

The background of the top half of the page is a vibrant, purple and blue fantasy illustration. It depicts a winged sorcerer with a crown-like headpiece, holding a staff. The scene is set against a starry, ethereal sky with a large, glowing orb. The overall aesthetic is magical and dramatic.

SORCERER UNLIMITED

A DUNGEONS & DRAGONS 5E SUPPLEMENT FOR
SORCERER IDENTITY

A PRODUCT FROM THE PLAY YOUR ROLE TEAM

SPECIAL THANKS TO:

MY GOOD FRIENDS AND HELPFUL MINDS MICAH
AND DANIEL

MY WONDERFUL WIFE AND HER CONTINUING
SUPPORT OF A HOBBY SHE DOES NOT UNDER-
-STAND.

MY AMAZING SUBSCRIBERS WHO WERE SO
SUPPORTIVE OF THIS SUPPLEMENT.

UNTAPPED POTENTIAL

SORCERERS STAND OUT AMONGST THE MAGIC CASTERS OF THE WORLD FOR ONE SINGLE REASON: WHILE OTHERS WORK TO LEARN TO TAP INTO THE WEAVE, A SORCERER MUST WORK TO LEARN HOW TO AVOID LETTING THE WEAVE CONSUME THEM.

WHILE A WIZARD PRACTICES PERCISE MOVEMENTS AND THE PERFECT WORDS, WHILE A DRUID MUST BE PERFECTLY IN TUNE WITH NATURE, AND WHILE A CLERIC MUST HAVE THE UTMOST FAITH TO IT'S DEITY...

A SORCERER MUST HAVE CONTROL OVER THE WELL-SPRING OF MAGIC FLOODING THROUGH THEIR VEINS AND RATHER THAN PURSUE POWER, THEY MUST TAME IT.

FOR THIS REASON, MANY ENVY AND LUST OVER THE POWER THAT SORCERERS HOLD WITHIN THEIR VEINS, BUT SUCH DESIRE TOWARDS THEM IS UNWARRANTED AND FOOLISH. FOR ONLY A SORCERER TRULY UNDERSTANDS THE BURDEN THEY CARRY. THE BURDEN OF NOT PURSUING POWER BUT CONTROLLING IT BEFORE IT CONSUMES YOUR VERY CORE.

TO MANY SORCERERS, THEIR POWER IS NOT A GIFT.

TO MANY SORCERERS, THEIR POWER IS A CURSE.

WHAT IS SORCERER UNLIMITED?

THIS IS A SUPPLEMENT FOR DUNGEONS AND DRAGONS 5TH EDITION REVOLVING SPECIFICALLY AROUND THE SORCERER AND THE LACK OF IDENTITY OR UNIQUE SPELLS THEY RECEIVE.

IN ORDER TO HOPEFULLY ADJUST FOR THIS, PLAY YOUR ROLE HAS WORKED WITH A FEW FRIENDS TO CREATE A SUPPLEMENT THAT SHOULD ADD OPTIONS TO ANY SORCERERS AT YOUR TABLE WITHOUT DRASTICALLY CHANGING THE CLASS LIKE MANY OTHER HOMEBREWED OPTIONS TEND TO DO.

IN THIS SUPPLEMENT YOU WILL FIND NEW SORCERER SPECIFIC SPELLS, CANTRIPS, AND A NEW TYPE OF SPELL KNOWN AS 'TEMPERMENTAL', MADE TO MAKE THE SORCERER FEEL AS IF THEY ARE TRULY A WELL SPRING OF MAGIC READY TO UNLEASH AT A MOMENTS NOTICE.

PLEASE KEEP IN MIND THAT ANY SPELLS ADDED WITHIN THIS DOCUMENT ARE MEANT TO BE EXCLUSIVE TO THE SORCERER, AND HAVE BEEN BALANCED AS SUCH. IF YOU CHOOSE TO OFFER THEM TO OTHER CLASSES, OR IF A BARD AT YOUR TABLE WOULD LIKE TO USE MAGICAL SECRETS TO LEARN ONE, DO SO AT YOUR OWN RISK!

THEY ARE BALANCED WITH META MAGICS IN MIND, AFTER ALL.

SO, WITHOUT FURTHER DELAY, WE GIVE YOU...

THE SORCERERS UNLIMITED!

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CANTRIPS

MINIMIZE:

TRANSMUTATION CANTRIP
CASTING TIME: 1 ACTION
RANGE/AREA: TOUCH
COMPONENTS: V, S
DURATION: 1 ROUND

YOU CAN MAGICALLY SHRINK A WILLING CREATURE YOU TOUCH TO ONE SIZE SMALLER THAN ITS NATURAL SIZE. THIS SPELL CANNOT MAKE A CREATURE SMALLER THAN TINY. UNTIL THE SPELL ENDS, THE CREATURE GAINS ALL BENEFITS AND NEGATIVES OF A SMALLER SIZE AND CANNOT GROW ANY SMALLER. IF YOU HAVE CAST THIS CANTRIP WITHIN THE LAST MINUTE, YOU MUST SUCCEED ON A DC 10 CHARISMA CHECK, OR THE SPELL FAILS. THIS DC INCREASES BY 5 FOR EACH SUBSEQUENT CAST ATTEMPT IF YOU HAVE CAST THIS SPELL WITHIN THE LAST MINUTE.

GLAMOUR:

ILLUSION CANTRIP
CASTING TIME: 1 ACTION
RANGE/AREA: TOUCH
COMPONENTS: V, S, M (A SMALL HAND HELD MIRROR)
DURATION: 1 HOUR

YOU TOUCH ONE WILLING CREATURE WITHIN RANGE AND MAGICALLY ADJUST THE COLOR OF THEIR EYES, HAIR, AND CLOTHING. THESE ADJUSTMENTS ARE SUBTLE, AND THE CREATURE CAN STILL OBVIOUSLY BE RECOGNIZED AS THEMSELVES. WHILE UNDER THESE EFFECTS, THE FIRST CHARISMA CHECK THE CREATURE MAKES GAINS A BONUS EQUAL TO THE CASTER'S PROFICIENCY MODIFIER. ONCE THIS FEATURE HAS BEEN USED, THE CREATURE NO LONGER GAIN THE BONUS BUT MAINTAINS THE NEW APPEARANCE FOR THE DURATION

MAGNETIZE:

TRANSMUTATION CANTRIP
CASTING TIME: 1 ACTION
RANGE/AREA: 60 FEET
COMPONENTS: V, S, M (A SMALL PIECE OF NON-MAGICAL METAL WEIGHING NO MORE THAN 2 POUNDS)
DURATION: INSTANTANEOUS

YOU CREATE A MAGNETIC BOND BETWEEN A LOOSE PIECE OF METAL AND A TARGET WITHIN RANGE. MAKE A RANGED SPELL ATTACK AGAINST THAT TARGET. ON A HIT, THE TARGET TAKES 1D6 BLUDGEONING DAMAGE. IF THE TARGET IS WEARING METAL OF ANY KIND, THAT METAL IS NOW MAGNETIZED AND ANY SUBSEQUENT ATTACK ROLLS AGAINST THAT TARGET USING THIS CANTRIP ARE MADE AT ADVANTAGE FOR THE NEXT MINUTE.

THIS SPELL'S DAMAGE INCREASES BY 1D6 WHEN YOU REACH 5TH LEVEL (2D6), 11TH LEVEL (3D6), AND 17TH LEVEL (4D6).

RUNIC ARMOR:

ABJURATION CANTRIP
CASTING TIME: 1 BONUS ACTION
RANGE/AREA: SELF
COMPONENTS: S, M (A POLISHED STONE CARVED WITH MAGICAL RUNES)
DURATION: CONCENTRATION, UP TO 1 MINUTE

CHOOSE BETWEEN BLUDGEONING, PIERCING, AND SLASHING DAMAGE. FOR THE DURATION OF THE SPELL, ANY ATTACK THAT DEALS THAT TYPE OF DAMAGE IS REDUCED BY AN AMOUNT OF DAMAGE EQUAL TO YOUR PROFICIENCY MODIFIER. YOU CAN REDUCE DAMAGE IN THIS WAY A NUMBER OF TIMES EQUAL TO YOUR PROFICIENCY MODIFIER, AT WHICH POINT THE SPELL ENDS.

MANIFEST EMPATHY:

ENCHANTMENT CANTRIP
CASTING TIME: 1 ACTION
RANGE/AREA: 15 FEET
COMPONENTS: V, S
DURATION: 1 MINUTE

YOU DESIGNATE ANY NUMBER OF CREATURES WITHIN RANGE WITH AN INTELLIGENCE OF 4 OR HIGHER. CHOOSE ONE OF THE FOLLOWING EMOTIONS: FEAR, ANGER, JOY, SORROW, PARANOIA, OR SERENITY. FOR THE DURATION OF THE SPELL EACH CREATURE FEELS THESE EMOTIONS AS IF THEY WERE THEIR OWN. EACH CREATURE IS AWARE THAT THESE EMOTIONS ARE MAGICALLY MANIFESTED, AND MAINTAIN THEIR AGENCY, DISPLAYING BEHAVIORS RATIONAL OF THEIR CHARACTER WHILE FEELING THESE EMOTIONS.

INVOKE CHANCE:

TRANSMUTATION CANTRIP
CASTING TIME: 1 BONUS ACTION
RANGE/AREA: 5 FEET
COMPONENTS: V
DURATION: 10 MINUTES

CHOOSE A NON-MAGICAL MATERIAL OBJECT WHICH DISPLAYS ACTS OF CHANCE, SUCH AS A DECK OF PLAYING CARDS, DICE, OR TAROT CARDS. THE NEXT TIME THIS OBJECT WOULD BE USED, YOU MAY INFLUENCE ITS OUTCOME TO ONE OF YOUR CHOOSING. ROLL 1D6. ON A 1-3, THE OBJECT ACTS AS NORMAL. ON A 4-6, IT PROVIDES A RESULT OF YOUR CHOOSING. YOU MAY ONLY HAVE THIS EFFECT ON ONE OBJECT AT A TIME, AND THE EFFECT FADES AS SOON AS THE OBJECT IS USED FOR THE FIRST TIME AFTER THE SPELL IS CAST.

THIS SPELL'S CHANCE OF SUCCEEDING INCREASES BY 1 WHEN YOU REACH 5TH LEVEL (3-6), 11TH LEVEL (2-6), AND 17TH LEVEL (AUTOMATIC SUCCESS).

LIFE FACSIMILE:

TRANSMUTATION CANTRIP
CASTING TIME: 1 ACTION
RANGE/AREA: TOUCH
COMPONENTS: V, S, M (A TINY INANIMATE OBJECT CAPABLE OF FOLDING OR CHANGING FORM SUCH AS PAPER OR CLAY)
DURATION: 1 HOUR

YOU TOUCH A SMALL, MALLEABLE OBJECT AND TEMPORARILY IMBUE IT WITH A FACSIMILE OF LIFE. FOR THE DURATION OF THE SPELL, THE OBJECT TAKES ON THE SHAPE OF A CREATURE OF YOUR CHOICE THAT YOU HAVE SEEN. THE CREATURE IS TINY, CANNOT LIFT ANY OBJECT HEAVIER THAN ITSELF, AND CANNOT ACTIVATE OR USE ITEMS. THE CREATURE CAN SPEAK AND HAVE ITS OWN INDIVIDUAL THOUGHTS OR DO AS IT IS COMMANDED, HOWEVER, THEY ARE MERELY A MANIFESTATION OF THE CASTERS SUBCONSCIOUS. THE CREATURE HAS A SPEED OF 5 FT, AN AC OF 15, AND 1 HP.

IN COMBAT, THE CREATURE SHARES YOUR INITIATIVE AND CAN ONLY TAKE THE DODGE ACTION.

MANIFEST WEAPON:

EVOCATION CANTRIP
CASTING TIME: 1 BONUS ACTION
RANGE/AREA: SELF
COMPONENTS: V, S
DURATION: 1 MINUTE

YOU CHANNEL YOUR INNER MAGIC TO THE SURFACE AND SHAPE IT INTO A DEADLY WEAPON. CHOOSE A SIMPLE WEAPON THAT DOES NOT HAVE THE LOADING, REACH, OR SPECIAL PROPERTY. FOR THE DURATION OF THE SPELL, A GLOWING CONSTRUCT OF MAGIC TAKES THE SHAPE OF THAT WEAPON IN YOUR HAND. IF THE WEAPON REQUIRES AMMUNITION, YOU GAIN 10 PIECES AS PART OF THE CASTING OF THE SPELL.

THIS WEAPON IS CONSIDERED NON-MAGICAL AND VANISHES IF YOU ARE NOT HOLDING IT AT THE END OF YOUR TURN.

WHEN YOU REACH 5TH LEVEL YOU CAN CHOOSE A WEAPON FROM THE MARTIAL WEAPONS LIST, AT 11TH LEVEL YOU CAN CHOOSE A WEAPON WITH THE LOADING, REACH, OR SPECIAL PROPERTY, AND AT 17TH LEVEL ATTACKS MADE WITH THESE WEAPONS COUNT AS MAGICAL FOR THE PURPOSE OF OVERCOMING RESISTANCE AND IMMUNITY TO NON-MAGICAL BLUDGEONING, PIERCING, OR SLASHING DAMAGE.

SPELLS

ELEMENTAL EVISCERATION:

6TH LEVEL EVOCATION (TEMPERAMENTAL)

CASTING TIME: 1 ACTION

RANGE: 120 FEET

COMPONENTS: VERBAL, SOMATIC

DURATION: INSTANTANEOUS

A BURST OF ELEMENTAL ENERGY POURS OUT FROM YOUR POINTING FINGER AT A TARGET WITHIN RANGE. CHOOSE ACID, COLD, FIRE, LIGHTNING, OR POISON. MAKE A RANGED SPELL ATTACK AGAINST THE TARGET. ON A HIT, THE TARGET TAKES 14D8 OF THE CHOSEN TYPE AND ANOTHER 7D8 OF THE CHOSEN TYPE AT THE END OF ITS NEXT TURN. ON A CRITICAL HIT, THIS SPELL DOES NOT INCREASE IN DAMAGE, BUT INSTEAD INCREASES THE DAMAGE THE TARGET TAKES AT THE END OF THEIR NEXT TURN BY 7D8 (FOR A TOTAL OF 14D8).

TEMPERAMENTAL: THE STRAIN OF THIS SPELL RENDERS YOU VULNERABLE TO ELEMENTAL FORCES. YOU GAIN VULNERABILITY TO ACID, COLD, FIRE, LIGHTNING, AND POISON DAMAGE UNTIL THE END OF YOUR NEXT TURN. IF YOU HAVE RESISTANCE TO ANY OF THESE DAMAGE TYPES, YOU DO NOT GAIN VULNERABILITY FOR THAT DAMAGE TYPE, BUT YOU LOSE YOUR RESISTANCE UNTIL THE END OF YOUR NEXT TURN. IF YOU HAVE IMMUNITY TO ANY OF THESE DAMAGE TYPES, YOU DO NOT GAIN VULNERABILITY FOR THAT DAMAGE TYPE, BUT YOUR IMMUNITY IS REPLACED WITH RESISTANCE INSTEAD UNTIL THE END OF YOUR NEXT TURN.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A SPELL SLOT OF 7TH LEVEL OR HIGHER, THE INITIAL DAMAGE IS INCREASED BY 2D8.

PERSONIFY ARCANA:

7TH-LEVEL EVOCATION (TEMPERAMENTAL)

CASTING TIME: 1 ACTION

RANGE/AREA: SELF

COMPONENTS: V, S

DURATION: CONCENTRATION, UP TO 1 MINUTE

YOU CALL UPON YOUR CONNECTION TO THE WEAVE TO SURPASS MORTAL LIMITS, TEMPORARILY IMBUEING YOUR PHYSICAL BODY WITH PURE PLANAR ENERGY. UNTIL THE SPELL ENDS, YOU GAIN THE FOLLOWING BENEFITS:

- CHOOSE ONE OF THE FOLLOWING DAMAGE TYPES: ACID, COLD, FIRE, LIGHTNING, THUNDER, NECROTIC, OR RADIANT. FOR THE DURATION OF THE SPELL, YOU GAIN IMMUNITY TO THAT DAMAGE TYPE.
- RESISTANCE TO ALL NON-MAGICAL DAMAGE
- YOU GAIN A FLYING SPEED OF 60 FT. IF YOU ARE STILL FLYING WHEN THE SPELL ENDS, YOU FALL, UNLESS YOU CAN SOMEHOW PREVENT IT.
- YOU CAN USE YOUR ACTION TO CREATE A 15-FOOT CUBE OF FLOWING ENERGY CENTERED ON A POINT YOU CAN SEE WITHIN 60 FEET OF YOU. EACH CREATURE IN THE CUBE MUST MAKE A DEXTERITY SAVING THROW. A CREATURE TAKES 10D8 DAMAGE OF THE TYPE CHOSEN AT THE CASTING OF THIS SPELL ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

TEMPERAMENTAL: WHEN THIS SPELL ENDS, YOUR PHYSICAL FORM REMAINS RAVAGED FROM THE STRAIN OF CHANNELING THE RAW POWER OF THE WEAVE. YOU TAKE FORCE DAMAGE EQUAL TO HALF OF YOUR MAXIMUM HEALTH AND YOUR HIT POINT MAXIMUM IS REDUCED BY AN AMOUNT EQUAL TO THE FORCE DAMAGE YOU TOOK. THIS DAMAGE IGNORES RESISTANCE AND IMMUNITY. THIS EFFECT CANNOT BE HEALED ASIDE FROM GREATER RESTORATION CAST AT 7TH LEVEL OR A SIMILAR EFFECT. YOUR HIT POINT MAXIMUM RETURNS TO NORMAL AFTER YOU FINISH A LONG REST.

REPLICATE CHANCE:

2ND LEVEL TRANSMUTATION (TEMPERAMENTAL)

CASTING TIME: 1 REACTION (WHEN YOU SEE AN ATTACK ROLL, ABILITY CHECK, OR SAVING THROW MADE WITHIN RANGE)

RANGE: 60 FEET

COMPONENTS: SOMATIC, MATERIAL (A MIRROR OR REFLECTIVE SURFACE)

DURATION: 1 MINUTE

YOU TEMPORARILY TRAP THE EXISTING LAWS OF PROBABILITY IN THE REFLECTION OF YOUR MATERIAL COMPONENT, ALLOWING YOU TO REPRODUCE THE EFFECT IN THE NEAR FUTURE. FOR THE NEXT MINUTE, YOU CAN FOREGO A ROLL AND REPLACE ONE ATTACK ROLL, ABILITY CHECK, OR SAVING THROW MADE BY A CREATURE WITHIN RANGE WITH THE NUMBER ROLLED BY THE TRIGGERING ROLL FOR THIS SPELL.

TEMPERAMENTAL: ONCE YOU USE THIS FEATURE, YOU MUST MAKE ALL ATTACK ROLLS, ABILITY CHECKS, AND SAVING THROWS WITH DISADVANTAGE UNTIL THE END OF YOUR NEXT TURN.

SILENCING CACOPHONY:

4TH-LEVEL EVOCATION (TEMPERAMENTAL)

CASTING TIME: 1 ACTION

RANGE: SELF (60-FOOT CONE)

COMPONENTS: VERBAL

DURATION: INSTANTANEOUS

YOU GATHER AND RELEASE A RAVAGING SHRIEK FROM YOUR THROAT, ECHOING OUT IN A 60-FOOT CONE IN FRONT OF YOU. EACH CREATURE WITHIN THE CONE MUST MAKE A CONSTITUTION SAVING THROW OR TAKE 6D10 THUNDER DAMAGE AND BECOME DEAFENED FOR ONE MINUTE. ON A SUCCESSFUL SAVE, A CREATURE TAKES HALF AS MUCH DAMAGE AND ISN'T DEAFENED. AT THE END OF EACH OF ITS TURNS, A TARGET CAN MAKE ANOTHER CONSTITUTION SAVING THROW, ENDED THE DEAFNESS ON A SUCCESS.

TEMPERAMENTAL: THE STRAIN OF THE SPELL TEMPORARILY REMOVES YOUR VOICE, SILENCING YOU AND REMOVING YOUR ABILITY TO CAST SPELLS WITH VERBAL COMPONENTS UNTIL THE END OF YOUR NEXT TURN.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A SPELL SLOT OF 5TH LEVEL OR HIGHER, THE DAMAGE INCREASES BY 1D10 FOR EACH LEVEL ABOVE 4TH.

NEW META MAGIC OPTIONS

THE FOLLOWING ARE NEW META MAGIC OPTIONS THAT ARE BALANCED AROUND THE EXPANDED OPTIONS WITHIN THIS SUPPLEMENT. YOU CAN CHOOSE TO OFFER ANY OF THESE TO YOUR PLAYERS ON TOP OF THE OTHER META MAGIC OPTIONS ALREADY AVAILABLE, OR YOU CAN CHOOSE TO FORGO THEM IF YOU DEEM THEM UNNECESSARY FOR YOUR CAMPAIGN.

CONTROLLED SPELL

WHEN YOU CAST A SPELL WITH THE TEMPERAMENTAL TAG, YOU MAY SPEND 2 SORCERY POINTS TO IGNORE THE TEMPERAMENTAL EFFECTS OF THAT SPELL.

REFRACTORY SPELL

WHEN YOU CAST A SPELL THAT REQUIRES AN ATTACK ROLL, YOU CAN EXPEND A NUMBER OF SORCERY POINTS EQUAL TO HALF YOUR CHARISMA MODIFIER ROUNDED DOWN (MINIMUM OF 1). WHEN YOU DO SO, YOU CAN ROLL 2 ADDITIONAL D6 OF THE SPELLS DAMAGE TYPE AND ADD IT TO THE SPELLS TOTAL DAMAGE. YOU ALSO TAKE ANY DAMAGE ROLLED FROM THESE ADDITIONAL DICE, IGNORING RESISTANCES. YOU MUST CHOOSE TO USE THIS OPTION BEFORE SEEING THE RESULTS OF YOUR DAMAGE ROLL.

YOU MAY USE REFRACTORY SPELL EVEN IF YOU HAVE ALREADY USED A DIFFERENT META MAGIC OPTION DURING THE CASTING OF THIS SPELL.

VARIANT RULE: WILD TEMPERAMENT

THE CONCEPT OF TEMPERAMENTAL SPELLS GRANTS SORCERERS THE ABILITY TO CHANNEL POWER BEYOND THEIR MEANS AT THE COST OF DETRIMENTAL SIDE EFFECTS. THE WILD MAGIC SORCEROUS BLOODLINE FUNCTIONS AROUND A SIMILAR IDEA BUT CAN PROVE TO BE CRIPPLING WHEN COMBINED WITH TEMPERAMENTAL SPELLS AND BAD LUCK. WITH THIS VARIANT RULE, A WILD MAGIC SORCERER CAN CHOOSE TO FOREGO SUFFERING THE NEGATIVE EFFECTS OF SPELLS WITH THE TEMPERAMENTAL TAG TO INSTEAD IMMEDIATELY ROLL ON THE WILD MAGIC SURGE TABLE.

NEW SPELL TYPE

TEMPERMENTAL:

THE SORCERERS POWER CAN OFTEN BE UNCONTAINABLE AND CATASTROPHIC IF THEY DO NOT LEARN HOW TO TEMPER IT. MANY SORCERERS HAVE LEARNED TO CONTROL THEIR POWERS IN SOME REGARDS, HOWEVER, CERTAIN SPELLS CAN BRING OUT THEIR MAGICS WORST TENDENCIES.

THIS IS SHOWN THROUGH SPELLS WITH THE TEMPERMENTAL TAG:

TEMPERMENTAL: IF A SPELL HAS A TEMPERMENTAL TAG, IT WILL HAVE A SIDE EFFECT ALONG-SIDE THE CASTING OF THE SPELL. THIS EFFECT HAPPENS SIMULTANEOUSLY AT THE CASTING OF THE SPELL, AND IS CONSIDERED PART OF THE SPELLS CASTING. IF THE SPELL IS CANCELLED BY AN EFFECT LIKE COUNTERSPELL OR SIMILAR, THE NEGATIVE EFFECTS DO NOT TRIGGER.

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ALL DUNGEONS AND DRAGONS SOURCEBOOKS AND OFFICIAL CONTENT IS OWNED BY WIZARDS OF THE COAST. PLEASE SUPPORT THE OFFICIAL SUPPLEMENTS

USAGE OF THIS DOCUMENT AUTOMATICALLY FORFITS ALL RIGHTS TO INNATE MAGICAL POWER TO THAT OF BEANSMITH, LORD OF THE LEGUME.