsar, Dunsel, Dunzrin, Durammath, Durendar, Durgo, Durve, Dusk, Duskel, Dutharr, Duthrala, Duthsurouk, Duval, Dysbygur, Dyulatar, Dzance, Dzeldazzar, Eaerlraun, Ebbe, Ederic, Edwin, Egbert, Eighlar, Eirik, Eiruvan, Elaerue, Elassa, Elbaerl, Eldahil, Elduskryn, Elembur, Elena, Elevos, Elferel, Elfgar, Elgarr, Elgrol, Elhazir, Elimier, Elintel, Elkar, Elktazar, Ella, Ellanath, Eloem, Elphraun, Elros, Elskryn, Elsraea, Elsura, Eltagar, Elvaerund, Elvolaer, Elzir, Ember, Embran, Emelduur, Emerel, Emglar, Emlarlra, Emmurgan, Emril, English, Engult, Enklaevur, Ensebel, Ensril, Erchengar, Erchenold, Erdan, Erding, Erdwulf, Erela, Erembald, Ereskas, Erethorn, Erevan, Erewan, Erik, Erin, Erlan, Erlo, Ermengot, Erneis, Erngar, Ernwin, Ernwy, Esheen, Essen, Estred, Esvele, Esvelga, Esvelma, Esvena, Esvender, Esvendri, Esvera, Esvetha, Esvethra, Esvevan, Ethark, Ethla, Ethrael, Eva, Evel, Evelark, Evelm, Evem, Evender, Evendove, Evendur, Evenn, Eveth, Evinther, Ewein, Faen, Faeraula, Faerdinel, Faress, Farl, Farrgaunlar, Farsyr, Fatherling, Fathir, Fayne, Feerond, Feldaern, Feldran, Felfaarin, Felsath, Flindarl, Fiera, Fiiriia, Filjin, Fillaro, Finlisker, Fleur, Flindurl, Flint, Floonq, Fodel, Foman, Forester, Forestfar, Forn, Forth, Fragar, Fram, Framan, Fran, Frander, Frandur, Frar, Frath, Fraval, Fravel, Freya, Frida, Frienday, Frumold, Fulcher, Fulco, Fulwin, Furgar, Furnald, Fyn, Fyrdol, Fyrtal, Gilbert, Godric, Gabreth, Gadult, Gahoast, Galaglavur, Galaskya, Galass, Galathen, Galathsar, Galaunt, Galmai,

Galmorgh, Galzar, Galzeth, Gammeir, Garlandor,
Garren, Garstul, Garthim, Garuskus, Gathkatra,
Gaudle, Gaunthan, Gauthklaun, Gauthraun, Gedd, Gel,
Gelark, Gelder, Geldroon, Gelm, Gelzunduth, Gem,
Gendal, Genn, Gerbodo, Gerd, Germund, Gern,
Gerstag, Gerth, Gesef, Geth, Gglaerthus,
Ghaddarondas, Ghastar, Ghaur, Ghaurann,
Gheladaram, Ghelimar, Ghondalaath, Ghorn, Gidion,
Gillebride, Gilli, Glael, Glaendra, Glamerie, Glandal,
Glanvyl, Glar, Glarasteer, Glaress, Glarmin, Glarn,
Glasef, Glaunthas, Glaurant, Glendar, Gochal, Godel,
Godolphin, Godtovi, Godwin, Gogkh, Gol, Goldaun,
Goldnir, Goldor, Golkont, Gom, Goman, Gondal,
Gonder, Gondulrim, Gondur, Gonth, Gor, Gorar,
Gordel, Goreld, Gorlaung, Gormstadd, Gorn, Gorstag,
Gortbalath, Gorth, Gosef, Goth, Gothar, Gothlinn, Goti,
Gower, Grace, Graer, Grapinel, Gratus, Grauble,
Grento, Grigor, Grigory, Gril, Grilm, Grim, Grindal,
Grindoll, Grisef, Grith, Grivel, Guldagh, Guldahan,
Guldark, Gulden, Gulder, Guldus, Gulgoryn, Gulthagh,
Guluskrar, Gundulf, Gunzuth, Gurdath, Gurimn,
Gurth, Gustar, Gustrus, Guth, Guthel, Guthfrithr,
Guthtal, Guzundul, Gwuildeth, Gyrth, Gzelder,
Humphrey, Haca, Haeld, Haemar, Haerldoun,
Hagebern, Hagni, Haimo, Halakoun, Halamor, Halath,
Halaugle, Halazar, Halaze, Haldos, Haldroun,
Halemar, Haljann, Haloom, Haloronda, Halrith,
Halthara, Halver, Hamandrar, Handratha, Handrorn,
Hanno, Haramond, Harandave, Harauna, Harboot,
Hardreth, Hargooda, Harhallo, Harkle, Harlar,
Harlenduth, Harlhaun, Harmel, Haronstin, Haroon,
Harth, Hartholan, Hash, Hastaltun, Hastammer,
Haugratha, Haularake, Haundrae, Hawksguard,
Hazel, Helauther, Helbronsar, Helcer, Heldryn,
Helduth, Helezmur, Helglan, Helm, Helmir, Heloise,
Helthar, Helto, Helvara, Henn, Herch, Herekh,
Herfrid, Hergor, Herle, Herstag, Hervey, Hesperdan,
Heth, Hezelin, Hezind, Hildebert, Hiloar, Hindror,
Hinthar, Hladim, Hlardas, Hlartenth, Hlarvo, Hlithal,
Hlonsker, Hlund, Hoelorton, Holly, Holman, Hondrul,
Hondryre, Honglyn, Horgar, Horl, Horl/Horlhorn,
Horlor, Hornadar, Horthan, Horthander, Hosta,
Hothrae, Hugh, Hulburk, Hulik, Huln, Hundar,
Hundarr, Hundger, Hundurr, Hunebot, Huntileir,
Hunwulf, Hurmeldra, Huthur, Iardon, Igan, Igar,

Igarth, Igathar, Igavel, Ilast, Ilbarth, Ildel, Ildul,
Ileireya, Ilger, Ilhadra, Ilingruil, Iliphanar, Ilithar,
Ilreth, Ilrin, Ilsig, Ilthanas, Ilthkrist, Ilurvas, Ilyouma,
Ilyykur, Imgrith, Immithra, Imriskril, Imrith, Inbrurr,
Indralagar, Indreth, Ingle, Ingrid, Inthras, Ioghil, Ira,
Iraeghlee, Irimae, Irmir, Irriphar, Istryrn, Ithriya,
Iusten, Ivan, Ivellios, Ivo, Ivodel, Ivol, Ivoldm, Ivoman,
Ivon, Ivonder, Ivondur, Ivonn, Ivor, Ivorstag, Ivocef,
Ivoth, Iwain, Izaac, Izimmur, Izolda, Jabban, Jaervosz,
Jagelin, Jai, Jaklyn, Jakov, Jalarghar, Jalarkh, Jalassa,
Jalathra, Jalessa, Jaluster, Jalyp, Jamith, Jamrado,
Janathra, Jantharl, Janthobell, Janthra, Janus, Jaorge,
Jarlathin, Jarrok, Jarth, Jasilmer, Jasper, Jasser,
Jastarl, Jatha, Jathlet, Jathoondar, Jathul, Jayco, Jayde,
Jaylee, Jelvarel, Jessika, Jesskra, Jesslinn, Jethen, Jex,
Jhalahaskur, Jhalanessa, Jhalang, Jhalarg, Jhalvar,
Jhamma, Jhandess, Jhaness, Jhanil, Jhannath, Jhastan,
Jhaunsyr, Jhelga, Jhelma, Jheman, Jhembryn, Jhena,
Jhender, Jhendri, Jher, Jhera, Jhereene, Jherth,
Jhessail, Jhestra, Jheth, Jhethra, Jhewan, Jhewen,
Jillian, Jkannyl, Joam, Jollyar, Jolora, Jolthiir, Jolthur,
Jonas, Jonstal, Jorm, Joser, Joysarra, Juldin, Juldoon,
Juliel, Junsable, Juth, Juthindar, Kadarach, Kae,
Kalamdaer, Kalandra, Kalastiira, Kalga, Kali, Kalifrey,
Kalma, Kaltroot, Kaman, Kana, Kandri, Kane, Kar,
Kara, Kareene, Kari, Karri, Karst, Kassail, Kassina,
Kastra, Katali, Katelga, Katelifrey, Kateman, Katena,
Katender, Katendri, Katera, Katereene, Katernin,
Katestra, Katethra, Katewan, Kath, Kathat, Kathra,
Katrianne, Katyra, Kauladd, Kaulvaerus, Kawan,
Kawkuz, Kefrey, Kelga, Kellan, Kelma, Kelsar, Kelsie,
Kelsyn, Keltan, Kendra, Kera, Kereene, Keri, Kerri,
Kessail, Kessele, Ketali, Keth, Ketha, Kethra, Khair,
Khalond, Khamlautas, Khammath, Khaundrove,
Khondal, Khondall, Khossont, Kian, Kildrak, Kithri,
Klamaer, Klara, Klathlaedin, Klaun, Klauntra,
Kloktlann, Klondras, Klonthaer, Kodal, Kol, Kolm,
Koman, Konn, Kor, Korstag, Kosef, Koth, Kothont,
Koyth, Kraligh, Krondar, Krostur, Krystal, Krystus,
Kulmur, Kulthan, Kumur, Kurskos, Kurskyn, Kuskur,
Kuth, Kuthe, Kybal, Kylyrd, Kyra, Kythsara, Labbath,
Ladd, Laddath, Ladlan, Laeduth, Lael, Laerlee, Lairu,
Lajarama, Lalma, Lalym, Lam, Laman, Lamintar,
Lana, Lander, Landon, Lane, Lanther, Lanthroanra,
Lanvyl, Lar, Lara, Larass, Lareene, Larglar, Largar,

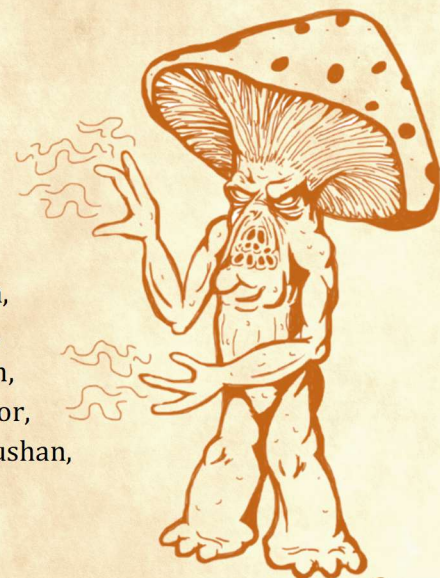
Lari, Lariond, Larlake, Larm, Larruz, Larstag, Lashan, Lassail, Lassele, Latali, Latha, Lathacetraal, Lathangoleir, Lathintel, Lathkoon, Lathluryl, Lathra, Lathsyr, Lauratha, Laval, Lavandril, Lavhelhar, Lazalar, Leahon, Leelae, Leethar, Leethila, Leif, Lentyl, Leofman, Leofson, Leofward, Leomer, Leshanna, Let, Levalas, Lhamalask, Lharavild, Lhardoagur, Lhemako, Lheskar, Lhestyn, Lhuin, Lia, Lightal, Lilithai, Lillian, Liriel, Lise, Llashloch, Llor, Loaber, Loaros, Loberlinn, Lodo, Loezyn, Loktal, Lolrthlar, Loreth, Lorna, Lornstable, Loryndalar, Lothan, Lottie, Loustern, Lox, Lucklai, Ludd, Lufrey, Lulma, Lulth, Luman, Luna, Luorn, Lureene, Lurgh, Lurk, Lurpryn, Luskralus, Lussail, Lustra, Lutali, Luth, Lutha, Luthdren, Luthra, Luwan, Lyaunthra, Lylas, Lynessa, Lzammer, Maccus, Maea, Maegold, Maehin, Maelarkh, Maelcolumban, Maelmaedhog, Maelra, Maerador, Maeragh, Maeragra, Maeramanta, Maerdeth, Maerhindor, Maerklara, Maerleergoch, Maerlus, Maeroch, Maerogh, Maerpir, Maerstar, Maevor, Mairgaer, Mal, Malakar, Malaric, Malark, Malasker, Malcer, Malcross, Maldeth, Malga, Malgart, Malharduu, Malifrey, Mallar, Mallastyr, Malma, Malpeir, Malthorn, Malthuk, Maluradek, Mana, Manasseh, Mander, Mandri, Mandur, Mane, Manlathyr, Mann, Manna, Manthar, Mar, Mara, Marandur, Marask, Maraunt, Mareeka, Mareene, Mari, Marintor, Markalus, Markhlar, Marlrondu, Marlstone, Marlyar, Marrhrek, Marsara, Martul, Massalan, Massele, Massim, Matali, Matha, Mathal, Mathra, Maulauke, Maurvurr, Maval, Mavreen, May, Meermeera, Meirgin, Meirmeir, Melark, Melgor, Melgora, Melvar, Melve, Merald, Merlara, Mester, Mestrel, Meth, Methild, Mezrin, Mhael, Mhaer, Mhaerek, Mhaernos, Mhaes, Mhair, Mhaumask, Mhezenter, Mierest, Mieruura, Mieskal, Miirsar, Milaster, Milcer, Milifrey, Milma, Mim, Mimbur, Mindal, Minn, Mira, Mirgor, Miri, Mirri, Mirshim, Mirth, Mispurr, Misrim, Missele, Mistmyr, Mistra, Mith, Mithintle, Mithrin, Mival, Miwan, Mlael, Mlizar, Mnester, Moakim, Modwin, Mogar, Mogor, Moldgar, Moongentle, Morala, Morganwy, Morgran, Morn, Morrum, Mortuth, Morvan, Mosef, Mother, Mousomyn, Mrandrivurr, Mrathaera, Muimzir, Muldair, Muldiver, Mulkaer, Mulker, Multhim,

Multhimmer, Munsrum, Muoreth, Muraevus, Murail, Murlith, Murth, Muskoleir, Mylene, Mylyrkhon, Myschanta, Naed, Naera, Naere, Naerlyn, Naerlythra, Naerthiyya, Naevur, Naganthuur, Nagra, Naill, Nairgel, Nairith, Nairmel, Najirit, Nandar, Naneatha, Nar, Nara, Nardred, Nareene, Nareira, Narisa, Narlbar, Narlglar, Narlhelm, Narnin, Narsel, Narthel, Nartheq, Nartholvan, Naskaler, Nastra, Nasz, Naszuth, Natali, Nathchancia, Nathglaryst, Nathla, Nathlin, Nathra, Nathscal, Navrilstar, Navro, Nawan, Neel, Nelazra, Nelm, Nelver, Nelzara, Nemrin, Nendraer, Nerim, Nesker, Nethaug, Nethlond, Neverretha, Nidus, Nimburr, Nina, Ninthalor, Nip, Niro, Nita, Nithanalor, Nivlin, Nix, Nol, Nolbi, Nolvur, Norgiold, Norgluth, Nornel, Norphym, Noskar, Nphreg, Nuathue, Nulrove, Nuthland, Nyaril, Nym,



Nyndel, Nyntynel, Nypan, Nythyx, Nzal, Obaerambair, Ober, Ochalar, Oda, Odel, Odelin, Odette, Oedachlo, Oelin, Ogden, Oglentyr, Ohlmar, Oidelard, Olaundran, Oldor, Oldyle, Olephzgar, Olga, Olimbur, Olipur, Olivia, Olm, Olma, Olmaer, Olmar, Ologhyn, Olophyn, Olyrnn, Olzogath, Om, Oman, Omslauvur, Onder, Ondovir, Ondri, One, Ongalath, Ongleth, Onskrar, Onsruur, Onstag, Ooblar, Ooumraun, Oountokh, Opara, Oparlra, Ora, Orauna, Oraundro, Orbedal, Orblemar, Orbold, Orbraun, Orbrorth, Orbul, Ordheah, Ordren, Ordwulf, Oredal, Oredel, Orel, Orem, Oremman, Oreth, Oreal, Orevel, Orgul, Ori, Orin, Oristel, Orjalun, Orlath, Orlavar, Orlaway, Orlenstar, Orlethar, Orlin, Orlor, Ormduth, Ormitrar, Ormsel, Ormthel, Orntharm, Orokh, Orolin, Oron, Orphast, Orri, Orsar, Orthel, Oruld, Orvan, Orviir, Orzendar, Osbert, Osbryn, Osef, Oskar, Oskryn, Oslin, Osmund, Ospar, Ossel, Osstiurr, Ostor, Oswald, Oth, Othra, Othrong, Oval, Owine, Padd, Paeroppur, Paerus, Palm, Pan, Pardulph, Parlymzgar, Parth, Paulinus, Pauntraal, Pavel, Pelardh, Pellasz, Pelm, Peregar, Peren, Perendra, Peret, Phaerl, Phaesha, Phajdryn, Phanarr, Phandurn, Phangarl, Phann, Phasral, Phassra, Phelajarama, Phelas, Pheljara, Phelpar, Phelzaron, Phenalon, Phezult, Phirauz, Phlambror, Pholruth, Phultan, Pigman, Pinson, Pladros, Plessendar, Porairatar, Presper, Psammas, Purk, Qoha'Dar, Quace, Quarra, Quelamtor, Quenel, Queneva, Quezzo, Quizzinglas, Quorl, Radd, Radel, Radralla, Rael, Ragar, Ragefast, Ragne, Ral, Ralcer, Raloelra, Ram, Raman, Ramanath, Rambuck, Randal, Rander, Randur, Ranesk, Rarautha, Rari, Rarn, Rarristra, Rarstag, Rarth, Raspral, Rassalice, Rath, Rathdaen, Rathool, Rathra, Raudraera, Rauksoun, Raulvo, Raulyver, Raunstrar, Rauntil, Raunwyvern, Raurgh, Rauthin, Raval, Ravengar, Ravenkel, Ravvas, Rayuth, Redafaern, Redfaern, Redmorn, Reinbert, Relanderquist, Reld, Rendever, Rendril, Reptar, Resshemma, Restold, Retheel, Rethin, Rever, Rhalseer, Rhandelvur, Rhaugilath, Rhaumus, Rhengallant, Rhentria, Rhingalade, Rhingallo, Rhun, Ria, Rianna, Riannon, Riardon, Rider, Rilathdool, Rild, Rimbul, Rinn, Riothar, Rithindel, Riuntle, Rivenhelm, Riviltar, Roarel, Roarynguld, Roel, Rohan, Rolen, Rolga, Rolivar, Rolma, Rolof, Roman, Rona,

Rondarro, Ronder, Rondreval, Rondri, Ronsil, Roreene, Rorelda, Rorlram, Rorold, Roryl, Rossele, Rothra, Rotlesc, Rowan, Roysil, Rozul, Rraskar, Ruaugh, Ruby, Ruillic, Ruirilon, Rundarvas, Rundegos, Rundleth, Rundolphyn, Rundorl, Rune, Runelee, Runstal, Ruskrus, Ruthdass, Ruthgulur, Rysdan, Saalariira, Saeman, Saerdar, Sai, Sakra, Salangur, Salartryn, Salreen, Salvi, Samaerra, Samal, Sameera, Sammeth, Samrathren, Sandyrina, Sansrar, Sapphail, Saprach, Sar, Sara, Saraebo, Saravho, Sardrin, Sareeka, Sarkh, Sarlgon, Sarrand, Sashesh, Sashesash, Saszesk, Scarscales, Schollus, Scova, Sedal, Sedros, Seergar, Segar, Sekoe, Sel, Selcheth, Selda, Seldemer, Selm, Selmavra, Selvar, Semkhrun, Semsarr, Sen, Sender, Sendever, Sendur, Senira, Senn, Sergor, Sern, Sespetrilee, Sesszemur, Seth, Sevan, Sevelde, Sezimmer, Shaara, Shaddara, Shadowglint, Shaerdon, Shaeroon, Shalaelryn, Shalaer, Shalaerla, Shalara, Shalasstalla, Shale, Shaleen, Shalifrey, Shalira, Shalma, Shaloss, Shambarin, Shamur, Shanaya, Shandaril, Shander, Shandlara, Shandri, Shandysar, Shane, Shansra, Shar, Shara, Sharanralee, Shareene, Shari, Sharlee, Sharmra, Sharnin, Sharoon, Sharri, Sharwyn, Shassail, Shassra, Shastra, Shatali, Shath, Shatha, Shathra, Shawan, Sheenra, Sheirtalar, Shendle, Shiluan, Shimmaree, Shindal, Shonsarra, Shoundra, Shrimmer, Shuldo, Sieran, Sigar, Sigrid, Sigsteinn, Sildil, Silifrey, Silma, Siman, Simmera, Sindri, Sindyl, Sinoth, Sintyr, Sira, Sireene, Siri, Sissele, Sistra, Sitali, Sithra, Siwan, Skalandro, Skelzryn, Skoalam, Skorl, Skulpin, Skulto, Sladara, Slael, Snarri, Sneakabout, Snotta, Soortyn, Sorcryst, Sordred, Sordrim, Sorele, Sorltar, Sotman, Soulall, Spendelard, Sperren, Spiira, Splecter, Sraece, Srandro, Srindin, Ssantiir, Ssantusas, Ssarra, Ssleer, Ssuntar, Stedd, Stelm, Steman, Sten, Stendal, Stenn, Ster, Stern, Sterth, Steth, Stogor, Stolm, Stom, Stoman, Stondur, Stor, Stoth, Stubb, Stubhard, Stushan, Styrr, Suldron, Suldush,



Sundath, Sunlar, Sunrun, Surdee, Surlpar, Surroukh, Survreel, Suth, Syrar, Syritim, Szorsaera, Tabara, Tabitha, Taburg, Tadd, Taerth, Tafrey, Tagar, Taglinder, Taglorlar, Taisia, Tal, Talagh, Talaressa, Tale, Taleth, Talifrey, Tallar, Tallarag, Talm, Talma, Taloth, Talusta, Tam, Tamaerl, Taman, Tamelia, Tammaszar, Tamshan, Tamthiir, Tamtornar, Tamyrr, Tan, Tana, Tander, Tandri, Tane, Tanlatha, Tanlathyn, Tann, Tannuth, Tansabra, Tansard, Tanshiver, Tantaraze, Tanthlin, Tar, Tara, Taragarth, Targor, Tari, Tarjteir, Tarn, Tarnelo, Tarnin, Tarnlassa, Tarntar, Tarri, Tarrondur, Tarsemmra, Tarstag, Tarteera, Tarth, Tasirin, Tastra, Tatali, Tath, Tatha, Tathra, Tathtauraunt, Taura, Taurgaur, Taval, Tawan, Tazandra, Teerteer, Tejas, Telga, Telma, Teman, Tembiir, Tena, Tereene, Teri, Ternin, Terri, Teryth, Tessa, Tessail, Tesele, Teth, Tetha, Tethega, Tethema, Tethra, Thaaeltor, Thaalder, Thaalud, Thabort, Thadras, Thael, Thalanta, Thalar, Thalarmol, Thalaver, Thallastam, Thalmuth, Thalto, Thalver, Thamaskos, Thammask, Thammis, Thamphrol, Thannaster, Thantel, Tharath, Thardask, Thardock, Thardreg, Thardresk, Tharlaskra, Tharlon, Tharlund, Tharodd, Tharsar, Tharth, Thassil, Thauloch, Thaum, Thaunder, Thausimbel, Thavverdasz, Thayalin, Theertar, Theln, Thelva, Thelzar, Theremen, Theren, Tholomon, Tholomond, Thomaer, Thond, Thongolor, Thor, Thoradin, Thorbert, Thorbok, Thorfridh, Thori, Thorl, Thorm, Thorn, Thornar, Thorongh, Thouloor, Thrail, Thrargul, Thrildor, Thulmar, Thundraer, Thurbal, Thurbrand, Thurendur, Thurland, Thurndas, Thykyl, Thyri, Tilvaer, Tintros, Tlinlyn, Toki, Tolbir, Tongreth, Tonthiir, Tordek, Tore, Torlin, Tormil, Torntyn, Torrzgar, Torthan, Tosard, Tosta, Toth, Tothmeer, Tothtoin, Traece, Trammeth, Transtra, Travok, Trumwin, Tryndluu, Tszimurdue, Tuckaer, Tulven, Turl, Turlaghh, Turlin, Turnal, Tusprun, Tuth, Tzin, Udlara, Uglund, Uiniscyklas, Uirboar, Uith, Uithgel, Ul, Ulam, Ulbara, Ulblyn, Ulbrask, Uld, Uldar, Ulesger, Ulfgar, Ulga, Ulgon, Ulgukh, Ulhingos, Ulifrey, Uliss, Ulm, Ulma, Ulmaer, Ulnar, Ulshantir, Ulthorn, Ulugarr, Uluth, Undleovar, Undro, Undur, Unthras, Unzle, Ura, Urda, Urembom, Urhult, Urkamond, Urlaunt, Urlingh, Urnen, Urngath, Urth,

Urthorkh, Urwath, Usk, Uth, Uvel, Vaedren, Vaerana, Vaerendroon, Vaethym, Valantha, Valarde, Valarthaun, Valas, Valladonra, Vandanamer, Varaezel, Varden, Varis, Varlbit, Vayess, Veer, Velakra, Veldarmatace, Velnra, Velror, Velsaert, Veltar, Verdrim, Vespryn, Vezarn, Victor, Vilnar, Violatarr, Voaphangh, Vobbal, Vondal, Vondor, Vornduir, Vrandeir, Vuerthyl, Vulph, Vuuldiir, Waevor, Walefrid, Walter, Waltheof, Warthendel, Welper, Wender, Wendri, Wera, Westar, Westra, Wetali, Wetha, Wethra, Whaelgond, Whaul, Whelgar, Wherryn, Widald, Widelard, Wig, Wiger, Wigulf, Wigwin, Wilfred, Will, Willow, Wintrehard, Winulf, Withri, Wiylethoene, Wolfwar, Woodbrown, Wuldoth, Wulfhun, Wulfstan, Wynric, Wynsi, Wyvernguard, Xabbas, Xameelg, Xander, Xantilan, Xathcrism, Xondur, Xrorn, Xualahuu, Xult, Xuzoun, Yahorlim, Yalandra, Yallabar, Yallaren, Yanseldara, Yarbro, Yarlhark, Yash, Yastrel, Yathla, Yaus, Yeetleer, Yethan, Yeveldra, Ylarell, Yloebre, Yolaun, Yondar, Yondro, Yondul, Yontur, Yoss, Yukoul, Yuldo, Yulzaunt, Zaharen, Zak, Zalvorn, Zarasper, Zaravron, Zarella, Zarlandar, Zarracee, Zarud, Zayan, Zazalaar, Zelazarelle, Zelazel, Zebert, Zelond, Zelphar, Zelzar, Zendaros, Zhanna, Zherend, Zindrilazar, Zolma, Zona, Zonder, Zondri, Zora, Zoreene, Zosker, Zossele, Zostra, Zotali, Zothra, Zowan, Zunzalor, Zustel, Zzun

SURNAMES

Acre, Adeane, Alderer, Alley, Angelmoor, Angelspike, Appledon, Ashcrow, Ashwhim, Bargreave, Barrow, Bay, Bighwaite, Blackbane, Blackden, Blackfall, Blackhold, Blackmoor, Blackstaff, Blackstone, Blackstrife, Blackwell, Blackwing, Blood, Bloodblade, Bloodbone, Bloodflame, Bloodstone, Bloodtide, Bluff, Bluntop, Boarskill, Bold, Boldblade, Boldbone, Boldscar, Boldstorm, Boldstrife, Boldwell, Boneall, Bottom, Brackenside, Brickcrow, Bricklore, Brickward, Brickwind, Brightfast, Brighttrae, Bromow, Brownborne, Buckbeck, Buckborn, Buckchill, Buckloft, Burngrove, Burnmere, Byscar, Caldchett, Cape, Casklaw, Caster, Chalicehawk, Cliffe, Coat, Cove, Crimondale, Crimsonoe, Crookford, Crooktire, Crossbrand, Crosshold, Crossroads,

Crossshod, Crosswell, Crownbone, Crowngill, Crystal, Crystalbane, Crystalhold, Crystallight, Crystalstroke, Crystalthorn, Cupore, Daggerblade, Daggerclaw, Daggerhold, Daggermire, Daggeroath, Daggerscar, Daggerspike, Daggerstroke, Daggertide, Dark, Darkford, Darkmist, Darkstorm, Dartbottle, Dawnflame, Dawnstone, Deathbane, Deathclaw, Deathcrypt, Deathley, Deathlight, Deathmoor, Deathspike, Deathstone, Deaththorn, Deepmoor, Deepow, Deepstone, Deerdawn, Demon, Diamondwalk, Diredean, Direfen, Direlight, Ditch, Doom, Doomblaze, Doombone, Doomflame, Doomhawk, Doomlight, Doomscar, Doomstone, Doomtide, Doomwing, Down, Dragonhawk, Dragonstrife, Dragonward, Dreadblade, Dreadblaze, Dreadoath, Dreadstorm, Dreadthorn, Dreadwind, Drybark, Drywind, Dunbold, Dunhold, Dunland, Dunley, Dunwind, Duskfall, Duskligh, Duskmoor, Duskscar, Duskstone, Duskwell, Edge, Eldborough, Evenbane, Fane, Farcrypt, Farden, Farman, Farmist, Farrobe, Farscar, Farstroke, Fartry, Farwing, Fell, Fellwall, Feydown, Fire, Fireblade, Fireblaze, Firedell, Firefall, Fireflame, Firehall, Firemoor, Firestorm, Firestroke, Firewand, Firewell, Firewing, Flamelink, Flamerill, Flametown, Flameweird, Flamey, Floravern, Fordford, Fork, Fortress, Freestreet, Frith, Frostore, Frostspike, Froststone, Frosttide, Frostwell, Garth, Gladcrow, Gladlaw, Gladthrall, Glasdovery, Glen, Goldenchett, Goldfell, Goldrobe, Goldwell, Goodson, Gorge, Gravehearth, Greatbane, Greatblaze, Greatcall, Greatclaw, Greatcloak, Greatcote, Greatfell, Greathold, Greatspike, Greatstroke, Greatthorn, Greatward, Greenguard, Gretcaster, Grey, Greyblade, Greycrypt, Greystone, Greywand, Greywind, Greywood, Grimbane, Grimblade, Grimblaze, Grimbone, Grimby, Grimcroft, Grimford, Grimwind, Hale, Ham, Hardfist, Harmel, Harpry, Hawkheart, Hawkley, Headgelly, Headlaw, Height, Highrobe, Highshade, Hoarebere, Holguard, Hollow, Horncott, Howe, Huntersbeck, Ironbrand, Jade, Knepp, Knightshall, Knightsscar, Knightstrae, Knoll, Lackchill, Lackcott, Lake, Latch, Leigh, Lith, Littleshaw, Longcott, Loremire, Lund, Mark, Marsh, Menhyr, Middlepool, Misttown, Moorbank, Mouthcott, Museley, Mutchwich,

Mystwell, Narrows, Netherbeck, Nighbury, Nightbrew, Nightcrypt, Nighthawk, Nightley, Nightlight, Nightmoor, Nightscar, Nightspear, Nightstock, Nightthorn, Nightwand, Oldcott, Oldstreet, Onegill, Pearshaw, Pettyborne, Plumwind, Prenlaw, Queen, Queengrave, Queenstone, Quest, Quickden, Quickway, Ragepool, Ravenhill, Ravenoath, Ravenstorm, Ravenstrife, Ravenwell, Rim, Rise, Robehawk, Rogueford, Roguehill, Roguemist, Roguestorm, Roguewell, Rose, Rosecourt, Rosemask, Sabre, Sabrehawk, Scarholt, Scaur, Scrub, Sea, Serpent, Shadewell, Shadow, Shadowbane, Shadowblade, Shadowfall, Shadowscar, Shadowspike, Shadowstone, Shadowwind, Shadowwing, Shaw, Shrine, Shute, Skullbeck, Skullburn, Skullhawk, Skullspike, Skybone, Skyclaw, Skyhawk, Skyhill, Skyoath, Skyscar, Skyspike, Skythorn, Snakeston, Spearmel, Spellston, Spike, Spring, Steepbeck, Steepcaster, Stockguard, Stone, Stonedale, Stoneway, Stormborn, Stormminster, Stormmist, Stormrill, Stoutborn, Stoutpool, Stow, Stowe, Strait, Strand, Strangecast, Strangestaff, Strifemire, Stubbgrove, Studargh, Studay, Swamp, Sweetcrow, Sweetfist, Swinchett, Swinebury, Swinelaw, Tallbrew, Tallcrown, Tallford, Talllight, Temple, Terrace, Territory, Thicket, Thorndown, Thornrose, Thorpe, Thunder, Thunderbane, Thunderdown, Thunderflame, Thunderhill, Thunderstone, Tombstone, Tor, Treath, Trollbone, Truetide, Upperick, Vale, Wanddown, Wandspear, Waste, Waterfall, Weirdwell, Well, Wesdon, Whitcall, Whiteskill, Whitward, Whitwind, Widemoon, Wildcrypt, Wildfell, Wildford, Wildtide, Wildwell, Wing, Wingelly, Wisebank, Wishmere, Wishminster, Wobar, Wold, Wolfbar, Wolfburn, Wolfby, Wolfcrypt, Wolfdew, Wolfhall, Wolfhill, Wolfhold, Wolfmoor, Wolfshade, Wolfspear, Wolfstorm, Wolfstrife, Wolfwand, Wolfwell, Woodlaw, Wooley, Wray, Yewick, Yewel, Youngtree

