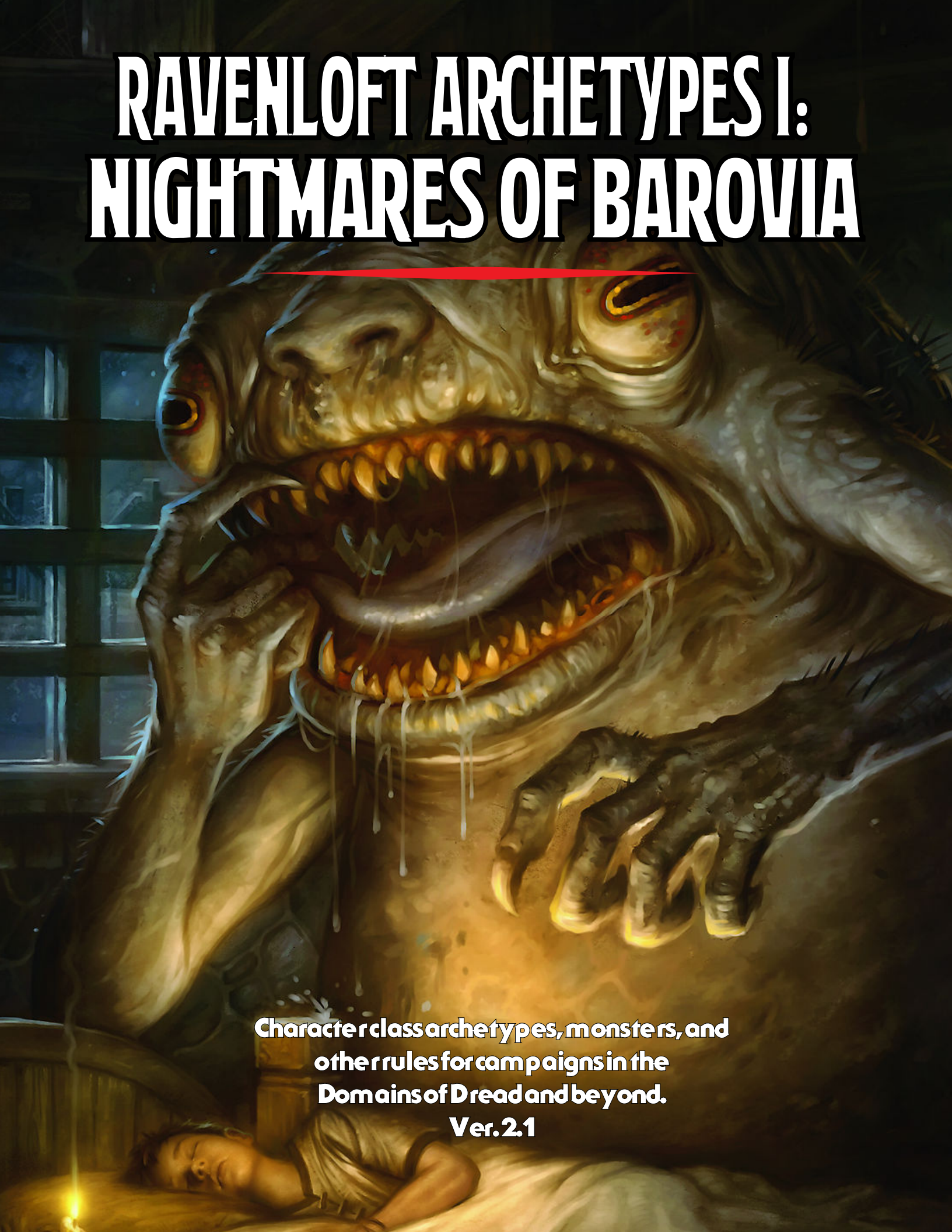


RAVENLOFT ARCHETYPES I: NIGHTMARES OF BAROVIA

Character class archetypes, monsters, and
other rules for campaigns in the
Domains of Dread and beyond.

Ver. 2.1



RAVENLOFT ARCHETYPES I: NIGHTMARES OF BAROVIA

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How to Use This Document

In the adventure ***Curse of Strahd***, the Dark Powers of Ravenloft draw heroes from other worlds into this demiplane of dark horror. This supplement provides new class and race options for player characters in that terrifying campaign, and for adventurers in other regions of the Domains of Dread. It also includes new spells for the fight against the darklords, and new monsters to test such heroes' resolve. These options can be used in other campaigns as well, with the DM's permission (as always).

Spells marked with an asterisk "*" are new spells introduced in the Spells section of this document. Two archetypes, the Tomb Robber for Rogues and the School of Alienism for Wizards, are adapted from archetypes that appeared in the same author's previous title, *Al-Qadim Archetypes: Scimitars Against the Dark*.

A RAVENLOFT PRIMER

Ravenloft is the name of a castle in Barovia, but to some, it has also lent its name to the entire world in which it lies—a world unlike any other, composed of many Domains of Dread. Though the domains' borders are often impassable, they are not completely separate from one another. Taken together, they form a terrifying realm all their own, which sages refer to by various names. To some, the domains are one Demiplane of Dread, to others they are merely the darkest parts of the benighted plane called the Shadowfell. Whether you call it the Domains of Dread, the Realm of Terror, the Land of Mists, or simply Ravenloft, this world is unique. It is a construct, an artificial demiplane that at times seems to float in the Ethereal Plane, at other times appears as part of the Shadowfell, and may exist on the borders of both. The implacable Dark Powers crafted their realm from the hidden fears of innumerable worlds, from Eberron to the Forgotten Realms of Abeir-Toril, shaping their realm's reality to reflect their own sinister sensibilities.

Barovia was the first Domain of Dread, but there are dozens or more lands much like it—all once part of another world, now drawn into the Mists by the unknowable Dark Powers to become places of relentless horror. Each is ruled over by a *darklord*

like Strahd von Zarovich, cursed for their dark deeds to reign over a domain that reflects their particular sins but which they can never leave. Barovia is its heart, and from that point the others have spread like a great stain, which continues to grow even now. In fact, Barovia and many others share a single landmass, a continent with a mostly temperate climate dominated by rugged, forested geography. This accursed land, of which Barovia is but one part, is simply called **the Core**.

Beyond the Core, there are other independent Domains of Dread, divided from the Core by the impenetrable Mists. Tiny worlds unto themselves, scholars refer to these isolated realms as their own **Islands of Terror**. These domains are continually forming and disappearing, so no complete listing of them can be established, but some of the Islands of Terror are touched on in these pages. At times, they cluster together, coalescing into larger islands that contain multiple domains.

Sometimes, within another domain, tiny pocket domains appear, isolated incubators where the Dark Powers allow the promising evil of a potential Dark Lord to grow.

Though many inhabitants of the Land of Mists come from other worlds, and lands and structures may be taken from them as well (though some sages believe they are merely recreated), once a domain is created, it is no longer part of the mortal realms from which it was drawn. It exists as a microcosm unto itself, a solid and physical domain, apparently somewhere around the border between the Shadowfell and the Ethereal Plane, and it follows its own set of mystical laws.

The Realm of Terror is neither ancient nor stable. As near as sages can tell, none of the Domains of Dread have existed as such for much longer than 400 years. Over time, individual domains have expanded, condensed, coalesced, moved, or disappeared all together.

This world is much smaller than the Forgotten Realms, or other worlds such as Oerth, Krynn, Mystara, Athas, Aebrynis, or Eberron—though it has pulled parts of itself from all those worlds. Though natives of many realms walk its benighted paths, Ravenloft is not a cosmological crossroads, like the extra-planar city of Sigil. Rather, it is sealed off from other worlds and planes by the Dark Powers that rule it, and it is far easier to enter the Realms of Terror than to escape them. Unlike the worlds listed above, this place has no fixed size. It grows, and at times contracts, as its misty tendrils creep into other worlds to absorb or copy both people and places.

Most travelers who end up in the Domains of Dread do not seek them. They are drawn in by the clutching tendrils of the Mists.

THE MISTS

Exactly what the Mists are or how they function is unknown. It is for this reason that commoners in most domains of Ravenloft refer to the Mists in much the same way that children might speak of a bogeyman. Here, anything unknown and threatening is generally ascribed to the Mists, whether any connection actually exists or not.

When most people think of the Mists, they envision swirling clouds of white fog that roll out of the ground to consume evildoers. This belief certainly has a great deal of merit, for the Mists do appear to be the agents of the dark powers.

Other worlds have mists and fog, to be sure, which can bedevil travelers by obscuring their environs and concealing hazards. Yet these Mists are a separate and much deadlier phenomenon than any mere weather. In many ways, they are what defines the Domain of Dread.

In other worlds, unenlightened folk often imagine (incorrectly) they live on a flat surface, and that if they walked far enough, they could reach the end of the world. Most mortal realms, however, are in fact spheres, and a mortal could walk around the world in a straight line and find themselves back where they started. In the Domains of Dread, however, a creature who could walk far enough actually *would* reach the end of their world. And the edge of that world, they would find the Mists.

The Land of Mists is so-named for a reason. The Mists surround all of it, all the time, and sometimes creep in to define the borders between landmasses or even individual domains. These thick supernatural vapors reveal nothing to even magical divinations. They radiate no magic, alignment, or sign of life. To living senses, they are indistinguishable from natural precipitation.

The Mists often reach into other worlds and planes, unpredictably, traveling to various places without any apparent cause, and even randomly transporting individuals to one of the Dread Domains. When they do this, the Mists are as likely to affect those who are good or neutral as those who are evil. Some say that a grim purpose lurks behind these apparently chaotic abductions. The truth will almost certainly remain unknown until such time as the true nature of the Dark Powers is revealed.

However, it is known that when an individual's deeds, or even just their desires, are dark enough,

such evil is more likely to attract the Mists than any other behavior. While the Mists usually steal only a single person or a small group, some say they have seen entire armies vanish into a sudden fog—perhaps these were the Mists as well. Once the Mists come for you, neither magic nor cunning nor strength of arms can stop them. There is no defense.

While there are many ways to reach the Domains of Dread, routes out of that mire of evil are far fewer. Indeed, many think true escape from Ravenloft is impossible. They say that those who manage to leave the Demiplane will be drawn back one day, since the Mists never forget anyone they have chosen to embrace. However, whether escape from Ravenloft is permanent or temporary matters little for the purposes of this discussion.

Even once you are within the Domains of Dread, the Mists are not done with you. In addition to forming the borders of the demiplane itself and separating its various regions, they can rise from the soil or sea in any individual domain. Sometimes they merely comprise a confusing obstacle, an isolated pocket of blindness, but other times they are an impassable barrier. In Barovia, when Strahd wants to seal off the borders, they become a choking, life-draining fog, and those who enter them must turn back or die.

At other times, adventurers can step into the bordering mists of other domains and wander for a time, moving through a bewildering dream world where time and space seem to twist and tangle. This is dangerous, as other creatures wander into the Mists as well, and outcasts and monsters lurk within. Sooner or later, however—often not long after the impulse that first sent them into the Mists passes—adventurers are returned to one of the Domains, and not always the one they left.

In fact, this is often a behavior of the Mists within the domains themselves: they rise and transport someone another domain who is powerless to stop this effect. The Mists do as they will.

THE DOMAINS OF DREAD

The name “the Domains of Dread”—as a sobriquet for the whole of the larger demiplane some call Ravenloft—is apt, for it is composed of scores of small pocket “nations” not too far removed from planes themselves, like the cells of a honeycomb—or the cells of a prison. Each of these artificially constructed countries, called domains, is the prison of a singular evil entity: its darklord. A domain may stand alone, an “Island of Terror” surrounded by the Mists of Ravenloft, or it may join seamlessly with

other domains in "clusters" to form a continuous landscape, the greatest of these clusters being the subcontinent known simply as the Core. Every aspect of a domain, from its climate to the creatures that call it home, is a subtle reflection of its darklord, offering painful reminders of the transgressions that forged the darklord's doom. The size of a domain may range from a single room, to a lonesome manor and its grounds, to an expansive dominion containing numerous towns and a thriving culture. Some occult sages believe that a domain's size may be a measure of the darklord's force of personality, their squandered potential, or even of the tragedy of their tale. However, the Dark Powers may grant a less compelling darklord a vast but sparsely populated domain, furthering their isolation, or they may trap a powerful darklord in a smaller domain, concentrating their evil.

THE DARKLORDS

Just as Strahd von Zarovich is the one true master of Barovia, his fellow darklords are the seed of evil at the heart of every Domain of Dread. Yet few denizens are aware that they even exist. Heroes have no infallible means of detecting who or what is the darklord of any given domain. Some darklords control their domains openly, acting as political rulers, while others skulk in the shadows, their very existence a secret. Indeed, the very concept of a "darklord" isn't one that the average citizen of a domain is aware of.

Most domains are inhabited by a single darklord, though on rare occasion the Dark Powers may grant a single domain to a small group of evildoers. These darklords are usually linked both by blood relation and their crimes.

Mindless, slaving beasts do not become darklords. Mere evil is not enough to earn a domain. Despite their corruption, darklords share the same motivations as countless other folk: they hope for love, crave respect, or even yearn for mere acceptance. Yet darklords are not poor, misunderstood souls damned through no fault of

their own. Their selfish natures pervert simple wants into obsessive lusts, and they earn their domains through horrid crimes. Darklords are all the more monstrous for the empathy one might feel for them, not in spite of it. Even when forced to face their transgressions, most darklords remain obstinately blind to their own failings, lashing out at the world for perceived wrongs. A darklord is both the warden and the ultimate prisoner of their domain.

A darklord can trap others in their domain by closing the borders, but they can never leave. Some of the Realm of Terror's darklords have spent centuries striving to escape from their Mistveiled prisons, to no avail. The curse that binds them to the land offers them little rest; not unlike Tantalus in the underworld, they are tormented by their greatest desires.

Should a darklord be destroyed, their domain ceases to serve a purpose. If another evil creature in the domain has earned damnation, the Dark Powers may appoint it the domain's new darklord. A domain in a cluster may be absorbed by its neighbors, expanding the prisons of other darklords. If neither of these events occurs, the domain dissolves back into the Mists from whence it came. The fate of those who dwell in a vanishing domain is not clear.



BAROVIA

The first Domain of Dread to appear, Count Strahd von Zarovich's realm of Barovia, has been described thoroughly and repeatedly elsewhere, especially in various versions of the original adventure *I6: Ravenloft*. However, a few details of note are added here, as a supplement to the most recent and detailed version of that adventure, *Curse of Strahd*.

BAROVIA BEFORE STRAHD

Little is known for sure of the true history of the land of Barovia before it was claimed by the Dark Powers. Few written records survive. Those that do are strangely incomplete.

As described in *Curse of Strahd*, the Barovian calendar is used across the entire domain. It abbreviates years as BC. (The same calendar is also used in most other domains across the Core.) The Church of Andral's founding in 168 BC is considered an important event, yet the worship of the god known as Andral either died out or was absorbed by the faith of the Morninglord later. Believers in Vallaki now know of St. Andral as divinely favored mortal of ancient times, rather than a deity.

The cult of the Morninglord is also a murky area of history. Barovians believe it to be an ancient faith as old of the land, but sages are certain it was started by a gold elf from the Forgotten Realms who worshipped Lathander, long after the Mists had brought Barovia to the Realm of Terror.

In 230 BC, an invasion by a horde of raiders called the Neureni, who worshipped the demon lord Irlek-Khan as a god, occasioned great glory for the von Zarovich warrior-princess who opposed them. A corruption of their name, *neuri*, persists to this day in Barovia as a word for werewolves or sorcerers who change their shape. However, as with other events before Strahd's fall from grace, there is little evidence of this great conflict beyond cultural memory. It's as if the Mists themselves have clouded the memories of the people and the very history of



the land in equal measure since stealing Barovia from the world that was once it's home.

One event that is well-recorded from before Strahd's reign is a bitter war between three noble families of Barovia: the Houses of Dilisnya, Katsky, and Petrovna. It was a long-simmering feud that boiled over when Izabella Dilisnya was assassinated in a dispute over a silver mine. Years of covert murder, acts of bloody vengeance, and chaotic misrule undermined the reign of Strahd's father, Barov von Zarovich.

The Ba'al Verzi, a cabal of assassins notorious for being as devious and brazen as they were remorseless, thrived during this period, which later historians called the War of Silver Knives. At first remaining above the fray, the von Zaroviches finally forced an end to the conflict, but not before weakening the kingdom to the point where it became easy prey for invading enemies. The defeat of those invaders was Strahd's own path to greatness and, later, his dark fall from grace.

The patriarch of the Dilisnya family, Leo Dilisnya, was also secretly the leader of the Ba'al Verzi during that time. During Strahd's crusade against the Tergs, Leo served as a minor officer in the von

Zarovich army, awaiting the opportunity to assassinate Strahd and make himself the ruler of Barovia. Yet Strahd was too canny and suspicious.

When Ba'al Verzi hired by other enemies of Strahd (said to have been dusk elves of the Velikovna line) attempted his assassination in 350 BC, they failed. Only a year later, on the day when Strahd's brother Sergei would marry his beloved Tatyana did Leo dare make his move, smuggling mercenaries into Castle Ravenloft to assist Ba'al Verzi masters of murder. To cover his tracks, Leo excused himself, and was not present when Strahd became a vampire. His absence saved his life, as Leo's forces were slaughtered by the newly risen undead lord, and only a handful of guests survived that night. For decades, Leo orchestrated the concealment of both the remaining Ba'al Verzi and his own noble kin. Yet members of the Wachter family, whose kin were slain by Leo's henchmen, helped Strahd track down this hated enemy and enact a terrible vengeance.

AFTER THE MISTS

The history of Barovia since the Dark Powers claimed it is better recorded, but lacking the glorious deeds that gave Barovians pride. The victorious lords of the past have been replaced by centuries of bleak tyranny. For weeks, months, or years at a time, the choking Mists rise up the seal the borders of Barovia, barring trade or news from other lands, and no one can protect these occasions.

At two points when the Mists were not raised as a barrier, the southeast of Barovia saw two waves of immigration. Both were refugees from other domains, and both were secretive groups with their own strange and deeply held beliefs.

Around 550 BC, survivors of a secretive order of druids came from the neighboring domain of Forlorn. Called Forfarrians, they settled in a tiny village called Immol, at the foot of Terestrâu ("Mount Sawtooth"), the second highest peak in Barovia. Adjacent to a lake in the furthestmost southeast corner of Strahd's domain, Immol grew to accommodate these settlers, and then grew even more in 585 with the arrival of the Thaani.

The Thaani claimed to have come from a place of incomprehensible madness, a land ruled by inhuman subterranean creatures who fed on the minds of mortal creatures. They identified that wasteland as the domain of Bluetspur, known for its cyclopean mountains and endless lightning storms. The tales they told horrified even Barovians who had seen much terror of their own, and they also bore a potent tradition of mysticism that sits uneasily

beside the druidic beliefs of the Forfarrians and the dwindling faith of the native folk.

The people of Barovia may be ethnically diverse in places, but as a group they are a gruff, suspicious lot. They tend to be brusque with outsiders, and even the most amicable Barovian natives are no-nonsense and severe. The dour attitude that seems to dominate Barovia may be partially attributed to the rampant fear of the supernatural that permeates the realm. The folk here are terrified of the creatures of darkness; doors and windows are securely locked at sundown, and most Barovian settlements resemble ghost towns by early evening.

Although it is not formally isolationist, Barovia has limited contact with other realms. The rustic character of the land, combined with the count's reclusive and tyrannical nature, does little to stimulate outside interest in the realm. The borders of this realm are closed off by the Mists far more often than most other domains.

Immigrants to Barovia: The Thaani

The Thaani are humans who escaped Bluetspur, a mountainous realm ruled by a subterranean enclave of mind flayers. These humans had been experimented upon, and many gained psychic abilities as a result. They carry in their minds not only their own memories, but those of fallen kin who were killed by illithid cruelty and torture. The Thaani employ meditation techniques to keep their minds from fracturing as a result. Not all of them succeed. If a Thaani character appears in your game, they may (or may not) have special psionic powers. Some of the new Optional Feats introduced in this document—such as Living Poltergeist and Mind Reader—grant the kinds of wild psychic talents a Thaani might be born with. If your game uses the feat rules, a player character Thaani may begin as the Human (Variant) from the core rules, choosing one of these feats at character creation, or may develop such abilities later.

Immigrants to Barovia: The Forfarrians

The human population of the domain of Forlorn have mostly abandoned that realm to live in nearby domains like Barovia. The Forfarrians left behind a great deal of horror, just as the Thaani did, though they are less haunted by these tragedies. Unlike the Thaani, their horrific past did not change the very nature of the Forfarrians. They still live much as they did in their homeland, and honor the same beliefs. Their culture is interwoven with the ways of druids, and Forfarrian druids usually practice the Circle of the Equinox (described under druids in the Character Classes chapter).

THE VILLAGE OF IMMOL

Not often featured on most maps of Barovia (including the map in *Curse of Strahd*) due to its location in the extreme southeast of the von Zarovich lands, Immol has been a place where

uprisings against Strahd have occasionally occurred, always mercilessly suppressed. It lies in a shallow dale at the foot of Mount Sawtooth, on the Warlock's Road that leads south beyond Barovia's borders to the adjacent domain of Hazlan. Ancient watchtowers surround a horseshoe shaped urban area dominated by the Keep of the Scarlet Cross. Once the stronghold of a knightly order, this keep now merely the home of the local burgomaster.

What makes Immol unique among villages in Barovia is the overwhelmingly large population of two distinct groups of immigrants: the Forfarians and the Thaani. The fair-skinned, redheaded Forfarians are descended from natives from the haunted land of Forlorn to the south. The Thaani, who exhibit a staggering variety in their physical features, are said to be the descendents of refugees, slaves escaped from a hellish underground captivity.

The Forfarian neighborhood is full of herbalists, healers, apothecaries, midwives, and other wise folk who practice druidic beliefs. There are fewer Thaani than there are Forfarians, but their dwellings are easy to spot, and places where they live and gather seem haunted by an ancient sadness.

Also near Immol is a monastery inhabited by members of secret abbey of lawful good monks called the Order of Contemplative Power, who seek to explore their own psychic potential. Strahd knows of the monks' existence, but tolerates them for some reason, perhaps out of curiosity. These monks practice the Way of the Boundless Mind (a new monastic tradition introduced in the Monk section.) Records of the monastery's founding are contradictory, but many believe it was started by Thaani, seeking to understand the mental abilities they had developed as a result of the horrors of Bluetspur. If so, they are not the only secret society founded by the Thaani in Barovia.

The Ba'al Verzi

The Ba'al Verzi (*bay-al vayr-tzee*) was a legendary guild of assassins before Strahd von Zarovich's rise to power. They operated openly, but used disguise and deception to kill, and it was said that anyone could be a Ba'al Verzi. The paranoia the assassins' legend instilled made their work all the easier. Thriving amid the game of betrayal and vengeance waged by three of Barovia's most powerful families during the reign of Strahd's father, the cabal later declined, but never vanished completely. In 350 BC

The signature weapon of the Ba'al Verzi is a curved dagger, with a hilt wrapped in black, red, and gold. One such dagger was used to kill used to kill Strahd's brother, Sergei von Zarovich. Though they enchanted these weapons and many of their other tools, the Ba'al Verzi assassins relied on merciless cunning, not sorcery, for their deadly edge.

The Ba'al Verzi is all but forgotten in present-day Barovia because Strahd has gone to great lengths to exterminate the order and, for the most part, has been successful. Strahd's vendetta against the guild stems not only from the bitter memory of events surrounding his brother's death, but from his particular hatred of the Ba'al Verzi named Leo Dilisnva.

The remaining Dilisnyas spent over two centuries hiding themselves from Count Strahd von Zarovich. A small cohort of Dilisnyas have kept the traditions of the Ba'al Verzi alive along with their bloodline.

Other Ba'al Verzi leaders were trapped in Barovia when it was claimed by the Mists, but the cabal has only recently resumed its activities.

Ba'al Verzi Dagger

Weapon (dagger), uncommon (requires attunement by a non-good creature)

Crafted via an unholy rite practiced by an allegedly extinct order of brazen assassins, this blade has a wickedly curved blade and a hilt bound in the skin of a humanoid.

A Ba'al Verzi assassins made their dagger using the remains of their first victim, and wrapped the handle in black, red, and gold colors.

To most attuned users, this dagger grants a +1 to attack and damage rolls made with this magic weapon. To unlock its full powers, you must be proficient in the use of a poisoner's kit, and in the following skills: Deception, Disguise, Sleight of Hand, and Stealth.

If you are attuned to this weapon and fulfill these additional requirements, you receive a +2 to attack and damage rolls when wielding it. In addition, a critical hit made with this weapon inflicts an additional +2d6 poison damage when the wielder fulfills all its requirements (whether they are attuned to the dagger or not).

Whether or not you meet the proficiency requirements, this dagger grants you one additional power when you are attuned to it: When you hit with a melee attack using this magic dagger and reduce the target to 0 hit points, if the target is a living creature (not undead or a construct), you have advantage on all ability checks and saving throws to avoid being found, detected, or noticed until the end of your next turn.

The House of Dilisnya

Ironically, members of the Dilisnya family can now be found all over the Land of Mists, except in the land of their bloodline's birth, Barovia. Many of them have become wealthy rulers in various parts of the Core. Others make their living as mercenaries. Vistani even hire Dilisnya killers to wreak vengeance upon those in that domain that have wronged them. Dilisnyas made aware of their background collectively have an almost uncanny ability to find each other, but such knowledge may come at the cost of knowing new enemies.

BARBARIAN

NEW PRIMAL PATH:

PATH OF THE SEA REAVER

There have always been pirates on the two seas of the Domains of Dread, but organized raiding and looting on a larger scale is a more recent phenomenon. A century ago, ships of Northmen from the Forgotten Realms found themselves transported by the Mists. This raiding party of Ruathym, who had been pillaging the Sword Coast, continued their predations against villages on the coast of the Sea of Sorrows. Several small barbarian groups and other pirates soon followed their example, and you are a part of such group.

This kind of sea raiding (sometimes referred to by its perpetrators as “to go a-viking”), has become a multi-generational tradition and a growing problem for many ports and shipping concerns. It is both abetted and restrained by the same issues that keep most vessels close to the coast. Both the overcast Nocturnal Sea and the starless, storm-swept Sea of Sorrows lack any useful means of celestial navigation and are bedeviled by unpredictable weather as well as the Mists. For these reasons, most ships—whether merchant fleets or lawless vessels of pillage—stay very close to the coastlines. Isolated coves and seaside hideaways abound on the dark seas, which aids these barbarians in their work. Blaustein is an infamous buccaneer port. Islands in the Finger and Martira Bay in Darkon shelter many a smuggler, as does a similar stretch of isles in the Finger. The jagged coastline of northern Lamordia is riddled with flooded grottos and pirate havens high above the salt spray.

Lately, these raiders have become bolder, sailing their vessels upriver and bringing them ashore, then marching on to attack villages far from the coast. Villagers have been terrorized by these raids as far inland as southern Barovia,

In a land ruled by fear, barbarians on this Primal Path make terror their ally whenever they can. They depend on the panic they create to practice their ruthless trade.

MARINER

At 3rd level when you choose this path, you gain proficiency in navigator’s tools and vehicles (water), and the Athletics skill. When you make ability checks for any of these proficiencies, your proficiency bonus is doubled. In addition, for

purposes of holding your breath and avoiding suffocation, you treat your Constitution modifier as if it were 2 higher.

SEAFARER’S MOBILITY

Starting at 3rd level, when you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.

CROW’S EYE

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, you do not have disadvantage on Wisdom (Perception) checks to see things that are lightly obscured by heavy rain, mist, fog, or other forms of precipitation.

RELENTLESS FEROCITY

At 6th level, while raging, you have resistance to psychic damage, and advantage on all saving throws against being charmed or frightened.

TERROR ON THE HIGH SEAS

Beginning at 10th level, if you hit a creature with a melee weapon attack while you are raging, you can use your bonus action to terrorize them into surrender or flight. The target must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or take psychic damage equal to your Charisma modifier (minimum of 1) and become frightened of you until the end of your next turn.

BRUTAL COUNTERATTACK

Starting at 10th level, once per turn, when you hit a creature with a weapon attack that has attacked you within the last minute, you inflict an additional 1d10 damage on that creature. If that creature was frightened, creatures of your choice within 10 feet of it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

INESCAPABLE FEAR

Beginning at 14th level, whenever a frightened creature within range of your weapon makes an attack while you are raging, it provokes an opportunity attack from you. If the opportunity attack hits, the creature has disadvantage on Wisdom saving throws until the end of your next turn.

BARD

NEW BARD COLLEGE: 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 bestowing curses with the fighting prowess of your comrades, terrifying anyone who dares act against you.

These techniques are taught in secret, in thieves' guilds and conspiracies 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 human mind. In the Domains of Dread, you move across the land like a shark swimming prey-filled waters. In a realm ruled by terror, you are well-suited to capitalize on the paranoia of those around you.

Where is the College of Secrets?

A previous version of this document instead featured the College of Secrets. In later revisions, it became clear that this archetype lacked focus, so it was split into two separate archetypes representing clearer roles. The College of Disquiet, one of these two, is included here, but don't worry: the new College of Secrets is also included, as a bonus content preview in the Appendix at the end.

RUDIMENTS OF TERROR

At 3rd level when you choose this college, you gain the following benefits.

- You are proficient with all martial weapons that do not have the two-handed or heavy property.
- You gain proficiency with any two Dexterity- or Charisma based skills of your choice.
- You learn the *hex* spell. It does not count against the total number of spells you can know as a bard.
- When you use your action to cast the *hex* spell with a 1st level spell slot, you can expend one of your uses of Bardic Inspiration as part of the same action to recover that spell slot.
- When a creature is the target of your *hex*, you have advantage on Wisdom (Insight) checks against it.

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 if you wish.

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 of you until the end of your next turn.

MASTER OF FEAR

At 6th level, when a creature you can see that is frightened of you or the subject of your *hex* spell makes an attack roll, ability check, or saving throw, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determine whether the attack roll or ability check succeeds or fails. The creature is immune if it cannot either hear or see you.

FRIGHTFUL CURSE

At 14th level, you are unaffected by the frightened condition, and when you make a creature the subject of your *hex* spell, if the ability you choose to affect with that spell is Wisdom, that creature has disadvantage on Wisdom saving throws as well as Wisdom checks.

In addition, once per turn, when you inflict psychic damage on a creature with a cantrip, spell, weapon attack, or feature, you can choose another creature within 10 feet of the first. The chosen creatures take additional psychic damage equal to your Charisma modifier. When you reach 17th level, you can choose two additional creatures instead of one.

Cleric

NEW DIVINE DOMAIN: HUNTING DOMAIN

The Hunting domain focuses on the sacred link between hunter and prey, a relationship that ties mortals to nature. The gods of hunting represent far more than the mere pursuit of animals or the skills and equipment involved. They signify both the hunt for justice—such as tracking down an enemy who was wronged you or your community—and the sacred spiritual quest that reveals wisdom. Like rangers, clerics of this domain walk the frontier between civilization and the wild.

In the Domains of Dread, some cultures identify Mother Night as a goddess of the hunt, granting her cloak of darkness as a blessing that allows nighttime hunters to approach their prey unseen. She is popular in Barovia among simple hunters and the dusk elves of Vallaki. The Valachani god Yutow is also placated as a hunting deity, due to his ties to the spirit of the panther. Certain cults in remote domains worship Malar, though only in secret.

HUNTING DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect poison and disease, hunter's mark</i>
3rd	<i>locate animals or plants, misty step</i>
5th	<i>haste, plant growth</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>hold monster, tree stride</i>

BONUS PROFICIENCY

When you choose the Hunting Domain at level 1, you gain proficiency with all martial ranged weapons, and you become proficient in the Stealth and Survival skills.

AIMED SHOT

From 1st level onward, you are a master of ranged weapons, able to maintain near perfect aim in a variety of conditions. You do not suffer disadvantage on your attack roll when you make a ranged weapon attack against a target within 5 feet of you, and when you make a ranged weapon attack against a target within 30 feet of you, that target does not benefit from half cover or three-quarters cover.

CHANNEL DIVINITY: PREFERRED QUARRY

Starting at 2nd level, your faith grants you sacred aid on the hunt against certain enemies. You have two types of creatures that are your preferred quarry: beasts, and your choice of one of the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes,

plants, or undead. Alternatively, you can select two races of humanoids (such as humans and goblins) to be your preferred quarry (in addition to beasts). As a bonus action, you can use your Channel Divinity to force all creatures within 30 feet that are your preferred quarry or the current subject of your *hunter's mark* spell to make a Wisdom saving throw against your cleric spell DC. If they fail, for 1 minute their speed is reduced by half, and they take radiant damage equal to half your level whenever they take the Dash, Disengage, or Hide actions.

SPIRITUAL AIM

Beginning at 6th level, you practice an intuitive 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 a ranged attack roll with a weapon.

MARKED QUARRY

At 6th level, creatures that are your preferred quarry or the current subject of your *hunter's mark* spell do not benefit from half cover or three-quarters cover against your attacks (including spell attacks), and they have disadvantage on Dexterity (Stealth), Charisma (Deception), and Charisma (Intimidation) checks against you.

MASTER ARCHER

Starting at 8th level, you have a +1 bonus to attack rolls on ranged attacks, and you can attack twice, instead of once, whenever you take the Attack action on your turn.

SACRED HUNT

At 8th level, whenever you use your Channel Divinity, you gain an additional benefit: For 1 hour after using it, you can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace. When you reach 11th level, you also gain this benefit whenever it is nighttime and the moon is visible in the sky (even if you are not outdoors yourself to see it).

HUNTER'S FOCUS

Beginning at 17th level, when a creature is the subject of your *hunter's mark* spell, you have advantage on ranged attack rolls against that creature. During your turn, whenever you miss with a ranged attack against a creature that is your preferred quarry or the current subject of your *hunter's mark* spell, you can immediately make an additional attack. You can only gain one additional attack during your turn with this ability.

Druid

NEW DRUID CIRCLE: 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 such as you believe that to exist in true balance is also to exist in state of flux, changing your nature as the seasons change. Even compared to druids of the Circle of the Moon, you adapt to your surroundings more easily than any other kind of druid, because your capabilities change from day to day. Your druidic tradition shares much with the religions of ancient sylvan cultures, which predated many modern churches, and you may refer to nature spirits and the archfey as “the old gods.” Other druids may gather at standing stones, but those of your Circle always do, using the position of these megaliths to track the passage of time with exact precision. You also believe ancient members of your order built the stone circles that stand in Barovia and many other domains to this day, using them for more powerful purposes than the keeping of the yearly calendar. You have ancient bonds to spirits of nature, and the fey in particular, that

relate to the time of year and which of your Circle’s aspects you currently favor.

Most druids of this Circle favor one of two seasonal aspects: Autumn or Spring. Autumnal druids are less well trusted in many domains, having ways more commonly associated with folktales of witchcraft or the Vistani. They do little to discourage this, often referring to themselves as “witches” and their magical talents as “witchcraft.” They can curse their enemies with ill luck, and strange creatures are said to attend them. An 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, seldom keeping company with the civilization. Ancient pacts tie druids of this Circle who are currently in the aspect of Autumn to the Winter Court of the fey, in his company they are often found.

Spring druids are more likely to be found on the borders of civilization, dealing with humans and elves and the like, than their autumnal counterparts. They also keep company with fey of the Summer Court, who honor old oaths binding them to druids of this Circle who are currently in the aspect of Spring. The often refer to themselves as “beastlings” or “skinchangers.” These druids function as something like midwives to beasts of the wilds, helping new mothers through difficult births.

When passing by, they can never resist offering the same aid to any expectant mother, whether she is a dairy cow or a nobleman’s wife. Druids favoring Spring seek natural balance by encouraging large populations of all animal and plant species, on the notion that such bounty aids all living things, so long as no one type of life overwhelms the others.



The Circle of the Equinox in Ravenloft

Among Forfarian druids (those arising from the lost domain of Forlorn), your ways are practiced by druids of two different orders: the Oak Faction, who favor the powers of the Spring seasonal aspect, and the Rowan Faction, who favor those of Autumn. A sizable group of these druids dwell in Barovia as well, among the Forfarian immigrants outside the village of Immol.

The Circle of the Solstice

Another druid circle, the Circle of the Solstice, exists as this one's natural counterpart, favoring seasonal aspects of Summer or Winter just as Equinox Circle druids favor Spring or Autumn. These druids embrace extremes in their behavior, pushing the far ends of the natural balance, in the esoteric belief that doing so somehow strengthens both sides of any equilibrium. Strangely, they do not have pacts with the Courts of the Fey the way druids of the Circle of the Equinox do. Instead, they have unique ties to other types of creatures most druids seldom truck with. Members of other Circles find the Solstice druids esoteric and strange; some even consider them downright insane.

A particularly erratic group of Winter-aspected druids of the Circle of the Solstice dwell in Barovia, in the area of Yester Hill. These druids actually worship the darklord Strahd von Zarovich, believing his powers over the weather and elements in his domain represent a divine tie to the forces of nature.

rites of the Fey

At 2nd level when you choose this circle, you learn the *quickling step* and *uncanny balance* druid cantrips. They do not count against your number of cantrips known. You also learn *find familiar* as a druid spell. When you cast the spell, you can choose one of the normal forms for your familiar, or you can choose one of the following special forms: blink dog, pseudodragon, sprite, or wolf. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Seasonal Aspect

Beginning at 2nd level, your ties to changes of seasons and the fey creatures of the wilderness grant you additional abilities that change like the seasons. Whenever you finish a long rest, you choose one seasonal aspect: either Autumn or Spring. You cannot change your chosen seasonal aspect until you finish another long rest. If you finish a long rest without choosing an aspect, you are assumed to choose the aspect that is closest to the current actual season (Spring during the spring and summer, Autumn during fall and winter). The abilities you gain from your seasonal aspect are described below.

Autumn. You gain access to certain spells depending on your druid level, according to the table below. 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 Autumn seasonal aspect.

AUTUMN SEASONAL ASPECT SPELLS

Druid Level	Spells
2nd	<i>faerie fire</i> , <i>fog cloud</i>
3rd	<i>dust devil</i> ***, <i>misty step</i>
5th	<i>Haste</i>
7th	<i>greater invisibility</i>
9th	<i>maelstrom</i> **

In addition, while you have this seasonal aspect, you can substitute your Wisdom modifier for your Charisma modifier when making Charisma checks related to fey of the Winter Court.

Spring. You gain extra options for new types of creatures you can use your Wild Shape to transform into, depending on your druid level, according to the table below. Many of these creatures are not beasts, yet this aspect allows you to take their forms, and you ignore the normal limits on the challenge rating of a creature you transform into when changing into the listed creature types. You do not need to have seen these creatures before. When you transform into one of the listed creature types using your Wild Shape, you can choose to do so as a bonus action, rather than as an action.

SPRING SEASONAL ASPECT WILD SHAPES

Druid Level	Wild Shape Options
2nd	black bear, needle blight, satyr (no pipes)
3rd	brown bear, dire wolf, vine blight
6th	cave bear, centaur, giant constrictor snake
8th	mephit (any kind), hippogriff, sprite
9th	displacer beast, hook horror, owlbear
12th	chuul, lizard king/queen, manticores
15th	bulette, gorgon
18th	chimera, wyvern

In addition, while you have this seasonal aspect, you can substitute your Wisdom modifier for your Charisma modifier when making Charisma checks related to fey of the Summer Court.

Natural Healing Powers

Starting at 6th level, your connection to the natural world provides you with a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your druid level \times 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You can use this feature in any shape you assume using Wild Shape. This feature has no effect on undead and constructs. When you heal yourself for 5 or fewer hit points with this feature, you may do so as a bonus action instead of an action. Depending on

your current seasonal aspect, you gain an addition use for this pool of power, as follows:

Autumn. You can expend 15 hit points from your pool of healing as a bonus action to cast the *hex* spell as a 1st level spell, without using any components.

Spring. When in a shape you assumed by using your Wild Shape, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Natural Healing Powers, expending hit points separately for each one.

GIFTS OF THE FEY

Beginning at 10th level, you have earned the respect of the fey and other supernatural beings in the wilderness around you, and they teach you some of their secrets. When you cast *find familiar*, you can choose for your familiar to take the form of an adult faerie dragon of any kind, instead of one of the normal forms.

In addition, you are immune to being charmed or frightened, and when another creature attempts to charm or frighten you, you can use your reaction to teach them you are not to be trifled with. The creature must succeed on a Wisdom saving throw against your druid spell save DC or take psychic damage equal to your druid level and be frightened by you until the end of your next turn. You can use this feature in any shape you assume using Wild Shape. Depending on your current seasonal aspect, you gain an addition use for this feature, as follows:

Autumn. When a creature fails its Wisdom save against

this ability, instead of causing it to be frightened, you can choose to expend 5 hit points from your pool of healing as a reaction to immediately cast the *bestow curse* spell, targeting that creature, without using any components.

Spring. When a creature fails its Wisdom save against this ability, you can choose for it to be charmed instead of frightened if you wish. If you choose for it to be charmed, it is charmed for 1 minute by this feature, and you can decide whether or not to inflict the psychic damage as well.

GUARDIAN AT THE THRESHOLD

At 14th level, you are recognized as a keeper of the balance among the fey and other creatures of the wilderness, and can stop them in their tracks with a command. You can cast *hold monster* at will—targeting a beast, elemental, fey, or monstrosity—without expending a spell slot or material components. You must finish a long rest before you can use this feature on the same creature again. You can use this feature in any shape you assume using Wild Shape.

Depending on your current seasonal aspect, you gain an addition use for this feature, as follows:

Autumn. Whenever you cast *hold monster* using this feature, you can also use it against fiends and celestials.

Spring. Whenever you cast *hold monster* using this feature, you can also use it against humanoids. Once you use this feature against humanoids two times, you cannot use it against humanoids again until you finish a short or long rest.



FIGHTER

New Fighting Styles for Fighters, Rangers, and Paladins

The following fighting styles are available to fighters and rangers in Ravenloft campaigns, in addition to those already available in the normal D&D rules. Paladins also gain access to the Mounted fighting style, but not Mobility. No matter how many times class features allow you to choose, you can never select a particular fighting style more than once.

• MOBILITY

When you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.

• MOUNTED

When mounted, if you inflict damage with a successful weapon attack on an unmounted creature smaller than your mount, that creature can't make opportunity attacks against you or your mount for the rest of your turn, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

NEW MARTIAL ARCHETYPE:

SLAYER

You've had enough. You know the war cannot be won in these benighted lands, but you fight back anyway, taking sweet vengeance on vampire lords, lycanthropes, undead of all kinds, fiends, psychic predators, and the like. Unlike many other monster hunters, you have a specialty, a type of foe that has particularly earned your ire, against whom you are particularly formidable. Over time, you not only become more dangerous in direct confrontation with the creatures of darkness, but also develop a sixth sense that helps you to detect their foul presence. You are no paladin, but some greater force of destiny favors you in your quest, and some of your powers allow you to emulate those holy warriors.

Another difference between you and many others sworn to hunt supernatural threats is that you never work alone. The inner strength that sustains you is the result of working with a

team. This includes not only your adventuring companions, but also a network of supporters from other walks of life. One day, you know, you will go down fighting, but thanks to these comrades, you need not fight alone. Thus, you have developed special tactics to support and protect your teammates. You not only instill them with the confidence and courage to face the horrors you are drawn to destroy, but make sure to keep those horrors' attentions focused firmly on you instead of your comrades.

COMBAT SUPERIORITY

At 3rd level when you choose this archetype, you learn a set of maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You gain access to a limited number of special maneuvers, which are listed under "Slayer Maneuvers" at the end of this archetype. At 3rd level when you choose this archetype, you learn the Sense Darkness maneuver, and two other maneuvers of your choice from that list. At 7th level, and again at 15th level, you learn one additional maneuver from the same list. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

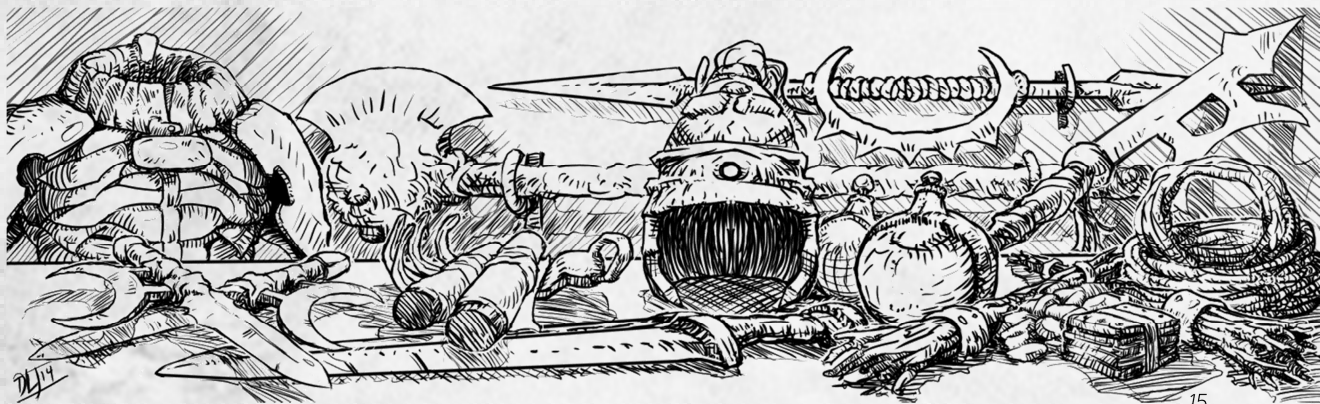
Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

HATED ENEMY

At 3rd level, you choose a type of monster on which you have sworn a hateful vengeance. Work with your DM to determine an appropriate type of enemy for the campaign. You can choose one hated enemy from the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoids (such as humans and goblins) as hated enemies.



When you hit a creature that is your hated enemy with a weapon attack, that creature's speed is reduced by half until the end of its next turn.

SUSTAINING BONDS

At 7th level, you gain two new Bonds to non-adventuring characters who do not travel with you. With your DM's help and approval, you either create these characters or choose them from those who have appeared in the campaign. If you spend Hit Dice at the end of a short rest when you are in a place owned or provided to you by any non-player character with whom you have a Bond, you gain temporary Hit Points equal to the number of Hit Dice spent when you finish that rest. When you finish a long rest in such a place, you gain temporary hit points equal to your Charisma modifier. While you are dwelling within the same settlement as such a character, or within a mile of their home, they will support you (but only you) at a modest lifestyle, so long as you do nothing that would change their attitude towards you from being friendly.

DEFENSIVE COMRADE

Beginning at 7th level, you are adept at keeping enemies focused on you instead of your allies, and seeing you in action inspires courage, loyalty, and determination in those who fight at your side. You learn the *challenger's mark* cantrip, and friendly creatures within 10 feet of you gain resistance against psychic damage and advantage on saving throws against being charmed or frightened.

IMPROVED CHALLENGER'S MARK

When you use your action to cast the *challenger's mark* cantrip, you can make one additional weapon attack as part of the same action, in addition to the single attack you make as part of casting the cantrip. When you reach 11th level in this class, you can make two additional attacks as part of that action. When you reach 20th level, this increases to three additional attacks. None of the additional attacks gain the benefits of the cantrip, only the one made as part of casting it.

IMPROVED HATED ENEMY

At 10th level, when you roll a superiority die to enhance an attack against a creature that is your favored enemy, you roll a d12 instead of your normal superiority die. In addition, when you detect a creature that is your hated enemy with your Sense Darkness maneuver, for 1 hour you add the result of your superiority die roll to all Wisdom checks related to that particular creature, including Wisdom (Insight) checks against it, as well as Wisdom

(Perception) or Wisdom (Survival) checks you make to find or track it.

RELENTLESS PROTECTOR

Starting at 15th level, if you have less than 2 superiority dice remaining when an ally you can hear or see rolls a death save due to damage taken from a hostile creature, or when a hostile creature scores a critical hit against an ally you can hear or see, you regain 1 superiority die.

SUPERIOR SLAYER

At 15th level, your superiority dice turn into d10s.

Slayer Maneuvers

Hateful Attack. When make a weapon attack against a creature that is your hated enemy, you can expend one superiority die to add it to the attack roll. You can use this ability before or after the attack roll, but before any of the effects of the attack are applied. If the attack succeeds, the creature has disadvantage on Constitution saves and Wisdom saves until the end of your next turn (this includes any saves to maintain concentration caused by this attack).

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Protector's Fury. When a creature within 5 feet of you attacks a target other than you, you can use expend a superiority die as a reaction to impose disadvantage on that attack roll and inflict psychic damage on the creature equal to your superiority die roll. If the creature wishes, it can forego these penalties by instead attacking you (if possible) or by simply choosing to lose the attack.

Sense Darkness. As an action, you can expend a superiority die to use the Divine Sense feature of a paladin until the end of your next turn. In addition to sensing celestials, fiends, or undead, you also know the location of any creature within 60 feet that is your hated enemy (see below), so long as it is not behind total cover. Until the end of your next turn, when you inflict damage with a weapon attack on a creature you detected with this maneuver, you inflict additional radiant damage equal to half your superiority die roll. (This extra damage even applies to attacks you have already modified with another maneuver.)

Slayer's Cleave. When you reduce a creature to 0 hit points with a weapon attack on your turn, you can use your reaction to expend one superiority die to make a weapon attack against another creature within 5 feet of you. If the attack succeeds, add the superiority die roll to the damage of the attack.

Monk

NEW MONASTIC TRADITION: WAY OF THE BOUNDLESS MIND

A small and esoteric monastic tradition, these monks learn to channel their ki through the unlocked psychic capabilities of an awakened consciousness. They teach that the boundaries that isolate individuals are illusory, and that all mortal minds are linked, both to each other and to the divine. Through focused meditation, telepathic instruction, and a combination of physical deprivation and exercise, they unite their minds and bodies while learn to link their own thoughts with those of others around them.

Spell Equivalents. Some of your abilities with this monastic tradition may allow you to cast the equivalent of a spell, which may require you to make a spell attack. Your attack bonus with such a spell attack equals your proficiency bonus + Wisdom modifier. If the spell calls for a saving throw, the DC is the same as the DC for other saving throws against your ki features.

BAROVIA'S SECRET PSYCHIC MONKS

In Barovia, an order of lawful good monks called the Order of Contemplative Power practice this monastic tradition in a hidden monastery outside Immol. Strahd has suffered them to live within the confines of Barovia so long as they do not challenge his authority. (Secretly, he is curious about their psychic powers as well.) Once, their sacred icon was a two-foot-long crystalline rod they called the *Sacred Barrier*, their symbol of hope against the forces of darkness that hold sway over them, and though their understanding of it was limited, they psionically imbued it, over several generations, with the power to protect both its location and the minds of those who bow to it. However, the *Sacred Barrier* was stolen by the vampire Lyssa von Zarovich, making life that much more hopeless for this embattled monks. (See the 2nd Edition D&D adventure *Thoughts of Darkness* for details.)

CONTEMPLATIVE FOCUS

Starting when you choose this tradition at 3rd level, you have mastered the rudiments of your traditions psychic training. You learn the *catfeet**, *mage hand*, and *mindspeak** cantrips, and choose one more cantrip to learn from the following list: *fist of rage**, *friends*, *minor illusion*, *quickling step**, *prestidigitation*, *steal speed**, *thought blast**, *uncanny balance**, *wall run**, or *warning roar**. At 6th level, and again at 11th level, you learn one additional cantrip of your choice from that same list. Whenever

you cast the *mage hand* cantrip, the spectral hand is made of invisible force and cannot be seen.

KI OF THOUGHT

At 3rd level, you can manipulate your mental ki to create a variety of magical psychic effects. As a reaction when you would take psychic damage, you can spend 1 ki point to give yourself resistance to psychic damage until the end of your next turn. In addition, you can spend 2 ki points to cast one of the following spells, using the normal casting time required for that spell, without the need for any material components: *catapult***, *command*, *comprehend language*, *frightful strike**, and *telepathic link**.

SWIFT MIND

At 6th level, when you use your action to make an unarmed attack or attack with a monk weapon, or take any action that requires you to spend one or more ki points, you can use your bonus action to cast a cantrip you learned from this monastic tradition that normally has a casting time of 1 action.

In addition, choose two of the following spells: *beast sense*, *blur*, *calm emotions*, *crown of madness*, *enthrall*, *hold person*, *levitate*, *phantasmal force*, *silence*, *spider climb*, or *suggestion*. You can spend 3 ki points to cast one of the two chosen spells, using the normal casting time required for that spell, without the need for any material components.

PSYCHIC MONK

At 11th level, choose two of the following spells: *clairvoyance*, *haste*, *invasive id**, *magnetism**, or *sending*. You can spend 5 ki points to cast one of those chosen spells, using the normal casting time required for that spell, without the need for any material components. At 13th level, you can also spend 7 ki points to cast *Rary's telepathic bond* or *telekinesis* in the same way. In addition, as long as you have 1 or more ki points, you have advantage on all Intelligence and Charisma saving throws, and on Wisdom saving throws against become charmed.

UNASSAILABLE MIND

At 17th level, as long as you have 1 or more ki points, you are immune to psychic damage and the charmed condition, and whenever a creature hits you with a melee attack, you can spend 1 ki point as a reaction to force that creature to make an Intelligence saving throw. If the creature fails, it takes 2d10+5 psychic damage and its speed is reduced by 10 feet until the end of its next turn. If the creature succeeds, it takes psychic damage equal to your 5 plus your Wisdom modifier.

Paladin

NEW PALADIN OATH: OATH OF BLOOD

You are a monster, fated and infected by a vile curse that transformed you into a creature of nightmare. By some means—whether by the life-draining attack of an elder vampire, an ancient doom laid upon your family, the foul magic of a hateful enemy, or even by seeking immortal power yourself through ancient rites and alchemical formulas—the curse of vampirism fell upon you. Rather than falling to it completely, however, you called upon the oaths of a paladin's fealty, and swore to use your dark nature in the service of a cause. The divine nature of your oath holds your curse at bay, but you are still infused with the power of darkness. Having already experienced death, you are a lethal creature of the night. Normal emotions have become alien to you. Only cold, gnawing hunger remains. As your power increases, your supernatural nature comes to the fore—but will your humanity pay the price?

TENETS OF BLOOD

Restraint. You struggle unrelentingly to control the monstrous urges of your vampiric nature.

Moderation. If you deny your monstrous bloodthirst entirely, it will eventually erupt and consume you.

You seek the wisdom to indulge that hunger occasionally, in small ways, but only enough to keep it from overwhelming your reason.

Zealotry. The only thing that allows you to master the hunger of a vampire is your devotion to your cause, and so you put that cause first, above all things, including your own survival.

Forbearance. The urge to consume mortal lifeblood is strong, but perhaps never so strong as when inflamed by passion—you shun all personal intimacy and romantic interaction, knowing the danger you pose to anyone you let yourself become close to.

Loyalty. Those who accept you for what you are take a grave chance, and transcend their natural instincts of fear and revulsion to maintain your company. They are a treasure greater than gold, and must be protected accordingly.

OATH SPELLS

You gain oath spells at the paladin level listed.

Oath of Blood Spells

Paladin Level	Spells
3rd	<i>charm person, false life</i>
5th	<i>detect thoughts, enhance ability</i>
9th	<i>conjure animals, hold person</i>
13th	<i>dominate beast, locate creature</i>
17th	<i>dominate person, scrying</i>

CHANNEL DIVINITY

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

Protean Form. As a bonus action, you can use your Channel Divinity to transform yourself into a bat, rat, raven, or wolf. You can stay in this beast shape for a number of hours equal to half your paladin level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, all the rules that apply to a druid transformed by their wild shape feature apply to you. You gain more options with this use of channel divinity as you gain paladin levels. At 4th level, you can become a giant bat, giant rat, swarm of bats, swarm of rats, or swarm of ravens. At 5th level, you can become a dire wolf. At 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When you reach 9th level, you can use this effect to cast *gaseous form*, without using a spell slot or components, instead of turning into a beast.

Draining Bite. When you make an unarmed strike against a willing creature, a creature that is incapacitated or restrained, or a creature that is grappled by you, you can use your Channel Divinity to make a special Draining Bite attack. You make this choice after you see the roll,



but before the DM says whether the attack hits or misses. If the attack hits, you inflict 1d4 piercing damage but also inflict extra necrotic damage equal to half your paladin level (rounded up). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. You also regain 1 Hit Die. Constructs and undead who are not vampires are immune to this attack.

When you inflict damage on a creature with this use of Channel Divinity, your inhuman nature manifests itself. For 1 minute, you are undead, you gain resistance to necrotic damage, and you are affected normally by effects that target undead (such as Turn Undead), but are not affected by effects that target humanoids (such as *hold person*). If you are 15th level or higher, a humanoid slain with this ability and then buried in the ground rises the following night as a vampire spawn, and its attitude towards you is immediately hostile.

VAMPIRIC NATURE

Beginning at 3rd level when you take this oath, you gain the following benefits:

- You gain darkvision at a range of 120 feet
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage unless it is inflicted by silver.
- Any creature charmed by you is a willing target for your Draining Bite Channel Divinity ability. For purposes of spells and other charming effects, your Draining Bite does not count as harming it.
- You can take the Dash action as a bonus action on your turn. When you do, opportunity attacks against you are made at disadvantage until the end of your turn.
- You double your proficiency bonus when adding it to grapple checks.

However, you also gain the following weaknesses:

- You have vulnerability to radiant damage
- You take psychic damage equal to twice your paladin level if you enter a residence without an invitation from one of the occupants, end your turn in running water, or begin your turn in direct sunlight. This damage cannot be reduced or redirected by any means.
- 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.
- When you would normally regain all of your Hit Dice, if you have not inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours, you immediately expend a number of Hit Dice equal to your proficiency bonus without gaining any hit points.

BLOOD THIRST

Beginning at 7th level, if a creature within 30 feet of you is reduced to 0 hit points but is not killed, you must roll a Wisdom saving throw if you have not

inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours. The base DC is 15, but it is increased by 1 for every 24 hours that have passed since the last time you inflicted damage on a creature with Draining Bite. If you succeed, you are immune to this effect until the next time you finish a short rest. If you fail, on your next action you must move as fast as you can towards the fallen creature and make an attack action against them, using the most damaging weapon you have in hand. If you have an unexpended use of your Channel Divinity, you make an unarmed strike instead and use your Draining Bite if you hit.

DARK AURA

At 7th level, you no longer age, and you cannot be aged magically. In addition, creatures of your choice within 10 feet of you have resistance to necrotic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

UNDEAD REGENERATION

Beginning at 15th level, at the beginning of your turn, if you have all your Hit Dice or you have used your Draining Bite Channel Divinity ability in the past 24 hours, you can choose to heal yourself for 5 hit points without using an action. Any damage healed in this way is subtracted from the pool of daily healing associated with your Lay on Hands feature.

VAMPIRIC FORM

When you reach 20th level, you can temporarily unleash your vampiric side at full force, knowing you can regain your mortal nature afterwards with the self-control you have cultivated. Using your action, you gain the following abilities for one minute:

- You gain a fly speed of 30 ft.
- The first time you are reduced to 0 hit points during the duration, you are instead reduced to 1 hit point, and you teleport 30 feet and immediately cast *gaseous form* on yourself without using an action or spell slot.
- You become undead, and are no longer affected by effects that target humanoids (though you are affected by effects that target undead).
- You are immune to necrotic damage and features that turn undead.
- When you use your Draining Bite Channel Divinity ability, it does not expend a use of your Channel Divinity.

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

Ranger

NEW RANGER ARCHETYPE:

STALKER

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

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

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

Stalker Multiclassing

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

INVESTIGATOR'S INTELLECT

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: History, Insight, Investigation, Medicine, Nature, Perception, or Survival. You may choose to gain proficiency with thieves' tools or disguise kits in place of one skill choice. In addition, you gain a number of other benefits:

- You may add your Wisdom modifier to Intelligence (Investigation) checks, and add your Intelligence modifier to Wisdom (Insight) checks to sense if a creature is lying.
- You learn the *dread mercy* spell (a new spell included in this document). This does not count against your normal number of ranger spells known. Once per day, when you cast this spell using a ranger spell slot, you can immediately regain that ranger spell slot as if you had never used it. You regain this ability when you finish a long rest.

- You may choose to make Intelligence your ranger spellcasting ability score, instead of Wisdom.

PENETRATING INSIGHT

Starting at 3rd level, you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

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

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

When you use this ability on a creature, you can also cast *hunter's mark* on it without any components and without using a spell slot. Once you cast *hunter's mark* on a creature without using a spell slot in this way, you cannot do so again until you finish a short or long rest.

If you wish to use this ability more quickly, or in combat, you may do so as an action without the minute of interaction, but must succeed on a Wisdom (Insight) check opposed by the target's Charisma (Deception) check as part of that action. You gain advantage on the roll if the creature is your favored enemy. If you fail, this creature is immune to your penetrating insight ability for 1 minute. If a creature you have used this ability on within the last hour is the target of your *hunter's mark* spell, you roll 1d12 for your bonus damage from that spell against the creature, instead of a d6.

URBAN HUNTER

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

IRON MIND

At 7th level, you have trained your mind to an extraordinary level of insight, memory, and attention to detail, gaining the following benefits:

- You add your Intelligence modifier to your passive Perception and passive Insight scores, and add your Wisdom modifier (if positive) to your passive Investigation score.
- Whenever you make an Intelligence check or Wisdom check that lets you add your proficiency bonus, you can treat a d20 roll of 7 or lower as an 8.

- You can accurately recall anything you have seen or heard within the past month. If you gain this feature again from another feature or feat, you can accurately recall anything you have seen or heard within the past year.

INFORMANT NETWORK

At 11th level, you have carefully built up a network of informants who you can contact from almost anywhere (via a messenger bird, magic, or other means). These informants are mix of guards, beggars, vagabonds, merchants, and allied government officials who have enough personal loyalty to you to perform routine favors, but not to risk their safety. As long as you are within 100 miles of a settlement that includes at least 100 intelligent creatures with whom you share a language, you can use the following abilities:

- You can cast the *commune* and *legend lore* spells as rituals with a 1 hour casting time, but they are not magical effects, and you do not learn those spells; they represent information from your network rather than divination magic, and can be used even if spells are unavailable (such as in areas of dead magic or antimagic). Any references to contact with deities in those spells instead reference contact with your network. You can gain any information that is known by more than 1 person within 200 miles, within the limitations of the spells. The casting time is the time it takes to contact your network and get back your answer.
- You choose a location that you have seen before, or a public location which has been described to you in some detail, and ask members of your network to watch it for one hour. At the end of that hour, you are informed of everything that could've been seen in that location within the last hour, as if you had been watching it yourself with a *scrying* spell during that time. Creatures that enter the location who have the

Observant feat or can see invisible objects make a Wisdom saving throw against your ranger spellcasting DC. If they succeed, they know they are being watched, but not who is watching them.

- You use your existing network's contacts to get knowledge about an unfamiliar city or town you are nearby. When you within 5 miles of a settlement with a population of at least 100 intelligent creatures, you can spend 30 minutes following up on leads from your contacts to gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the settlement:
 - major criminal organizations and cult activities
 - significant underground tunnels or architecture
 - popular religious groups and places of worship
 - powerful figures in government and commerce
 - individuals who inspire great awe or fear (such as archmages or legendary warriors)
 - basic demographics of the population (percentage of humans and other races, etc.)
 - rumors of monsters dwelling in the settlement or nearby (including below it)
 - any large wilderness areas inside or close to the settlement
 - other settlements or cultures nearby

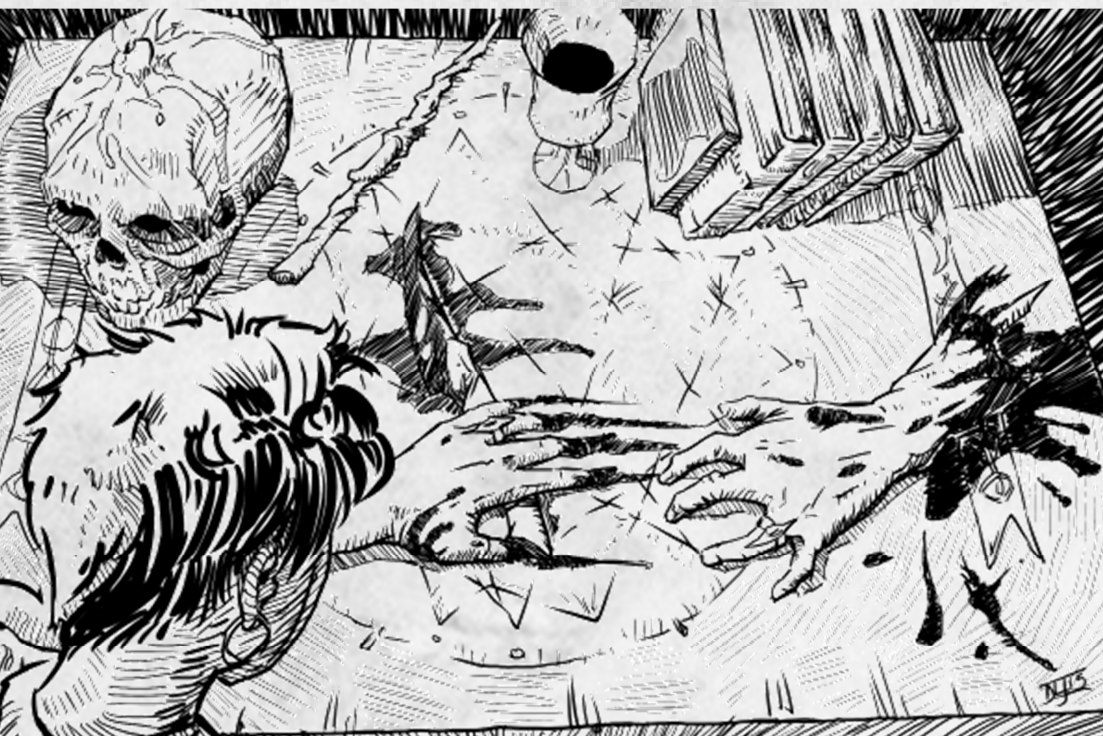
For example, if you entered a new city and used this ability, you could determine its most powerful thieves' guild, the locations of temples that can provide magical healing, and which graveyards are said to be haunted by undead.

READ BODY LANGUAGE

Starting at 11th level, your insights into others allow you to pierce attempts to bluff you and predict your opponents' actions in battle. All Charisma (Deception) checks against you are made at disadvantage, and if you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

STALKER'S MARK

At 15th level, when a creature that you have successfully used your Penetrating Insight feature on within the last hour is the is the target of your *hunter's mark* spell, you have advantage on attack rolls against that creature, and whenever that creature makes an attack, it provokes an opportunity attack from you.



Rogue

ROGUE ARCHETYPE: TOMB ROBBER

Many rogues covet riches, but you have a higher calling: the treasure you seek is history. You are a well-educated scholar, but you do not confine yourself to libraries or academic institutions. Instead, you know that the physical remnants of the past lie buried beneath the dust of ages and the sands of time. Rather than speculating on the

insights such evidence might convey, you are a two-fisted expert with a hands-on approach: you go out there and get it.

Many different sorts of rogues are tomb robbers. The more respectable ones are employed by some kind of college or academy, or by a scholarly institution like a guild of scribes. Others are simply thieves who prefer to rob the dead rather than the living.

Whichever you are, you rely just as much on reading and research for your survival as on quick reflexes and martial prowess. The treasures, relics, and artifacts you seek are often buried in great tombs, desolate necropoli, or lost cities. They are protected by stone walls, heavy doors, bewildering

architecture, and cunning traps, to say nothing of magical curses or monstrous guardians. Navigating these deterrents is your stock and trade. Though not a formal community, tomb robbers know each other by reputation, and often form great rivalries. Those who are traditional antiquity scholars delight in discrediting each other's theories about the past by delving into ancient ruins or mausoleums and obtaining contrary proof firsthand. They foster their own renown by specializing in certain cultures or historical epochs, writing memoirs of their dangerous expeditions, and carrying specialized tools and equipment. Most of all, leading tomb robbers become famous for their advanced prowess with a signature weapon. Since monsters or rivals are likely to stand in the way of their expeditions alongside



traps and hidden doors, weapons that are good for both are a matter of both tradition and practicality. A long or extending staff useful for probing potential traps, a light hammer designed to be as good for pounding in stakes or pitons as it is for bashing skulls. Less commonly used armaments—such as blowguns, nets, or whips—are especially favored for this purpose, the better to grow their personal reputations.

SCHOLAR OF DANGER

Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to Dexterity saving throws. You also gain proficiency in any one martial weapon of your choice and one of the following skills: Arcana, History, or Religion.

SIGNATURE WEAPON

At 3rd level, choose one type of weapon with which you are proficient. This becomes your *signature weapon*. Whenever you gain a level, you can change your signature weapon to a different weapon if you wish. You can only have one weapon type as your signature weapon.

When you take the attack action with that weapon, you can then use a bonus action to force the creature you attacked to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice)). If they fail, you choose one of the following effects:

- The target falls prone
- The target takes damage equal to your Intelligence modifier
- The target drops one item of your choice that it is holding
- The next attack made against the target has advantage

In order to use your bonus action this way, you must still be wielding your signature weapon, and the target must be within that weapon's range. In addition, you may choose one kind of adventuring gear worth 10gp or less with a weight that does not exceed that of your signature weapon by more than 5 lbs. It cannot be a spellcasting focus of any kind. Whether by clever engineering or some special move you've mastered, you can always use your signature weapon in place of that particularly piece of gear, with no penalty or loss of effectiveness.

HISTORICAL INSIGHT

When you roll a Charisma check or a Wisdom (Insight) against a creature (living, undead, or otherwise) that was born more than 500 years ago, you can use your reaction to roll again, but you make an Intelligence (History) check instead of a

Charisma check for the second roll. You must use this ability after the roll is made, but before the DM tells you if you succeeded. You must use the second roll.

WELL-PLANNED STRIKE

At 9th level, when you add your sneak attack damage to an attack with your signature weapon, you may choose to reroll some of the damage dice. The maximum number of dice you can reroll in this way is equal to your Intelligence modifier. You must use the new rolls. You may use this ability twice. You regain all expended uses when you complete a short or long rest.

SIGNATURE STRIKE

At 13th level, when you add your sneak attack damage to an attack with your signature weapon, you can sacrifice 2d6 of the damage dice you would have rolled to force the creature damaged to make a Dexterity saving throw against one of the effects of your Signature Weapon feature. In addition, when you use your bonus action for your Signature Weapon ability, the target does not have to be the creature you attacked with your attack action on that turn, but can be any creature within the signature weapon's range.

ADEPT IN DARKNESS

At 17th level, when you hit a creature with an attack, if you and that creature are both heavily obscured by darkness, you can deal your sneak damage even if you do not have advantage on the attack roll. This ability does not function if the creature struck has blindsight or truesight, the rogue's Blindsight feature, or the warlock's Devil Sight eldritch invocation ability.

SIGNATURE PRECISION

Beginning at 17th level, if you miss with an attack made with your signature weapon during your turn, you can immediately make an additional attack with your signature weapon. You can gain one additional attack during your turn with this ability. In addition, once per turn, you can inflict an extra 1d8 damage with your signature weapon on a successful attack that does not include sneak attack damage.

SORCERER

NEW SORCEROUS ORIGIN: REANIMATED

You died, but that wasn't the end. Before your death, you were no sorcerer, but now you have become something else. Driven by madness, genius, passion, or all three, a magical artificer re-created your body and infused it with ghoulish life. Using a combination of alchemy, necromantic knowledge, and blasphemous medical lore, they stitched a new body together for you, replacing portions of you that could not be revived with pieces of a half-dozen other corpses. Yet the final ingredient was lightning, a primal elemental spark that reignited life in your constructed form, but also imbued your soul with magical power.

You are much like a flesh golem, but represent a far more advanced and subtle level of magical craftsmanship, allowing you to retain the mental faculties you knew in life, and perhaps even some or all of your former memories and personality. Your scars are hard to miss unless you endeavor to hide them, but your parts are well-matched and artfully assembled. No remnants of wire or metal staples mar your fleshly visage, and your movements are neither clumsy nor artificial.

Your soul is as mortal as any other, but like your body it has been rejuvenated by the crackling power of the tempest, and that arcane potential grows every day. In some ways, as you must teach yourself what it is to walk as one of the living once more, magic comes more easily to you than the everyday activities of your former life. The one who created you is no longer a part of your existence—perhaps they were gone before you woke up alone in their laboratory, or you fled from them in shocked revulsion at what you had become, or some other quirk of destiny sent out into the world on your own. Whatever purpose drove your creation, you are now free to choose your own path.

LIGHTNING VITALITY

At 1st level, the lightning used to return you to life continues to sustain your reanimated state. Whenever you are subjected to lightning damage, you take no damage, and you may also choose to regain a number of spent Hit Dice equal to the highest level spell slot you have remaining. Once you choose to regain Hit Dice this way, you may not do so again until you finish a short or long rest.

In addition, you are below half your hit point maximum at the start of your turn, you regain 1 hit point as long as you have at least 1 of your Hit Dice remaining. Whenever you regain hit points by any means, if you place a severed body part on the place from which it was removed, the part reattaches as you heal.

Finally, you learn the *shocking grasp* cantrip. It does not count against your number of cantrips known as listed on the Sorcerer table.

REANIMATED FLESH

At 1st level, your flesh was once dead, but is now alive and has been reassembled, making you more resilient in some ways but more vulnerable in others. You gain the following traits:

- Even though you were re-constructed from dead tissue, 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, and you rest each day just as you did when you were alive.
- You have resistance to bludgeoning and poison damage, but also vulnerability to slashing and fire damage.
- If you are below half your hit point maximum when you take slashing damage from an attack, you must make a Dexterity save. The DC equals 10 or one quarter of the slashing damage you take, whichever number is higher. If you fail, some small part of your limbs—a quarter of your foot, half your hand, the top of your shoulder, etc.—has been cut from your body. This reduces your speed by half for 1 minute, and the end of which time, the dismembered part has found its way to you (by rolling, creeping, or some stranger means) and reattached itself, and you regain your speed. The part cannot be prevented from rejoining you by any means unless you wish it.
- If you are below half your hit point maximum when you take fire damage, you must make a Wisdom save. The DC equals 10 or one quarter of the fire damage you take, whichever number is higher. If you fail, you are frightened until the end of your next turn.
- Living creatures sense something frightening about you, even if you hide your scars. You have advantage on Charisma (Intimidate) checks against living humanoids and beasts, but disadvantage on Charisma (Persuasion) rolls against them.

FLESH GOLEM STRENGTH

At 6th level, the energies sustaining your reconstructed form have caused it to become superhumanly strong and tough. You have advantage on all Strength checks and Strength saving throws, your carrying capacity (including maximum load and maximum lift) is doubled, and you can roll a d6 in place of the normal damage of your unarmed strike.



In addition, whenever you cast a cantrip or spell that inflicts lightning damage, you can spend 1 sorcery point to enter a state of increased resilience.

While in this state, you have resistance to piercing damage, you are immune to poison damage and the poisoned condition, and when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

BERSERK CONSTRUCT

Starting at 6th level, if you become frightened, it affects you differently. You do not have disadvantage on attack rolls from the frightened condition, but while you are frightened, the first thing you do at the beginning of each turn is use your bonus action to make a melee attack against a randomly determined creature within your reach. If there is no creature within reach, you use your bonus action to attack an object within reach, with preference for an object smaller than yourself. If there is no object, you use your bonus action to move 5 feet away from the source of fear (which may provoke opportunity attacks), unless there is no empty space into which you can move, in which case you lose your bonus action.

SPARK OF LIFE

Starting at 14th level, you can use the life-giving lightning that keeps you alive to increase the power of some lightning spells. When you cast a wizard spell of 1st through 5th level that deals lightning damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you decrease your maximum hit points by 2d8 for each level of the spell, immediately after you cast it. Once that happens, for each additional time you use this feature before finishing a long rest, you decrease your maximum hit points by 1d8 plus an additional 1d8 for each previous time you've used this feature since your last long rest.

RAMPAGING GOLEM

When you reach 18th level, you can give in to your nature as a construct temporarily, becoming a brutal engine of destruction. Whenever you are reduced to less than half your hit point maximum, you can spend 7 sorcery points as a reaction to consciously unleash your instincts while attempting to retain control, which requires your concentration (as if you were casting a concentration spell). For 1 minute or until you lose your concentration, you gain the following traits:

- You are immune to poison damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.
- You are immune to the charmed, exhausted, paralyzed, petrified, and poisoned conditions, and to any spell or effect that would alter your form.
- At the beginning of your turn, you regain hit point equal to 5 + your Constitution modifier if you have been subjected to lightning damage since the beginning of your previous turn.
- You can roll a d12 in place of the normal damage of your unarmed strike, and your unarmed strikes are considered magical, and inflict extra damage equal to your Charisma modifier.
- You become a construct, and are no longer affected by effects that target humanoids (though you are affected by effects that target constructs).
- When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.
- If your turn ends and you haven't attacked or damaged a hostile creature since your last turn, you must use your reaction to make a melee attack against a randomly determined creature or object within your reach. If there is no target within reach, you must make a Constitution saving throw against your own spellcasting DC. If you fail, you lose concentration on this effect.
- If you cast a spell with a range of touch that inflicts damage, you can add your Strength modifier to one damage roll of that spell.

When this effect ends, you do not lose these traits right away unless you are not conscious. If you are conscious, you must immediately make a melee attack against all creatures or objects within 5 feet when this effect ends, with a separate attack roll for each target. These attacks do not use any action, and they are made against all creatures, regardless of if they are friend or foe. After these attacks, you immediately lose all the traits gained from this effect. You then fall unconscious until the beginning of your next turn. Once you use this feature, you can't use it again until you finish a short rest.

WARLOCK

NEW WARLOCK PATRON: THE DARK POWERS

Perhaps no patron of warlocks is as inscrutable or as threatening to the warlock himself as the mysterious forces ruling the Domains of Dread. Seemingly concerned only with the slow torment of those in their clutches, these entities choose darklords from among the most wicked mortals and monsters of the multiverse, and seem to control the very formation of the land itself. Whether you oppose their aims or not, you know that the Dark Powers are only using you, just as you are using them, and they may simply be waiting for you to fall from grace as so many others have. Yet for now, you both seem to benefit from your pact.

Seemingly always surrounded by icy fog or touched by frost, you carry the freezing touch of the Mists and the cold chill of the grave. As you grow in magical might and favor with the Dark Powers, most warlocks of your kind grow colder or more corpse-like in appearance, and you always bear an eerie presence, disturbing some but intriguing others. Over time, your connection to the Domains of Dread comes to rival that of the mystics among the Vistani, and unlike the darklords, you have no illusions about whether they will allow you to escape.

DARK POWERS EXPANDED SPELL LIST

The Dark Powers let you choose from an expanded list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DARK POWERS EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, fog cloud</i>
2nd	<i>detect thoughts, moonbeam</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>ice storm, phantasmal killer</i>
5th	<i>animate objects, cloudkill</i>

DARK ONE

Starting at 1st level, creatures favored by the Dark Powers recognize you as one of their own. When a creature that is undead or any kind of lycanthrope attacks you with an attack or a harmful spell, it must first make a Charisma saving throw against your warlock spell save DC. On a failed save, the creature must choose a new target or lose the attack. If you attack a creature or cast a spell that targets it, that creature is immune to this effect for 24 hours.

FRIEND OF HORROR

At 6th level, when you cast a spell of 1st level or higher that deals psychic damage or necrotic damage, you can add your Charisma modifier to one damage roll of that spell. For an hour after casting such a spell, you gain resistance to necrotic damage and psychic damage.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If it succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

OFFERING TO THE MISTS

Starting at 14th level, when a creature fails a saving throw against a spell you cast that inflicts damage, you can offer that creature to the Dark Powers as a possible pawn. The Mists rise up from beneath the creature's feet and transport it elsewhere, showing it the most wicked acts it has performed and images of the punishments it deserves for them. They say some future Dark Lords were first brought the Dark Powers' attention by means of this feature.

You can only use this feature on one creature at a time, even if multiple creatures failed the saving throw. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. The target takes 6d12 necrotic damage. Also, its movement is halved until the end of its next turn, and if it is not undead, for 1 minute it becomes indifferent about creatures of your choice that it was hostile toward before you offered it to the Mists. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the minute ends, the creature becomes hostile again, unless the GM rules otherwise.

If the creature is undead, both you and it take an additional 3d12 psychic damage, as you both endure the rage of the Dark Powers at being offered something they already consider their own. Once you use this feature, you can't use it again until you finish a long rest.

Does My Archetype Make Me Evil?

In a game of heroic fantasy, even one infused with gothic horror, it's important to examine whether any particular role has built-in assumptions about the ethos of characters adopting it. In many previous editions, paladins had to be of lawful good alignment, but now the D&D paladin represents many different philosophies and moral codes. Similarly, a character may have a relationship with evil forces while remaining good or neutral. A bard may capitalize on others' fear and terror or serve a secret society with immoral aims, but have their own reasons and intentions that are not evil at all. Warlocks may make deals with the Dark Powers, an Archduke of Hell, or a Lovecraftian Great Old One—but that doesn't make them evil. A neutral character may simply be using such associations to advance a goal they see as neither good nor evil. Good characters barter with evil for a variety of reasons. Perhaps they were tricked, or acted out of desperation to save a loved one. Maybe a warlock is merely inheriting a pact made by a parent or more distant ancestor. Or perhaps such characters seek to fight fire with fire, believing the powers of evil can be used cleverly to defeat evil. Such arrangements do not indicate agreement with goals, beliefs, or actions. What it does mean—and this should be both role-played by the player and emphasized by the DM—is that sooner or later, evil will want something in return, something that may test of whether their character can retain their moral code. Before, after, and during such a time, alignment is determined not by a character's associations, but by their actions.

NEW WARLOCK PACT OPTION:

PACT OF THE GLOOM

This pact option is an alternative to the Pacts of the Blade, Chain, or Tome. The Pact of the Gloom allows you to call upon the magical substance of shadow, said to have been infused into all things at the beginning of time, from pieces of primordial chaos rejected in the creation of matter. When in darkness, you can weave shadows into a cloak that helps you hide from enemies.

PACT OF THE GLOOM

When you are in dim light or darkness, you can use your bonus action to create a gloom cloak, a magical mantle of shadow that appears on your person. When you create this garment, you can choose its style and appearance, which can be in the form of any sort of cloak, cape, long coat, or jacket, but it always has an inky black color. Your gloom cloak disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the cloak, or if you die. While you wear your gloom cloak, you can substitute Charisma for Dexterity when rolling Stealth checks. In addition, whenever you use your reaction to cast a spell or cantrip, you can take the Disengage or Hide action as part of the same reaction.

You can transform one magical cloak into your gloom cloak by performing a special ritual while you wear that cloak. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the cloak, shunting it into an extradimensional space, and it appears whenever you create your gloom cloak thereafter.

You can't affect an artifact in this way. The magic item ceases being your gloom cloak if you die, if you perform the 1-hour ritual on a different item or if you use a 1-hour ritual to break your bond to it. The magical cloak appears at your feet if it is in the extradimensional space when the bond breaks.



A BIT OF COMPLEXITY

During the design phase of 5th Edition D&D, there was a lot of public discussion about what various players wanted from the game, specifically in terms of tracking resources and other attributes of their characters. The tactical complexity of managing character abilities in some versions of the game was the source of strong disagreement among players, with some really enjoying that secondary level of gameplay. Others felt it betrayed the spirit of earlier editions, in which combat was quicker and tracking limited use features such as spells and other abilities was simpler. In most editions of this game, there is a marked difference even between classes of the same edition in this area. From the earliest editions, fighters were simpler to play than wizards, since a fighter's main action was to attack with their weapon, while wizards had to track the limited number of spells they could cast of each level. 5th Edition tries to bring the editions together by offering faster combat and simpler adjudication of edge cases while continuing the tradition of having some classes play with less complexity than others. A fighter with the Champion archetype has very little resource management, while one with the Battle Master archetype has to track superiority dice, and both are simpler than classes like the druid and sorcerer, which have to track spell slots as well as extra ability uses such as wild shape or sorcery points.

The wizard following the school of Alienism—the Alienist—is on the most complex end of classes. In addition to tracking spell slots, the player of a wizard with this school must track lore dice, and the effects of eldritch wards. Hopefully, this complexity is mitigated by not having very many lore dice to keep track of (3 or 4 for most of an adventurer's career), since the effects of rolling too high on a lore die have more and more possible consequences as the Alienist gains levels. This is an intentional attempt to make playing the Alienist feel like one is keeping track of a great deal of strange and dangerous arcane lore, just as the character is in the story of the game. It also seeks to bring some direct horror into playing such a character, emulating the effects of confronting blasphemous truths in certain more Lovecraftian roleplaying games. However, a consequence is that the School of Alienism is a better option for advanced players who have a good deal of familiarity with this edition of D&D or roleplaying games in general. For players who envision their character as struggling with the consequences of wielding forbidden magic from unknowable entities but do not want the extra level of resource management required in playing this class, a warlock whose patron is the Great Old One or the Fiend is a perfectly good option. But for those who do choose this class, the rewards of wielding these secret powers are great. As are the risks...

WIZARD

NEW ARCANES TRADITION: SCHOOL OF ALIENISM

You derive power from eldritch secrets stolen from powers and entities from outside the mortal world. This lore may come from infernal archdukes of the Nine Hells, the dreaming whispers of Cyclopean minds adrift in the Far Realms, fiendish lords of the Abyss, elemental pashas of the genies, the restless souls of necromancers who terrorized empires of past ages, unknowable powers in the darkest heart of the Feywild or Shadowfell, or from sources whose nature even you do not comprehend. Alienists such as you make no pacts to gain such knowledge, as warlocks do—you hustle, meditate, scry, scheme, dream, translate, or delve as necessary to take these secrets for yourself. You learn primarily from forbidden tomes and scrolls, but other esoteric means—from projecting your soul from your sleeping body into a nightmare realms to forcing bound entities to teach you—are also practiced by alienists. Such blasphemous learning would blast lesser minds, but you consider magical power the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. Unless performing some obscure ritual or plundering an ancient library, you seldom encounter others who follow your arcane tradition, but you do rely upon groups of less esoteric allies to tether you to reality. Relating to your fellow mortals is difficult, however. In addition to the way your preternatural perceptions warp your ability to relate to common folk, you also bear some physical mark, some bizarre and unearthly feature that is easily disguised, but which intensifies when you marshal your unique power. At times, it causes those around you to mistrust you, shun you, or even despise you.

ACCURSED AWARENESS

At 3rd level, you have been tested and changed by your training in ways that have permanently altered your perceptions, in ways that sometimes help you but also alienate you further from normal folk. Roll on the following table to determine how your perceptions have been changed, or work with your DM to create a unique effect that has strange and disconcerting effects on your senses but does not make them more or less powerful or versatile:

d10 Cursed Awareness

- 1-2 **Black Omens.** When around black birds of any kind—such as crows, ravens, or starlings—you often hear a whispering voice issuing from them, as if they were capable of speech. They speak of guilty sins from your past or foul deeds you've imagined but never performed. They never speak more than a sentence, and remain regular birds. Creatures that can actually speak never trigger this effect, and the voices seldom tell you anything you don't already know on some level.
- 3-4 **Blood Sense.** Like a vampire, you have an attenuated awareness for the blood and other vital fluids in living creatures, seeing their veins and arteries pulse like earthquakes in their limbs, occasionally hearing heartbeats thunder or seeing through a creature's flesh to perceive only blood.
- 5-6 **Extreme Synesthesia.** One of your senses is filtered through another. This doesn't let that sense work when it normally wouldn't, nor does it diminish that sense's acuity, but it changes your experience of what your senses tell you. You may experience sounds as colors you see instead of something you hear, taste a scent instead of smelling it, or feel the colors and details of objects within your visual range instead of seeing them.
- 7-8 **Hourglass Eyes.** You see how time affects all organic matter. Living things seem to wither and die as you watch. Longer-lived races, such as elves, may only age slightly, while immortal beings may not change in your sight at all.
- 9-10 **Threatening Shadows.** Every time you see someone's shadow, it seems to be moving of its own accord, performing some disconcerting action such as recoiling in horror, strangling another nearby shadow, or beckoning to you. These actions seldom only occasionally have any relationship to the true nature or intentions of the person casting the shadow other than what you already suspect.
- 11-12 **Unheeded Prescience.** You sometimes receive visions of the future, but always too late to affect it, or in a form that others can't believe even if you tell them—which you've learned only makes things worse.

When you make a Wisdom check, you can use this ability to gain advantage on that check, provided your unique senses would be an advantage. Once you use this feature in this way, you cannot grant yourself advantage with it again until you finish a short or long rest. The DM, who can always choose to grant you advantage or disadvantage on any roll based on circumstances, may factor the description of your altered senses into their own choices as often or as seldom as they wish.

BONUS PROFICIENCY

At 3rd level when you choose this archetype, you gain proficiency in one of the following skills of your choice: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion

FORBIDDEN LORE

At 3rd level, your dark researches grant you insight and power. You gain a set of abilities called *eldritch wards*, which are fueled by special dice called *lore dice*. Both are described below. Necrotic damage and psychic damage inflicted by your expending lore dice ignores resistances and immunities to those damage types.

Lore Dice. You have three *lore dice*, which are d6s. A lore die is expended when you use it. You regain all of your expended lore dice when you finish a long or short rest. Your lore dice become more potent as you gain levels: When you reach 9th level, they become d8s instead of d6s. When you reach 13th level, they become d10s. At 17th level, they become d12s.

Eldritch Wards. You learn four eldritch wards, as described under "Eldritch Wards" at the end of this archetype description. Three of the eldritch wards you learn are Cerulean Glyph, Dark Studies, and Supernatural Sense, but the fourth may be any one eldritch ward of your choice. Many eldritch wards enhance a spell in some way. You can only use one eldritch ward per spell.

The Price of Forbidden Lore. For a duration of one hour after you spend a lore die, you have disadvantage on all Charisma checks against humanoids and beasts.

HORRID FAMILIAR

Starting at 6th level, if you have or summon a familiar, it gains the effects of the Pseudonatural Creature Template listed in this document. Such familiars are always aberrations, not any other type of creature.

MADDENING INSIGHT

At 6th level, your dark researches let you use your knowledge of forbidden lore more reliably and powerfully, but at an even more horrifying price.

You gain an additional lore die (giving you a total of four instead of three). You also learn a new eldritch ward of your choice, but may be forced to pay the penalty listed below whenever you expend a lore die.

Psychic Backlash. The price of using lore dice worsens. When you roll one or more lore dice, if at least one of the dice rolls a 6 or higher, you must roll a Wisdom saving throw against your own spell save DC or take psychic damage equal to double the result of the highest rolling lore die.



EDGE OF MADNESS

At 14th level, you know you may not have much longer until dark powers either break your body or shatter your sanity, but your insight and power give you the potential to destroy such dark powers yourself. When aberrations, elementals, fey, fiends, oozes, or undead take necrotic damage from your expended lore dice, that damage is doubled. You also gain an additional lore die (giving you a total of five instead of four), and when you roll initiative and have no lore dice remaining, you regain one lore die automatically. Finally, you learn a new eldritch ward of your choice, but expending lore dice may expose you to the penalty listed below.

Loss of Self. If your ability scores are reduced by an expenditure of lore dice, you risk permanent debilitation if you do not restore them quickly. For every 24 hours you have a Wisdom or Constitutional score equal to or lower than half of your normal score, roll an Intelligence saving throw against your spell save DC. If you fail, you pay a penalty

depending on which score is lower, as follows:

If Wisdom is lower: You gain one form of indefinite madness. Unlike normal indefinite madness, this trait cannot be cured by any spell short of a *wish*. Your DM may choose to allow your madness to be cured by some other special means, but what that means might be and how you might discover it are entirely up to the DM. The madness abides even after your Wisdom is regained. When your reduced Wisdom finally returns to its normal score, if you have gained at least one incurable form of indefinite madness since the last time your Wisdom was at its normal score, as described above, your Wisdom ability score is permanently reduced by 1.

If Constitution is lower: You suffer a permanent, though sporadic, debilitation. Roll a d12 and consult the table below. If your roll ever indicates an ability score for which you are already suffering this effect, you permanently decrease that ability score by 1.

d12 roll	Debilitated Ability Score
1-4	Constitution
5-8	Dexterity
9-12	Strength

From now on, every time you finish a long rest—even after your Constitution is regained—you must make a Constitution save against your own spellcasting DC. If you fail, you are at disadvantage on all ability checks and saving throws with the affected ability until the next time you finish a long rest. During that time, you also experience some other minor but uncomfortable symptom—a chronic hacking cough, twitching muscle spasms, periodic vomiting, drowsy sleeplessness, etc.—related to the afflicted ability.

WORSENING TAIN

At 10th level, part of you is tainted by corruption, though you resist it. Your use of lore dice grows both more potent and more costly. You learn a new eldritch ward of your choice, but may be forced to pay the penalty listed below whenever you expend a lore die.

Downward Spiral. The price of using lore dice worsens. When you take psychic damage as a side effect of having expended one or more lore dice, roll 2d8 and add your Intelligence modifier. If the total equals or exceeds either your Constitution score or your Wisdom score (whichever is lowest), you pay a terrible price, depending on which score is lower, as follows:

If Wisdom is lower: Your Wisdom score is reduced to 0, you are incapacitated until you regain at least 1 point of Wisdom, and you gain one type of indefinite madness (per the Madness rules).

If Constitution is lower: Your Constitution score is reduced to half the normal score (rounded down), your maximum hit points are decreased accordingly, and you have disadvantage on Strength checks until you regain your normal Constitution score.

DEEPER STUDIES

At 10th level, you can choose to either gain proficiency with one type of artisan's tools or learn one additional skill from the following list: Arcana, Deception, Intimidate, Investigation, Medicine, Perception, or Religion. In addition, you add a 1st level warlock spell of your choice to your wizard's spellbook.

ELDRITCH WARDS

Eldritch wards are listed in alphabetical order below.

Cerulean Glyph. When an aberration, elemental, fey, fiend, ooze, or undead inflicts damage on you with a spell or attack, you may expend one lore die to decrease the damage you suffer. Roll the lore die, then add your Intelligence modifier to the number rolled and reduce the damage inflicted by the total.

Creeping Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend one lore die to double its duration, to a maximum of 24 hours.

However, there is a side effect. For a number of minutes equal to your lore die roll, you have advantage on Intelligence (Investigation) checks and on Constitution saves that you make to maintain your concentration on a spell when you take damage, but you also have disadvantage on Wisdom (Perception) checks and Initiative rolls.

Dark Studies. When you make an Intelligence check that relates to aberrations, elementals, fey, fiends, oozes, or undead, or to any cult or extraplanar entity, you can expend one lore die to bolster the check. After you make the roll for the Intelligence check, but before learning if it was successful, you may choose to use this ability, making a second roll and taking the higher of the two rolls, and you add half the number rolled on the lore die to the final result of your check.

Harrowing Spell. When you cast a spell of 1st level or higher that targets only one creature and doesn't have a range of self, you can spend a lore die to choose a number of creatures equal to the spell's level within 30 feet of the target. One of these creatures can be the creature targeted by the original spell. The chosen creatures must make a Wisdom saving throw against your spell save DC or become frightened of you for a number of rounds equal to the lore die roll. If the spell cast is 3rd level or higher, on a failed save they also drop whatever they are holding and must take the Dash action and move away from you by the safest route on each of their turns while affected, as under the effects of *fear* spell.

Hungry Spell. When you hit a creature with a spell attack, you can expend one lore die to deal extra necrotic damage to that creature equal to the number rolled on the lore die. You can only inflict damage on one creature per turn with this ability. When you reach 10th level in your wizard class, you may choose to expend two lore dice instead of one on this ability. If you spend two, you roll both lore dice and add them together to determine how much necrotic damage this ability inflicts. If the creature is an aberration, elemental, fey, fiend, ooze, or undead, you may re-roll any lore die that rolls a 1 or 2 for this eldritch ward. You must use the results of the second roll.

Insidious Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend one lore die to make the creature more likely to fail. Subtract the number rolled on your lore die from the creature's saving throw. You must choose to use this ability before the saving throw is rolled.

Instinctive Spell. When you cast a spell that has a casting time of one action, you can spend a lore die to change the casting time to 1 bonus action for this casting. When you use this ability, you take necrotic damage equal to the number rolled on your lore die.

Repel Abominations. You can attempt to keep dark forces at bay. Each time you use this eldritch ward, you choose one of the following creature types to affect: aberration, elemental, fey, fiend, ooze, or undead, and then spend a lore die as an action. Each creature of the chosen type within 30 feet of you that can hear or see you must make a Wisdom saving throw against your spell save DC. On a failed save, such a creature is repelled for a number of rounds equal to the number rolled on your lore die, though the effect ends if the creature takes damage. A repelled creature must spend its turns trying to move as far away from you as it possibly can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature uses the Dodge action.

Slithering Ward. When you cast a spell or move on your turn, you can expend one lore die to temporarily ward yourself against harm. You roll your die and add the number rolled to your AC until the end of your turn. In addition, you increase your walking speed by 5 feet and gain a climbing speed equal to your (newly increased) walking speed until the end of your turn.

Supernatural Sense. You have a preternatural awareness for certain kinds of inhuman beings—a chill runs up your spine, the hair on the back of your neck stands up, an old wound aches, or you experience some other sensation. As an action, you can expend one lore die to open your awareness to detect these forces. For a number of rounds equal to your lore die roll, you know the location of all aberrations, elementals, fey, fiends, ooze, or undead within 60 feet of you that are not behind total cover. You know the type (aberration, elemental, fey, fiend, ooze, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). After you use this ability, you gain another benefit. For a number of minutes equal to your lore die roll, aberrations, elementals, fey, fiends, oozes, and undead can always understand your spoken words, and you can always understand theirs, and you gain advantage on Charisma checks and Wisdom (Insight) checks against them.

Whispering Spell. When you cast a spell, you can spend one lore die to cast it without any somatic or verbal components. If you roll damage for this spell, you must replace one die rolled for damage with the number rolled on your lore die. That much of the damage inflicted becomes necrotic damage. At the same time, you take necrotic damage equal to half the number rolled on your lore die.

New Class: Metaphysician

Stepping over the unconscious bodies of the defeated cultists, the human constable puts away her hand crossbow and buries both hands in the pockets of her coat. As her unblinking stare mesmerizes the lone zealot still standing, her fingers find a carved shard of crystal. The mad cult leader swears to himself that he'll never reveal his master's hidden lair, and the constable manages not to smile as she sees its image in the fanatic's mind. Deep in the buried library of a forgotten order of



mystics, a bespectacled tiefling looks up wide-eyed from the dusty scroll in his gloved hands, struck by a sudden epiphany. As the inhuman cannibals entombed in these tunnels for generations break down the barricaded door, he uses his new insight to cloud their minds. They tear the chamber apart seeking him, but he calmly walks behind them and exits invisibly through the demolished doorway, bearing a backpack full of ancient secrets. Charging headlong into the trio of undead, the dusk elf runs up the wall of the alley to avoid their grasping arms, conjuring a blade made of her own thoughts to behead the tallest one before she somersaults to the pavement behind them. She puts down the other two before they can even turn around to attack her, then takes to the rooftops to rush back her laboratory. She stows the severed head in her pack, confident she can use it to cure the zombie plague infecting the city.

Metaphysicians are sages, scholars, and scientists devoted to the study of mystical powers. These experts are neither true users of psionic power nor traditional arcane spellcasters, but driven academic investigators whose studies unleash the psychic potential of their own minds as a source of spellcasting power. These experts on the occult view all supernatural phenomena—from psionic powers to arcane spells to the nature of the undead—not as esoteric mysteries or mystical philosophies or mysticism, but simply fields of science that have yet to be fully explored.

FEARLESS LOGIC

In all dealings with the supernatural, the metaphysician remains cool and calm. They try to examine every encounter with the dispassionate eye of the scholar. They believe that the application of logic, reason, and learning to the macabre and the unusual will eventually result in a complete understanding of that which seems to defy explanation. This approach has allowed them to unlock the inner mysteries of the self and use psychic powers in the form of magic spells. Unlike wizards and warlocks, magic and power are not the point of their researches. The quest for knowledge is what drives them. The energies they seek to understand don't emanate from distant entities or unknowable dimensions, but from their own minds and bodies, and the hidden potential in all living things. They're curious about everything, of course, from the nature of deities to fiends of the Abyss, but they do not give themselves up to forces they do

not understand. By drawing power from their own minds—trained and disciplined minds strengthened by years of study and rigor—they believe they can study mystical phenomena without getting lost in the temptations of power or the fanaticism of blind faith. This is not to say that metaphysicians are never religious—many begin by studying as students in theology or novices in monasteries—but they do not rely on anything they cannot explain or understand for themselves.

While they endeavor to keep up-to-date with the latest research and findings by other leading scholars, metaphysicians also spend their much of their time looking for records and relics from times long past, seeking clues to historical mysteries as well as searching for ancient texts and rituals. In their studies, they also search for ways to cast more spells or knowledge about how to cast spells more effectively.

To the disciplined mind, no mystery is so dark, no creature so fantastic that it cannot be mastered through application of the scientific method.

Observe, hypothesize and test; that is the motto of the metaphysician.

THE TRUTH IS OUT THERE

These scholars devote their entire lives to the pursuit of knowledge and education. As a rule, such characters almost always have some affiliation with a college, museum, or similar institution devoted to research and learning.

No matter how bizarre the situations in which they find themselves, metaphysicians do not lose sight of the many academic disciplines their investigations might advance. They drive themselves to discover new knowledge using precise methodology. Their insistence on logic and consistency is off-putting to some, and some metaphysicians may also be seen as introverted and cold. Yet they pursue their work with passion and two-fisted determination.

CREATING A METAPHYSICIAN

As a metaphysician, you had the skills and education to be a well-respected sage or leading researcher in any field, but you chose a far less understood path. What did you see, learn, or experience that led you to analyze the nature of mystical powers so deeply that you unlocked your own mental potential?

Metaphysicians tend to be a mix of the insecurity of an outsider and the arrogance of a visionary. Their discoveries make sages who do not recognize the supernatural as a valid area for research seem like ignorant fools. Seeing the truths of arcane phenomena and psychic powers firsthand, and

mastering them for your own use, you know that your techniques can be taught to others for the betterment of all. Do you seek to share what you've learned? How do you deal with blind ignorance or superstition with which others approach your discoveries?

Bookish by nature, at one point or another most metaphysicians preferred the comforts of the lab and library to the rigors of field research. Do you still long for such a life? Or did that end when you began your adventuring career? One day, do you intend to return to a less dangerous lifestyle, where you can focus on cataloging, testing, and analyzing your findings, or teaching your unique abilities to others? What keeps you out adventuring? Is it dire necessity, a yearning for excitement, a groundbreaking theory that can only be proven by unorthodox methods, the camaraderie of their companions, a need for wealth to finance your research, or some other reason?

Metaphysicians tend to be lawful, given the discipline their studies require, and they are seldom of evil alignment, since there are easier routes to selfish power and personal gain. For you, knowledge is more often an end in itself than a means to an end. Some unscrupulous researchers will permit no ethical concerns to restrain their quest for knowledge, but even they have a higher sense of purpose. How does your alignment affect your quest to uncover hidden truths? What is the personal motivation that drives you? How do you want your discoveries to change the world?

QUICK BUILD

You can create a metaphysician quickly by using these guidelines. First, Intelligence should be your highest ability score, followed by either Constitution or Wisdom. Second, choose the Sage background. Third, choose the *thaumaturgy* and *thought blast** cantrips, and the *charm person* and *ego lash** and spells.

(*="New spells or cantrips appearing this document.)

CLASS FEATURES

As a metaphysician, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per metaphysician level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per metaphysician level after 1st

THE METAPHYSICIAN

Level	Proficiency Bonus	Features	Spells Known	Cantrips Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Psychic Armor, Supernatural Scholar	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Metaphysical Archetype	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Learned Expertise, Psychic Senses	3	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	4	3	—	—	—	—	—	—	—
5th	+3		4	5	4	3	2	—	—	—	—	—	—
6th	+3	Metaphysical Archetype feature	4	5	4	3	3	—	—	—	—	—	—
7th	+3	Memory Palace	4	5	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	5	4	3	3	2	—	—	—	—	—
9th	+4	Psychic Resonance	5	5	4	3	3	3	1	—	—	—	—
10th	+4	Intellect Barrier	6	6	4	3	3	3	2	—	—	—	—
11th	+4		6	6	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	7	6	4	3	3	3	2	1	—	—	—
13th	+5	Memory Fortress	7	6	4	3	3	3	2	1	1	—	—
14th	+5	Metaphysical Archetype feature	7	6	4	3	3	3	2	1	1	—	—
15th	+5	Greater Supernatural Scholar	8	6	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	8	6	4	3	3	3	2	1	1	1	—
17th	+6		9	6	4	3	3	3	2	1	1	1	1
18th	+6	Metaphysical Archetype feature	9	6	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	10	6	4	3	3	3	3	2	1	1	1
20th	+6	Living Library	10	6	4	3	3	3	3	2	2	1	1

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons, hand crossbows

Tools: Alchemist's supplies and any one other set of artisan's tools of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose three skills from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Religion, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a mace or (c) a handaxe
- (a) a hand crossbow and 20 bolts or (b) 5 javelins
- (a) a scholar's pack or (b) an explorer's pack or (c) a monster hunter's pack (from *Curse of Strahd*)
- Leather armor

SPELLCASTING

As a disciplined scholar of psychic phenomena and the power of the mind, you've developed the ability to focus your mental energies into casting spells.

New Spell List. Your cantrips and spells come from the Metaphysician spell list. This new spell list appears at the beginning of the Spells chapter of this document.

Cantrips. 1st level, you learn four cantrips. These cantrips are *mage hand*, *mindspeak*, and two other

cantrips of your choice from the Metaphysician spell list. Whenever you cast the *mage hand* cantrip, the spectral hand is made of invisible force and cannot be seen. You learn additional cantrips of your choice from this list at higher levels, as shown in the Cantrips Known column of the Metaphysician table.

Spell Slots. The Metaphysician table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You do not need to prepare your spells; you can cast any spell of a level which you have slots to cast. For example, if you know the 1st-level spell *ego lash* and have a 1st-level and a 2nd-level spell slot available, you can cast *ego lash* using either slot.

Spells Known of 1st-Level and Higher. You know two 1st-level spells of your choice from the metaphysician spell list.

The Spells Known column of the Metaphysician table shows when you learn more metaphysician spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the metaphysician spells you

know and replace it with another spell from the metaphysician spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your metaphysician spells, since the power of your magic comes from your disciplined mind and rigorous studies. You use your Intelligence whenever a metaphysician spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a metaphysician spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting. You can cast a metaphysician spell as a ritual if that spell has the ritual tag.

Spellcasting Focus. You can use the crystal type of arcane focus as a spellcasting focus for your spells. If you have alchemist's supplies on your person, you can also use any one item held in your hand from that set of supplies as a spellcasting focus for your metaphysician spells. This item used as a spellcasting focus is too large or delicate for you to hold a weapon with the same hand. (This is assumed to be a beaker or decanter of some alchemical concoction, that you either imbibe or inhale fumes from, but can be described in another appropriate form with the DM's permission).

Spell Components. Because they draw on their own psychic power rather than outside forces, metaphysicians do not require spoken words or gestures to catch their spells, and spells they cast do not have verbal or somatic components.

PSYCHIC ARMOR

Beginning at 1st level, your psionic energies help protect your person from harm, compensating for your lack of heavy armor. When you are wearing no armor and not wielding a shield, your AC equals 12 + your Dexterity or Intelligence modifier (whichever is higher). When you are wearing light armor, you receive a +1 bonus to AC.

SUPERNATURAL SCHOLAR

At 1st level, you are a leading scholar of linguistics among other fields, and you are aided in your studies by your psychic abilities. You learn 1 additional language of your choice, and you also know the *comprehend languages* spell. This spell does not count against your number of spells known. Whenever you cast *comprehend languages* as a ritual, you can choose to do so in 1 minute

instead of the hour a ritual normally requires. However, when you do so, the spell's duration is reduced to 10 minutes.

At 2nd level, 4th level, and 8th level, you may choose to learn one additional language or gain proficiency with one additional set of artisan's tools.

METAPHYSICAL ARCHETYPE

At 2nd level, you choose a Metaphysical Archetype, a focus for growth in your burgeoning vocation as a metaphysician, as detailed at the end of this class description. Three metaphysical archetypes are described in this document: the Eradicator, the Mentalist, the Materialist, and the Savant.

Your choice grants you features when you choose it at 2nd level, and again at 6th, 14th, and 18th level.

LEARNED EXPERTISE

At 3rd level, choose up to two of the following skills with which you are proficient: Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen skills.

PSYCHIC SENSES

Beginning at 3rd level, your mental powers and disciplined mind give you a preternatural eye for detail. If your passive Perception, passive Insight, or passive Investigation score includes your proficiency bonus, you double your proficiency bonus when including it in those passive scores.

In addition, you learn the *detect thoughts* spell, and it does not count against your number of spells known. whenever you are using it to detect a creature or sense its thoughts, you do not need to see that creature to affect it with a metaphysician spell that normally can only target creatures you can see, as long as the creature is within range of that spell.

Finally, if you have directly communicated with a creature using a metaphysician spell since the beginning of your last turn, that creature does not need to be able to hear you in order for you to affect it with a metaphysician spell that normally can only target creatures who can hear you, as long as the creature is within range of that spell.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



MEMORY PALACE

At 7th level, you have organized your mind using your spatial memory, creating an imaginary palace in your mind where you associate pieces of your vast knowledge with the palace's features, allowing you to call up learned information on demand, giving you the following benefits:

- You can accurately recall anything you have seen or heard within the past month. If you gain this feature again from another feature or feat, you can accurately recall anything you have seen or heard within the past year.
- Whenever you fail a Wisdom or Intelligence check that lets you add your proficiency bonus, you can re-roll that roll and use the higher of the two rolls. You can use this ability twice. You regain expended uses of this ability when you finish a short or long rest.

PSYCHIC RESONANCE

At 9th level, whenever you cast a spell that inflicts psychic damage, you can add your Intelligence modifier to one damage roll of that spell.

INTELLECT BARRIER

At 10th level, your supernatural willpower and unflinching vigilance make your mind near impregnable to assault. You gain proficiency with Charisma saving throws, and whenever you apply your proficiency bonus to an ability check or saving throw you make to resist any attempt to discern information about you, your plans, your location, or your thoughts, you double your proficiency bonus for that roll. This includes effects that would read your thoughts or compel you to speak the truth.

RECOVERY TRANCE

You can use a brief meditation to cause your body to recover more efficiently. Whenever you spend two or more Hit Dice at the end of a short rest, you can also choose to do one of the following:

- Regain additional hit points equal to the total number of Hit Dice you spend.
- Gain resistance to psychic damage for one hour.
- Recover one spell slot of 3rd-level or lower. The level of the spell slot recovered cannot be greater than the number of Hit Dice you spend.

MEMORY FORTRESS

At 13th level, the intellectual rigor and focused willpower you apply to your memory palace are truly superhuman. You gain the following benefits:

- Whenever you make an Intelligence check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.
- When you make a roll that gains the bonus from your Intellect Barrier feature, you also gain advantage on that roll. If you succeed on the roll, you choose one creature whose attempt to discern information about you prompted that roll and force them to make an Intelligence saving throw against your Metaphysician spell DC. The creature takes psychic damage equal to your Metaphysician level on a failed save, or half as much damage on a successful one.

GREATER SUPERNATURAL SCHOLAR

Starting at 15th level, your psychic abilities and mastery of linguistic principles allow you to understand all spoken and written languages. Moreover, any creature that can understand a language can understand what you say, and if you use your Recovery Trance feature to regain a spell

slot when you spend Hit Dice, that spell slot can be 4th level or lower.

LIVING LIBRARY

At 20th level, your mind is a repository of knowledge comparable to entire academic institutions rather than mere individuals, unifying your intellect with your body and soul and allowing you to unlock the greater psychic potential within your physical form. This grants you a number of benefits:

- You can always accurately recall anything you have seen or heard since you became 20th level.
- You can add your proficiency bonus to any Intelligence check you make that doesn't already include your proficiency bonus.
- When you fail any saving throw or any Intelligence, Wisdom, or Charisma check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

METAPHYSICAL ARCHETYPES

The science of the metaphysician is new, representing both a bold frontier in the exploration

of the mind and a novel paradigm through which to examine the arcane powers of magic rationally. Because the vistas opened by this new field of inquiry are so vast, metaphysicians channel their studies through certain vocations and specialties, known as metaphysical archetypes.

In selecting your metaphysical archetype, you choose not only a focus for your research—both supernatural and mundane, though you approach both with the same scientific methodologies—but a particular area of growth for your psychic abilities and a viewpoint for your understanding of the uncanny. You know that even seemingly impossible phenomena have a rational explanation, and it is this approach that will guide you in finding it.

Casting Bonus Action Spells

An often-overlooked rule for all spellcasters that especially bears repeating here is the following:

If you cast a spell of 1st-level or higher using a bonus action, you can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

ERADICATOR

Deep studies of the realm you call home have revealed a hidden truth: the world is sick. As a plague takes hold of the body, a darkness has infested the land. It takes many forms: undead, lycanthropes, hags, fiends, unclean spirits, and the like. You do not view these horrors superstitiously, but clinically. They are a disease that must be cured.

You have become an expert on these shadowy threats. Like a naturalist cataloguing plant and animal specimens, you use a variety of techniques to discern the true nature of the infection. From stealthy observation to researching poorly understood ancient writings, capture to vivisection, you use any tool you can to extract every secret. How does mortal flesh sustain a zombie's unlife? Why is silver better than steel against a werewolf? How does a mummy infect its victims with rot? You need these answers in order to turn the tables on these unnatural predators and eradicate them for the good of all mortals.

Your psychic powers are a means to this end, and you fight fire with fire. You learn how to influence another's mind, the better to free victims charmed by the gaze



of a vampire. Mastering disguise yourself helps you to pierce a doppelganger's deceit. When a poltergeist hurls objects around a room, you can resist it with your own telekinetic strength. You may be driven by a personal grudge or a sense of calling, or even mere curiosity, but you don't let your feelings cloud your rational mind.

Of all metaphysicians, eradicators are the most likely to have deep religious beliefs. Seeing the way divine power can be channeled to defeat undead, fiends, and other formidable monsters leaves a lasting impression. Whatever you believe, you tend to be just as rational about them as you are about everything else. Eradicators always find a way to reconcile faith and science, and they have a natural suspicion of zeotry. In many ways, your drives to understand divinity and the forces of darkness are two sides of the same coin.

EXORCISM SPELLS

When you choose this archetype at 2nd level, you learn the *detect evil and good*, *protection from evil and good*, and *predictive focus** spells.

At 4th level, you learn the *gentle repose* and *major telekinetic weapon** spells.

At 6th level, you learn the *intellect redoubt** spell.

At 7th level, you learn the *locate creature* and *staggering smite* spells. At 9th level, you learn the *dispel evil and good* spell. At 17th level, you learn the *imprisonment* spell. Spells learned from this feature do not count against your normal number of metaphysician spells or cantrips known.

MONSTER HUNTER

At 2nd level, you can use a holy symbol as a spellcasting focus for your metaphysician spells, and you have advantage on Intelligence and Wisdom checks to discern information about any creature that is an aberration, construct, elemental, fey, fiend, or undead, as well as any other creature that you know to be a shapechanger. You also learn the *shillelagh* cantrip, and when you cast it, you can choose for a wooden weapon you cast it on to sharpen, becoming a piercing weapon for the duration of the spell (this allows you to be used as a wooden stake for the purpose of defeating vampires and similar creatures).

SPECIES FOCUS

Starting at 2nd level, you choose a type of monster you know more about than any other. You can choose one species focus from the following: aberrations, constructs, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can shapechangers of any type as

your species focus. Work with your DM to determine an appropriate type of monster for the campaign. Once during your turn, when you inflict damage with a metaphysician spell or with a magical weapon on a creature that is your species focus or the subject of your *predictive focus* spell, you can choose one such creature to take an additional 1d8 psychic damage. At 6th level, any creature that takes this damage cannot benefit from advantage on any Intelligence or Wisdom saving throw until the end of your next turn.

ABSOLUTE EFFORT

At 6th level, you can marshal your own life force to empower your psychic vigilance. When you cast the *detect evil and good* and *intellect barrier** spells, you may choose to lose 1 hit die to change the casting time to 1 bonus action for this casting.

PSYCHIC TURNING

Starting at 6th level, you can attempt to repel dark forces with the strength of your convictions. As an action, you present a spellcasting focus you can use for your metaphysician spells (such as a holy symbol), and each creature within 30 feet of you that is undead or your species focus must make an Intelligence saving throw against your Metaphysician spell DC. On a failed save, such a creature is repelled for a number of rounds equal to your Intelligence modifier (minimum of 1), though the effect ends if the creature takes damage. A repelled creature must spend its turns trying to move as far away from you as it possibly can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once you use this feature once, you cannot use it again until you finish a short or long rest.

SERENITY OF SPIRIT

At 14th level, you are an island of calm resolution in a sea of fear and aggression. You cannot be charmed or frightened, and you can cast the *calm emotions* spell at will.

HUNTING THE HUNTERS

At 18th level, you are immune to psychic damage, and hostile creatures you choose who take psychic damage during your turn must roll Intelligence saves against your Metaphysician spell DC or become frightened of you until the end of your next turn.

MENTALIST

When you first began to study the powers of the mind, you focused on a particular kind of psionic spellcasting. Like a surgeon or healer discovering they want to specialize in a certain region of the body, this focus was determined by both your intellectual curiosity and an intuitive level of understanding. You don't just see your own psychic powers as a means of gaining knowledge—rather, they are the specific subject you seek knowledge about. You strive to be the world's most advanced authority on your chosen specialty.

Mentalists achieve greater mastery of their supernatural abilities than other metaphysicians, and tend to be the most physically formidable. They are also the metaphysicians most comfortable with accepting weirdness for which they don't have a rational explanation yet—emphasis on the *yet*, as they view their mastery of their chosen area of mentalism to be the key to eventually unlocking all supernatural mysteries.

PSYCHIC SPECIALIST

When you choose this archetype at 2nd level, you gain a *magisterium*, an area of specialty which grants you a list of new cantrips and spells. Magisteria are listed at the end of this archetype description. In addition, you gain proficiency with one martial melee weapon of your choice that does not have the heavy or two-handed qualities.

AWAKENED MIND

At 2nd level, your specialized studies of your branch of psychic magic have unleashed hidden psionic potential within you. This increased spellcasting ability is represented by *psi points*, which allow you to create a variety of magical effects and cast additional spells.

Psi Points. You have 2 psi points, and you gain more as you increase your metaphysician level, per the table below. Any spent psi points are regained when you finish a long rest. You may later discover ways to acquire additional psi points. You can never have more psi points than shown on the table for your level. When you finish a long rest, your number of psi points resets to your maximum.

Metaphysician Level	Max. Psi Points	Metaphysician Level	Max. Psi Points
1st	-	11th	11
2nd	2	12th	12
3rd	3	13th	13
4th	4	14th	14
5th	5	15th	15

6th	6	16th	16
7th	7	17th	17
8th	8	18th	18
9th	9	19th	19
10th	10	20th	20

Creating Spell Slots. You can use your psi points to gain additional spell slots. You learn other ways to use your psi points as you reach higher levels. You can transform unexpended psi points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Creating Spell Slots

Spell Slot Level	Psi Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

You cannot convert a spell slot into psi points at this level. It is a one-way transaction until you attain greater mastery.

EMPOWERING MEDITATION

Starting at 6th level, as a bonus action on your turn, you can expend one spell slot and gain a number of psi points equal to the slot's level. If you wish, as part of the same bonus action, you may also cast a spell that has a casting time of 1 bonus action. Whenever you spend 1 or more psi points, you can spend 1 additional psi point to gain resistance to psychic damage for 10 minutes.

SWIFT SPELL

At 6th level, when you cast a spell of 1st-level or higher 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, if the cantrip you learned from your magisterium has a casting time of 1 action, whenever you cast it, you can change the casting time to 1 bonus action for that casting. Casting the cantrip you learned from your magisterium in this way does not require any expenditure of psi points, but this ability only applies to that particular cantrip.

PSYCHIC METAMAGIC

At 14th level, your careful study of spells cast with psychic energy allows you to tailor your spell effects to the situation at hand. When you cast a spell, you can spend 1 psi point to do either of the following (or spend 2 psi points to do both):

Careful Spell. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 psi point and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

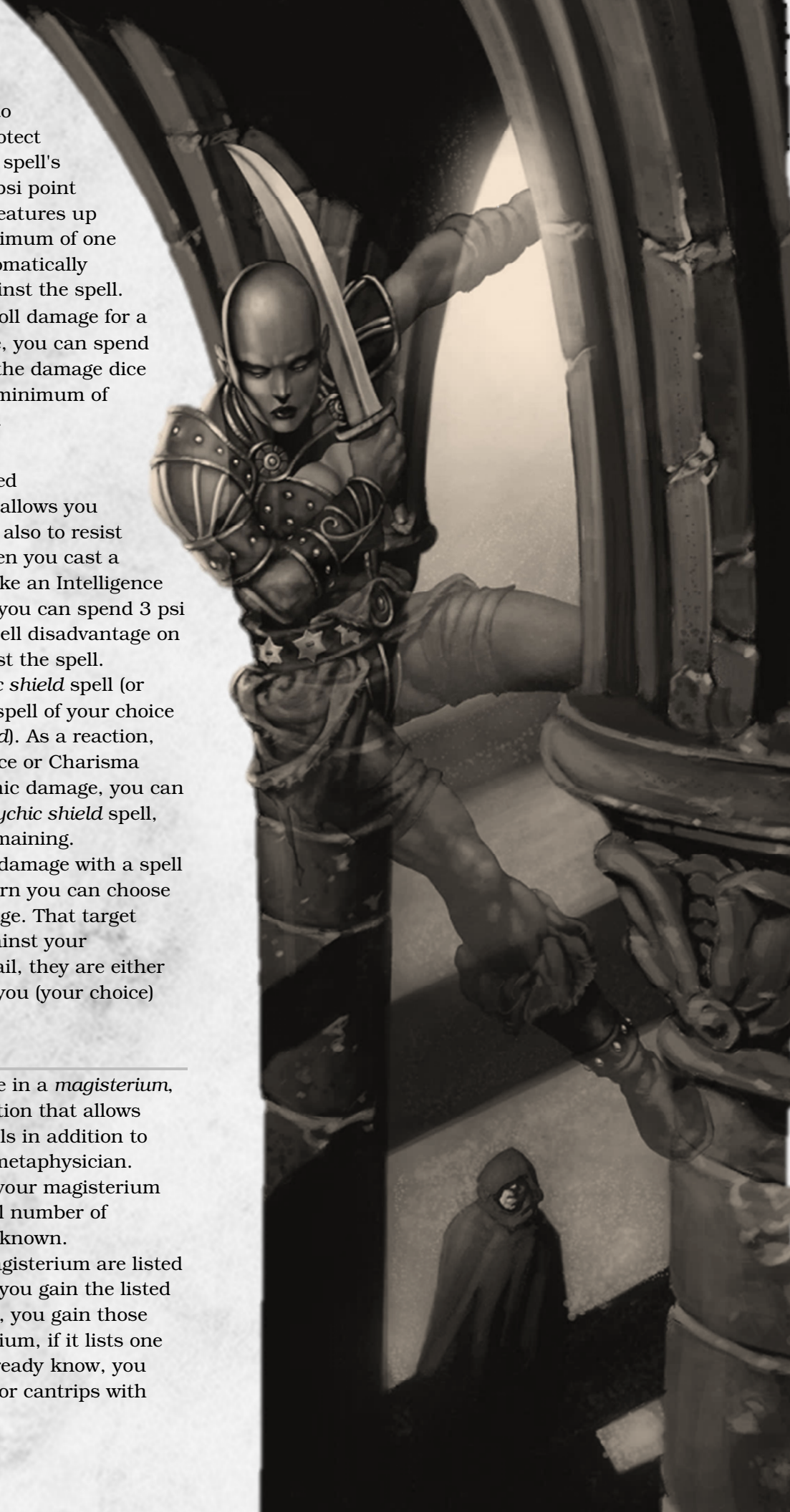
Mindbending Spell. When you roll damage for a spell that inflicts psychic damage, you can spend 1 psi point to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

MASTER PSYCHIC

At 18th level, your nearly perfected understanding of psychic energy allows you to empower your own spells, and also to resist the psionic powers of others. When you cast a spell that forces a creature to make an Intelligence saving throw to resist its effects, you can spend 3 psi points to give one target of the spell disadvantage on its first saving throw made against the spell. In addition, you learn the *psychic shield* spell (or another 1st-level metaphysician spell of your choice if you already know *psychic shield*). As a reaction, whenever you make an Intelligence or Charisma saving throw or would take psychic damage, you can spend 2 psi points to cast the *psychic shield* spell, even if you have no spell slots remaining. Finally, when you inflict psychic damage with a spell of 1st-level or higher, once per turn you can choose one creature who took that damage. That target must roll an Intelligence save against your metaphysician spell DC. If they fail, they are either charmed by you or frightened of you (your choice) until the end of your next turn.

MAGISTERIA

Certain metaphysicians specialize in a *magisterium*, a regimen of training and meditation that allows them to learn certain related spells in addition to those they acquire from being a metaphysician. Cantrips and spells gained from your magisterium do not count against your normal number of metaphysician spells or cantrips known. The spells you gain from your magisterium are listed by your level in this class. When you gain the listed level in your metaphysician class, you gain those spells. When you gain a magisterium, if it lists one or more spells or cantrips you already know, you immediately replace those spells or cantrips with



new spells of the same level from the metaphysician list.

The magisteria also offer additional options for spellcasting foci in using your metaphysician spells. In all cases, the object used as a focus is too large or delicate for you to hold anything usable as a weapon in the same hand.

MAGISTERIUM OF ATMOKINESIS

You are a student of the weather, including how elemental forces interact to create it and how psychokinetic energies can impact those processes. You are very careful with your abilities, as manipulation of the skies in one place can cause droughts, storms, or floods in another. Sometimes, you even worry that you unintentionally affect nearby weather with your moods. These concerns prompt you to exercise a deeper level of self-control and personal detachment than even your fellow mentalists practice. With the precision of a mathematician or an architect, you track weather patterns in your local region, both to understand the limits of your own power and be able to predict the effects of your interference.

In addition to the spells below, you learn the *gust*** cantrip, and you can use an abacus as a spellcasting focus for your metaphysician spells

Metaphysician

Level	Spells Learned
2nd	<i>fog cloud, feather fall</i>
3rd	<i>gust of wind, warding wind</i> **
5th	<i>call lightning, sleet storm</i>
7th	<i>storm sphere</i> **
9th	<i>maelstrom</i> **
11th	<i>chain lightning</i>
17th	<i>storm of vengeance</i>

MAGISTERIUM OF DISAPPARATION

Unlike those who master powers that propel objects through space, you've become convinced of an alternate theory: that space itself is malleable via psychic arcana. You first apply this ability to move short distances, sometimes while standing still, and to bend the world around you to hide your very presence in it. Growing in this field of study allows you to link places together with your mind, traveling impossible distances, perhaps even transcending the mortal plane. The chief mental flaw that accompanies such studies is a tendency towards egocentrism, believing that the visible world revolves around you. After all, when everything around you can move and change, the only fixed point you can perceive is yourself.

In addition to the spells below, you learn the *shifting shadow** cantrip, and if you have navigator's tools on your person and are proficient with them, you can also use any one instrument held in your hand from that set of tools as a spellcasting focus for your metaphysician spells.

Metaphysician

Level	Spells Learned
2nd	<i>longstrider, sanctuary</i>
3rd	<i>misty step, rope trick</i>
5th	<i>blink, nondetection</i>
7th	<i>dimension door</i>
9th	<i>teleportation circle</i>
11th	<i>arcane gate</i>
17th	<i>gate</i>

MAGISTERIUM OF ECTOPSYCHOSIS

Even among other mentalists, your studies are considered esoteric and unorthodox. You have gained insights into other planes and the intelligences that inhabit them, threatening your sanity not with disorienting delusions, but the clarity of truths beyond mortal ken. Sharing your enlightened perceptions can expose others to these same knowledge, as well as the eldritch forces attached to them. Even as you struggle to resist madness, you can blast the sanity of others by unleashing otherworldly forces, or simply by helping them see the world from a perspective like your own. In addition to the spells below, you learn the *reaver's touch** cantrip, and you can use the orb type of arcane focus as a spellcasting focus for your spells, but that orb must be made of clear, colorless crystal (this does not change the cost of the item).

Metaphysician

Level	Spells Learned
2nd	<i>alienated mind</i> *, <i>dissonant whispers</i>
3rd	<i>augury, crown of madness</i>
5th	<i>hunger of Hadar, invasive id</i> *
7th	<i>confusion</i>
9th	<i>contact other plane</i>
11th	<i>eyebite</i>
17th	<i>gate</i>

MAGISTERIUM OF PHANTASMAGORIA

Your intense examination of the workings of the mortal mind have led you to explore the powers of perception, and how they can be misled. You begin with the simple ability to project the input of a single sense, such as hearing or sight, but eventually you can compose complex hallucinations. Over time, you learn how to discern exactly what sensory input will frighten or perplex a certain creature. Getting

insight into others' fears and misunderstandings helps you relate to them, but sometimes knowing how inaccurate even your own senses are makes the world around you seem dreamlike and insubstantial.

In addition to the spells below, you learn the *minor illusion** cantrip, and you can use an item from any one of the following sets of artisan's tools as a spellcasting focus for your metaphysician spells: calligrapher's supplies, painter's supplies, a disguise kit, or a forgery kit.

Metaphysician

Level	Spells Learned
2nd	<i>color spray, silent image</i>
3rd	<i>mirror image, phantasmal force</i>
5th	<i>fear, major image</i>
7th	<i>phantasmal killer</i>
9th	<i>Mislead</i>
11th	<i>programmed illusion</i>
17th	<i>Weird</i>

MAGISTERIUM OF PSYCHOKINETICISM

The ability to move objects and exert force with your mind via the *mage hand* cantrip is where you began your studies, but you have grown greatly in knowledge and power since. The strength of a hulking warrior is dwarfed by the increasing physical potency of your mind. With but a thought, you learn to move the heaviest objects in your presence, and use them defensively or aggressively. The earth itself becomes your plaything as you advance in mastery. Often these mentalists become so accustomed to manipulating the physical world with their thoughts that they barely lift the fingers of their actual bodies. You have to be vigilant about not neglecting the needs of your flesh and blood form, or else your health may decline, as you wither into a mere shell containing an increasingly inhuman power.

In addition to the spells below, you learn the *thunderclap*** cantrip, and you can use the wand type of arcane focus as a spellcasting focus for your spells, but that wand must be made of wood (this does not affect the cost of the item).

Metaphysician

Level	Spells Learned
2nd	<i>catapult***, telekinetic slam*</i>
3rd	<i>cordon of arrows, levitate</i>
5th	<i>erupting earth**, wind wall</i>
7th	<i>animate objects</i>
9th	<i>telekinesis</i>
11th	<i>move earth</i>
17th	<i>Imprisonment</i>

MAGISTERIUM OF PSYCHOMETABOLISM

Your own body is the focus of your studies, and you seek to perfect it through knowledge and discipline. These kinds of mentalists often eat special diets and practice strict routines of regular exercise as part of their mastery of their own bodily energies. They also tend to be among the most unstoppable of all metaphysicians in direct hand-to-hand confrontation. You have to be careful to remain alert to danger, as your growing personal fortitude means you sometimes fail to notice more insidious threats, or serious danger that could harm others. You sometimes have trouble connecting with common folk, as their seem so fragile and short.

In addition to the spells below, you learn the *blade ward* cantrip. You can use a vial of antitoxin or the emblem type of divine focus as a spellcasting focus for your spells, but if you use an emblem, it must feature an alchemical symbol of your own design.

Metaphysician

Level	Spells Learned
2nd	<i>frightful strike*, speed of thought*</i>
3rd	<i>enhance ability, enlarge/reduce</i>
5th	<i>feign death, sustaining meditation*</i>
7th	<i>stoneskin</i>
9th	<i>greater restoration</i>
11th	<i>unleash instincts*</i>
17th	<i>Foresight</i>

MAGISTERIUM OF PSYCHOVELOCITY

Either time or space would be a massive field of study in itself for any scholar, but your psychic abilities give you deep insights into both. Your particular interest is the speed of objects in motion, and you increase your own swiftness to superhuman levels. Eventually, you learn to manipulate time itself, decreasing or increasing the speed of others, moving so quickly you generate vortexes of wind, and eventually learning to move on a completely different scale of time from those around you. Your own perceptions of time can alienate you from others, as the slow-moving and predictable creatures around you become sources of boredom and frustration. The feeling is something like that of a practiced artisan, waiting impatiently for an unschooled apprentice to slowly blunder through a task they themselves could execute quickly and easily, except you feel that way about practically *everyone*. When you move at the upper limits of your speed, there is a strange feeling of temptation to push past even those boundaries, moving on permanently to some as yet undiscovered plane of existence, so that is a call you must resist as well.

In addition to the spells below, you learn the *steal speed* cantrip, and you can use an hourglass as a spellcasting focus for your metaphysician spells.

Metaphysician

Level	Spells Learned
2nd	<i>expeditious retreat, speed of thought*</i>
3rd	<i>blur, spider climb</i>
5th	<i>haste, slow</i>
7th	<i>freedom of movement</i>
9th	<i>swift quiver</i>
11th	<i>investiture of wind</i>
17th	<i>time stop</i>

MAGISTERIUM OF PYROKINESIS

You focus your psychic studies on controlling the element of fire. At first, you can only manipulate existing fire, but eventually you learn to cause combustion in flammable items around you, and at higher levels you can ignite fire out of thin air from your own mental energies. You know have chosen an area of psychic power where it is easy to lose control, for many reasons. Often, creating flame with your mind requires you to summon up intense feelings of rage within yourself, and mentalists of this magisterium are often seen as short tempered. Fire also behaves in ways not unlike a living animal, and sometimes it is hard not to think of it as a living thing that must be calmed and placated or, at times, fed. Its purity is seductive, and the instinct to unleash it everywhere is a lure you must resist as well.

In addition to the spells below, you learn the *control flames*** cantrip, and you can use a container of alchemist's fire as a spellcasting focus for your metaphysician spells.

Metaphysician

Level	Spells Learned
2nd	<i>absorb elements**, fiery wrath*</i>
3rd	<i>heat metal, pyrotechnics**</i>
5th	<i>fireball, flame arrows**</i>
7th	<i>wall of fire</i>
9th	<i>immolation**</i>
11th	<i>investiture of flame</i>
17th	<i>meteor swarm</i>

MAGISTERIUM OF SPECTROLOGY

Like other mentalists, you study the mind, but you do so as a means for divining the secrets of the soul. In your chosen field, you delve into deeper mysteries than any other kind of metaphysician. How do souls migrate from the mortal body they once inhabited? Do spirits have any substance or weight? Is the soul one whole, or does it have parts? You may never

truly answer even one such question, but it is your life's work to try. In that pursuit, you discover ways to externalize expressions of your own soul as disembodied entities or the animating force behind constructs, to transubstantiate your own body into something more like spirit, to communicate with the departed. The heights of power may allow you to leave your body, whether to walk in others' dreams, possess the body of another sentient creature, or even take others with you to explore the astral plane. Yet definitive answers always seem to linger beyond reach, and your unsatisfied curiosity may propel you to reckless risks and making trouble for your comrades.

In addition to the spells below, you learn the *spare the dying** cantrip, and

Metaphysician

Level	Spells Learned
2nd	<i>soul homunculus*, unseen servant</i>
3rd	<i>invisibility, pass without trace</i>
5th	<i>gaseous form, speak with dead</i>
7th	<i>greater invisibility</i>
9th	<i>dream</i>
11th	<i>magic jar</i>
17th	<i>astral projection</i>

MAGISTERIUM OF TELECOGNITION

You have mastered techniques for contacting the minds of other intelligent creatures, sharing your thoughts directly with them and thinking their thoughts as your own. At higher levels of mastery, you can use this ability to exert influence over thoughts as well, sometimes even taking total control. When you encounter another mind directly with your own, keeping track of the boundaries of your own identity requires deep self-knowledge and strength of will. Your powers may threaten the very concepts of free will or privacy, and you must be on guard against the temptation to use them in mundane situations and personal relationships. If friends and loved ones feel as if they cannot trust their own thoughts around you, you will quickly become an isolated pariah.

In addition to the spells below, you learn the *psychic shock** cantrip, and you can use an unbroken mirror as a spellcasting focus for your metaphysician spells.

Metaphysician

Level	Spells Learned
2nd	<i>command, telepathic link*</i>
3rd	<i>hold person, suggestion</i>
5th	<i>control thoughts*, sending</i>
7th	<i>compulsion</i>

9th *Rary's telepathic bond*

11th *mass suggestion*

17th *power word kill*

MAGISTERIUM OF TELEMPATHY

You focus not on reading others' thoughts, but on sensing their emotions. Beyond the ability to intuit the feelings of those around you, you can project your own emotions into other creatures, causing them to feel as you wish them too. Eventually, you can overwhelm the passions of others to the point where they are inspired to heroic deeds—or past the point at which they can move or function. At the same time, it becomes harder and harder to tell where the emotions of others end, and where your own begin. Those who would dare this path must have the ability to overcome great fear, rage, desire, and other powerful emotions. They require increasing levels of willpower to remain in control. In addition to the spells below, you learn the *fist of rage** cantrip, and you can use a lantern (hooded or bullseye, whether or not it is lit) as a spellcasting focus for your metaphysician spells.

Metaphysician

Level	Spells Learned
2nd	<i>charm person, Tasha's hideous laughter</i>
3rd	<i>calm emotions, enthrall</i>
5th	<i>beacon of hope, hypnotic pattern</i>
7th	<i>pain</i>
9th	<i>hold monster</i>
11th	<i>Otto's irresistible dance</i>
17th	<i>weird</i>

MAGISTERIUM OF ZOOPATHY

Your studies have unlocked the more primal and animalistic energies of your mind, and you are in touch with the instincts of beasts around you. At first you can only calm or communicate with them. Over time, however, you learn to emulate bestial traits to your advantage, swimming like a fish or striking with the claws of panther. Later, you can summon groups of animals and control them, and empower yourself far beyond the normal abilities of mortals. Retaining control over your instincts becomes challenging, as the primal urges within you grow stronger as your connection to nature deepens.

In addition to the spells below, you learn the *warning roar** cantrip. You can use a vial of antitoxin or the emblem type of divine focus as a spellcasting focus for your spells, but if you use an emblem, it must feature a totemic symbol representing an animal with which you feel an affinity.

Metaphysician

Level	Spells Learned
2nd	<i>animal friendship, beast bond**</i>
3rd	<i>alter self, beast sense</i>
5th	<i>conjure animals, fly</i>
7th	<i>dominate beast</i>
9th	<i>commune with nature</i>
11th	<i>unleash instincts*</i>
17th	<i>shapechange</i>

Mentalist Multiclassing

If you are using the optional multiclassing rules, you may eventually gain psi points from another class. If you do, the maximum number of psi points you can have at once is equal to the total of the maximum psi points permitted by each of your classes that grants them, added together.

SAVANT

You know things, and that's it—but that is more than enough. Unlike other metaphysicians, you don't claim to have any magical powers, your understanding is that you are simply well-educated and extremely practiced in certain techniques. Even the most miraculous seeming feats you can perform have a more mundane explanation, which you can discuss at depth. You're convinced that the magical powers of wizards and the like have less mystical



explanations as well. You seek to understand those phenomena, but your worldview does not allow for the kinds of irrational superstitions others rely on to explain phenomena such as spirits or the walking dead. Logic, applied with rigor, can explain anything. The universe is not an inexplicable game played with dice by unknowable gods. It is a place of deep yet comprehensible wonder, where some creatures and forces are so great and powerful that they currently *seem* beyond mortal ken. In time, however, if enough knowledge is collected, analyzed, and understood, the scientific method will yield understanding of everything. You do your part to bring that future closer.

You love a challenge, and no challenge engages your faculties more than unraveling what others don't want you to know. The combination of your deductive reasoning, encyclopedic education, and ability to improve the efficiency of your body with your powerful mind make you more than a mere investigator or detective. You have an uncanny ability to read people and situations, allowing you to predict your opponent's moves before they happen, uncover complex conspiracies with a bare handful of clues, and act with preternatural quickness before anyone else realizes what has happened.

Most who see you believe your extraordinary capabilities to be magic. You know that even your most miraculous leaps of intuition or uncanny feats of prediction are merely byproducts of a level of education, intuition, and self-discipline any person of intelligence could achieve—you're sure magic has nothing to do with it!

Due to the loss of spell slots that is a consequence of choosing this archetype, you gain an extra archetype feature at 11th level, as well as the levels at which other Metaphysician archetypes gain a feature.

DEEP PROFICIENCY

When you choose this archetype at 2nd level, you gain a deep level of mastery in certain skilled pursuits. You gain proficiency with two tool or vehicle types of your choice (you could choose thieves' tools and water vehicles, disguise kits and calligrapher's supplies, etc.) In addition, you choose one of the following Deep Proficiency options:

- **Cautious.** You gain proficiency with medium and heavy armor. When wearing medium or heavy armor, you gain +1 to AC.
- **Cerebral.** You gain proficiency in one Intelligence-based skill, and you can add half your proficiency bonus, rounded down, to any Intelligence check you make, whether it already includes your normal proficiency bonus or not.

- **Influential.** You gain proficiency in one Charisma-based skill, and you can add half your proficiency bonus, rounded down, to any Charisma check you make, whether it already includes your normal proficiency bonus or not.
- **Intuitive.** You gain proficiency in one Wisdom-based skill, and you can add half your proficiency bonus, rounded down, to any Wisdom check you make, whether it already includes your normal proficiency bonus or not.
- **Tactical.** You gain proficiency with medium armor and all martial weapons. Weapon attacks you make outside of your own turn inflict +2 damage.

GENIUS INTELLECT

Beginning at 2nd level, your spell progression changes from that shown on the metaphysician table. When you choose this archetype, you do not gain spell slots of 2nd level or higher from your metaphysician class. Instead, you receive *intellect dice*, special dice you use to perform prodigious acts that mark your genius. As you grow in your metaphysician class, you gain different numbers of dice, which can be of various types (d6's, d8, d10's, d12's). The various dice you gain are shown in the Intellect Dice per Day table, below.

INTELLECT DICE PER DAY

Metaphysician Level	-Intellect Dice-			
	d6's	d8's	d10's	d12's
2nd	1d6	-	-	-
3rd	2d6	-	-	-
4th	3d6	-	-	-
5th	3d6	1d8	-	-
6th	3d6	2d8	-	-
7th	3d6	3d8	1d10	-
8th	3d6	3d8	2d10	-
9th	3d6	3d8	3d10	1d12
10th	3d6	3d8	3d10	2d12
11th	3d6	3d8	3d10	2d12
12th	3d6	3d8	3d10	2d12
13th	3d6	3d8	3d10	2d12
14th	3d6	3d8	3d10	2d12
15th	3d6	3d8	3d10	2d12
16th	3d6	3d8	3d10	2d12
17th	3d6	3d8	3d10	2d12
18th	3d6	3d8	3d10	2d12
19th	3d6	3d8	3d10	3d12
20th	3d6	3d8	3d10	3d12

You can use these intellect dice for a variety of *exploits*, stunning demonstrations of your mental discipline. Exploits are listed at the end of this archetype. If an exploit requires a saving throw, it uses your metaphysician spellcasting save DC. You

can never spend more than one intellect die during the same turn.

You regain all expended intellect dice whenever you finish a long rest.

In addition, you are able to use a magnifying glass as a spellcasting focus for your metaphysician spells.

NARROWLY FOCUSED SPELLS

At 2nd level, you focus on certain talents that are effectively spells, but which you know are merely demonstrations of mental discipline. You learn the *dread mercy**, *predictive focus** and *psychic shield** spells, as well as the *adept skill** and *vicious mockery* cantrips.

From now on, whenever you learn a new spell per the Spells Known column of the Metaphysician table, it can never be a spell of 2nd level or higher. Spells gained from other sources (such as class features, racial traits, or the features of this archetype) are not affected by this feature.

Starting at 4th level, whenever you inflict psychic damage on a creature with a cantrip, that damage is increased by your Intelligence modifier.

MARTIAL DETERMINATION

At 6th level, focused meditation and an increased level of martial training make you a more resilient combatant, capable of acting and reacting with preternatural speed. Your hit point maximum increases by 6, and increases by 1 again whenever you gain a level in this class. In addition, you can take a bonus action on each of your turns in combat. This bonus action can be used only to take the Disengage action, to cast the *vicious mockery* cantrip, or to make a Dexterity (Sleight of Hand), Intelligence (Investigation), or Wisdom (Perception or Insight) check.

SLEUTH'S INSIGHT

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

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

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

When you use this ability on a creature, you can also cast *predictive focus** on it without any components and without using a spell slot. Once you cast *predictive focus** on a creature without using a spell slot in this way, you cannot do so again until you finish a short or long rest.

If you wish to use this ability more quickly, or in combat, you may do so as an action without the minute of interaction, but must succeed on a Wisdom (Insight) check opposed by the target's Charisma (Deception) check as part of that action. You gain advantage on the roll if the creature is currently Friendly towards you. If you fail, this creature is immune to your analyzing gaze feature for 1 minute.

If a creature you have used this ability on within the last hour is the target of your *predictive focus** spell, you roll 1d12 for your bonus damage from that spell against the creature, instead of a d6.

UNEQUALLED INSIGHT

At 11th level, the uncanny unity of body, mind, and senses granted by your unparalleled self-discipline grant you extraordinary powers most would consider magic, but which you know to be extraordinary feats of mental clarity. Once per day, you can cast *true seeing* (on yourself only) without spending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more metaphysician spells of your choice that can be cast in this way, as follows:

- At 13th level, once per day, you can cast *regenerate* (on yourself only) without spending a spell slot.
- At 15th level, once per day, you can cast *glibness* without spending a spell slot.
- At 17th level, once per day, you can cast *foresight* (on yourself only) without spending a spell slot.

You regain all uses of your unequalled insight spells whenever you finish a long rest.

FIRST BLOW

Beginning at 14th level, your preternaturally quick mind gives you a crucial edge when a fight begins. If you make an unarmed strike against a creature who has not yet acted in the combat, you can roll a d6 in place of your normal unarmed strike normal damage, and you can use Intelligence instead of Strength for the attack and damage rolls. If the unarmed strike hits, the target must succeed on a Dexterity saving throw against your metaphysician spell DC or be knocked prone.

UNEXPECTED RESPONSE

At 14th level, you are always one step ahead of danger. When you roll initiative, before anyone else can act, you can immediately take an extra turn.

During this turn, you can only take one action, and you can only use it in certain ways. You can take the Dash or Hide action, make an unarmed strike, or take any one of the bonus actions permitted by your Insightful Action feature.

If more than one creature in an encounter has a feature that allows them to take an extra turn before anyone else can act, then all creatures with such abilities act first, in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you are not surprised, but you do not gain this extra turn.

FORESEEN POSSIBILITY

At 18th level, your ability to predict events and actions around you is psychically infallible and practically omniscient, allowing you to predict your near future like moves on a chessboard and change your own choices in response. Once per day, at the end of your turn, before anyone else acts in the combat, you can announce that what just happened during your turn was not what actually occurred, but was simply your character visualizing what might happen and psychically sharing that information with their comrades. At that point, everything that has happened since the beginning of your turn—including dice rolls, any damage inflicted or healed, movement, conversation, spellcasting, even death and the passage of time itself—is undone, because in the world of the game, it *never actually happened*. That turn never took place at all. You then immediately take your turn again, making new choices or similar ones as you wish, with entirely new actions, responses, dice rolls, effects, and outcomes. In game terms, you have effectively taken a “mulligan” on that turn, ignoring what occurred and playing it over again. You must use the results of the re-played turn, even if at the end of it you realize you prefer the previous version. Every player character that had perceived your original turn in-game still remembers what might have been, because they are also magically aware of what would have happened if that turn had actually taken place. In order to make such an accurate prediction, your character had to psychically reflect his own observations to and from his allies’ minds as well as his own. Non-player characters, however, do not know what the turn that never happened was like, unless they are Friendly towards you and you choose for them to have seen it.

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

EXPLOITS

The exploits available to this archetype are described below, in alphabetical order.

Alchemical Salve. You can use this exploit to create special alchemical salves that have healing power comparable to some potions. You can spend 10 minutes (which can be part of a short rest) making these salves by gathering and mixing ingredients. At the end of those 10 minutes, you may expend a number of your intellect dice equal to or less than your Intelligence modifier. Each intellect die spent creates a separate alchemical salve, which heals an amount of damage dependent on the intellect die spent, as follows:

Alchemical Salve Healing

Intellect Die Spent	Healing Value
1d6	2d6
1d8	3d8
1d10	3d10
1d12	4d12

These alchemical salves cannot be applied effectively by anyone but you. As an action, you can apply one of your alchemical salves to yourself or a creature within 5 feet of you. The creature to which you apply the salve instantly regains hit points equal to the healing value shown on table above. Your alchemical salves lose potency within a day or so. The next time you finish a long rest, all alchemical salves you have created lose all healing properties, becoming a tingly unguent with no exceptional healing properties (though it can ease muscle pain). Reusing expired salve halves the time required the next time you create a batch.

When you reach 5th level in your metaphysician class, alchemical salves you create with this exploit confer additional healing equal to twice your Intelligence modifier.

Battlefield Geometry. You can expend a intellect die as a bonus action during your turn to move up to half your walking speed. When you expend a intellect die for this exploit, until the end of your turn you add half the result of your intellect die roll to your AC (rounded down to a minimum of 1) and do not expend extra movement when moving over difficult terrain. Once you use this exploit twice, you must finish a short or long rest before you can use it again.

When you reach 7th level in your metaphysician class, you add the full roll of your intellect die to your AC until the end of your turn, instead of half. When you reach 11th level in your metaphysician class, you can use this exploit to move up to your full walking speed, instead of half.

Brew Acid and Alchemist’s Fire. If you are proficient with alchemist’s supplies, you can use them make special temporary versions of alchemist fire or basic acid for your own use. You can spend 10 minutes brewing these alchemical concoctions (which can be part of a short rest). At the end of those 10 minutes, you may expend a number of your intellect dice equal to or less than your Intelligence modifier. Each intellect die spent creates a separate canister of improvised acid or alchemist’s fire like those

described under Adventuring Gear in the core rules. Instead of inflicting the normal damage, however, each canister inflicts damage based on the intellect die spent, as follows:

BREWED ACID/ALCHEMIST'S FIRE DAMAGE

Intellect Die Spent	Improvised Acid Damage	Improvised Alchemist's Fire Damage
1d6	4d6	2d6
1d8	4d8	3d8
1d10	4d10	3d10
1d12	4d12	4d12

Otherwise, the acid works as normal, but the alchemist's fire works slightly differently.

When a creature is struck by your improvised alchemist's fire, it immediately makes a Dexterity saving throw against the effect. The DC for this first Dexterity save is your metaphysician spellcasting DC rather than the normal alchemist's fire save DC. On a successful saving throw, the creature takes half the fire damage both for this round and any subsequent round in which it takes fire damage. On a failure, it takes the full damage. Either way, it takes this damage when struck as well as at the beginning of its next turn. If a creature succeeds on its initial saving throw, it has advantage on its subsequent Dexterity saves to extinguish the flames from this effect.

The improvised acid and alchemist's fire you create lose potency within a day or so. The next time you finish a long rest, they become an inert and useless gelatinous liquid. Reusing this expired alchemical concoction halves the time required the next time you create a batch of acid or alchemist's fire.

When you reach 4th level in your metaphysician class, you can throw acid or alchemist's fire created with this ability up to 50 feet instead of 20 feet. Once during your turn, you may do so as if throwing a weapon with which you are proficient, rather than an improvised weapon. When you reach 5th level in your metaphysician class, when you throw acid or alchemist's fire prepared with this exploit, once during your turn you can quickly add an additional ingredient that gives the acid or alchemist's fire different properties, as follows:

- **Spraying Acid.** This acid reacts when it consumes flesh or other substances, spraying acidic droplets and caustic vapor in directions you can precalculate. When you make your ranged attack roll, choose up to three other creatures within 10 feet of the target. You may make this ranged attack roll using your Intelligence modifier in place of your Strength or Dexterity modifier if you choose. If the attack hits, any of the other three creatures you chose whose Armor Class would've been struck by that attack roll also take the acid damage. When you reach 11th level in your metaphysician class, you may choose up to four extra creatures instead of three, so long as all are within 10 feet of your target; when you reach 17th level in this class, you choose as many as five.
- **Explosive Alchemist's Fire.** This alchemist's fire explodes almost immediately after you add the extra

ingredient. Instead of making an attack roll, you choose a point within 75 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw against your metaphysician spell save DC. A target that succeeds on its saving throw takes the normal damage for alchemist's fire you create with this exploit; targets that fail their saves take double damage. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Clockworks. If you are proficient with tinker's tools, you can expend one intellect die to use them to make a single use of the rock gnome's Tinker racial ability, spending 1 hour and 10 gp of materials to create one Tiny clockwork device. You may add the number rolled on your Intellect die to the clockwork devices's base Armor Class of 5. You can only have three clockwork devices at once, which all work as per the Tinker ability description. If you already possess the Tinker ability (probably from being a rock gnome), you gain an additional bonus when you use this exploit: you may add the number rolled on your Intellect die to the clockwork devices's base 1 hp, as well as to its base Armor Class.

Discern Vulnerability. When you make a weapon attack, you can expend one intellect die to inflict extra damage if the attack hits. You must choose to do this before you make the attack roll. You choose whether the extra damage is psychic damage or damage of the same type as the weapon. The extra damage inflicted is determined by the size of the intellect die you spend, as follows: d6 = 4d6 extra damage, d8 = 4d8 extra damage, d10 = 4d10 extra damage, d12 = 4d12 extra damage.

Mnemonic Fortification. Whenever you use a spell slot to cast a spell of 1st level, you can spend an intellect die to recover that spell slot, as if it had never been used. In addition, whenever a spell you cast with this exploit has an enhanced effect when cast with a higher level spell slot (as *frightful strike** does), you cast it at a higher level if you use an intellect die of a certain type, as follows: d6 = 2nd level spell slot, d8 = 3rd level spell slot, d10 = 4th level spell slot, d12 = 5th level spell slot. Whenever you expend an intellect die for this exploit, you also gain temporary hit points equal to your intellect die roll.

As you gain higher levels, you can use intellect dice to cast certain spells of higher level as well, but the types of intellect dice you can use in this way are limited, as follows:

- At 3rd level, you can spend an intellect die as an action to cast the *calm emotions* spell or the *detect thoughts* spell as an exploit.
- At 5th level, as an action, you can spend a d8, d10, or d12 intellect die to cast the *haste* spell as an exploit, or to cast the *read object** spell (using its usual casting time of 10 minutes).
- At 7th level, you can spend a d10 or d12 intellect die as an exploit to cast the *premonitory vision** spell as a reaction or the *prescient sense** spell as an action.
- At 9th level, you can spend a d12 intellect die as an action to cast the *dominate person* as an exploit, or to

cast the *legend lore* spell (using its usual casting time of 10 minutes).

If any of the above listed spells are rituals, you can cast them as rituals normally, without having to spend an intellect die, just as any other spellcaster would.

Read Evidence. While you are or a companion are tracking or about to begin tracking one or more other creatures, you can spend an Intellect die as an action to touch an imprint or mark left on your environment by the touch of one of the creatures and sense information about them. When you do so, you get an image of that creature's appearance, its relative size, whether it was traveling alone, and a sense of its emotional state, as if you had used the *read object** spell on an object it had touched. For the next 10 minutes, you add your Intellect die roll to all Wisdom checks you make to find that creature or gain insight into its motivations.

Tactical Insight. By imparting advice or instruction to an ally, you allow them to move and make an extra attack. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one intellect die. That creature can immediately use its reaction to make one weapon attack, adding the intellect die to the attack's damage roll. You choose whether the extra damage is

psychic damage or damage of the same type as the weapon. The creature can also move up to half its walking speed as part of the same reaction. When you reach 7th level in your



metaphysician class, when you use this exploit, the ally may move up its full walking speed as part of its reaction, instead of half. When you reach 11th level, you add your Intelligence modifier to the extra damage. When you reach 17th level, all extra damage from this exploit is doubled.

The Challenge of the Savant

If you choose to play a metaphysician with the Savant archetype, you get to play a kind of character often depicted in fantasy and historical fiction: the intellectual hero of reason, often skeptical of superstition (and magic) but trusting absolutely in knowledge and education. This type of protagonist or ally includes types as diverse as George R.R. Martin's Maesters of the Citadel, Vizzini and Miracle Max in *The Princess Bride*, Leonard of Quirm in Terry Pratchett's *Discworld* series (paralleled by his Roundword counterpart, Leonardo da Vinci), the Craftsmasons in the role-playing game *Mage: The Sorcerer's Crusade*, Cid in the *Final Fantasy* video game series, and many assorted alchemists, steampunk inventors, and others. The main examples in D&D come from the *Dragonlance* setting, including gnome inventors like Gnimsh and the Ascetics who serve Astinus the Historian. From sleuths like Sherlock Holmes to mad scientists like Victor Frankenstein (and his Ravenloft equivalent Victor Mordenheim), this archetype is part of a rich tradition. However, it also comes with a challenge. Unlike other metaphysicians, savants do not learn spells above 1st level, but in terms of the rules, they do still cast "spells" of 1st level or lower. It's up to you whether your character believes they don't use magic but actually does (and thereby must have a nonmagical explanation for every spell they do cast), or if your cantrips and 1st-level spells only appear to be magic to the superstitious, and are in fact merely astounding feats of physical training and mental discipline. Whatever the case, you need a logical rationale for any spells you do cast. Some are more easily explained than others: the *adept skill* cantrip is just you displaying the concentration and personal genius that let you achieve superior results, The *jump* spell represents your amazing athletic ability, *charm person* is merely leveraging your studies of human nature, *psychic shield* is just your personal force of will, etc. Others are harder to explain—perhaps you describe your character as hurling some tiny alchemical object as part of casting the thunderclap cantrip, or hypnotizing an opponent with a swinging pocketwatch before they believe your *silent image*. This added level of creativity is part of the fun, but it's also a bit of extra effort, so when choosing this archetype—and choosing the limited number of spells you learn from it—make sure flexing those extra imaginative muscles is part of the experience you want in play.

RACES

NEW HUMAN VARIANT:

HUMAN (VISTANI MYSTIC)

It seems your people have always dwelt in the Domains of Dread, though most tales say your sojourn in this benighted realm began when your ancestors' pact with the Barovian nobleman called von Zarovich became an agreement with the Dark Powers. When traveling in large family groups, this ancient pact even allows you to travel through the mists, ranging between domains despite the will of the Dark Lords. You are of the Vistani, perhaps the first inhabitants of these troubled lands. The traditions, humor, and language of the Vistani (singular Vistana) are dark and mysterious to outsiders. Your kin often speak in long flowing riddles to those they do not trust, wrapping crucial truths in useless information and telling tales of your ancestors that are almost certainly untrue. Among family and allies, however, it is clear that you are a most serious people, who thrive in a haunted land that demands deep wisdom and constant vigilance. Though quick to act when your lives or traditions are threatened, your people seek to avoid violence of any kind. They work strenuously to avoid dark sorcery and other similar forces. There are many stereotypes of the Vistani, and some of them are ones they cultivate themselves, or at least capitalize on to retain an intimidating mystique. This is out of necessity, since their lack of a homeland in the Domains of Dread makes them vulnerable, but in other ways, in this realm ruled by inhuman horrors, they are safer than those cower behind stone walls. Still, the same myths also make them a target for those who see the Vistani as thieves, entertainers, and fortune-tellers with funny accents. In truth, many character classes are common among their people. A spellcasting Vistana is as likely to be druid or a wizard as a bard or a sorcerer. Rangers and fighters are as common as rogues. Still, the many powerful bloodlines intertwined with the ancestries of Vistani families and *tasques* do make the sorcerer's arcane birthright more common among their ethnicity than that of other humans. However, their gender identity strongly affects this path as well (see the Vistani Sorcerers sidebar). Physically, Vistani are just like any other human, but some have training in mystical traditions unique

to your culture. The variant below is for those raised with such training.

To make a Vistana, apply either normal human statistics or this variant, which uses the optional Feat rule from chapter 6 of the Player's Handbook, **HUMAN (VISTANI MYSTIC) TRAITS**

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Choose two different ability scores, and increase each of them by 1.

Bonus Feat. Select a feat of your choice, and gain that feat at 1st level.

Bonus Language. You can speak, read, and write Common, Patterna (the Vistani tongue) and one additional language of your choice.

Lesser Evil Eye. You learn the *blood curse** cantrip.

Vigilant Mind. When you make a Wisdom save against an effect that would charm or frighten you, you can use your reaction to roll with advantage.

Vistani Sorcerers

Strong cultural factors cause Vistani sorcerers to share certain traits. They tend to favor divination and enchantment spells, and they never identify themselves as men, no matter how they were raised. When the rare male Vistana shows sorcerous abilities, even as a child, superstitious customs indicate it must be killed, though sorcerers born physically male who choose to live as women are spared this fate. The Vistani believe any male sorcerer of their people who grows to maturity is fated to become a *Dukkar*, a hated being of evil who will bring great suffering to his people.

NEW DWARF SUBRACE:

CRAG DWARF

In the histories of dwarves, there are often tales of devastating events—delving too deep into some infernal force, an invasion by a humanoid horde, a realm-shattering cataclysm—that drive an entire dwarven nation from their underground homeland and onto the surface. Such is the instinct of dwarves that they nearly always seek new homes beneath the earth, even in the shallow tunnels beneath small hills or human cities. But on some worlds—especially in the Domains of Dread—circumstances have prevented some dwarves from finding such sanctuary, but kept them confined to some desolate or vulnerable region on the surface. In these cases, they have survived only by learning to resist the depredations of raiding humanoids and other threats with defiant vigor. They developed razor-sharp instincts and fearsome tactics, allowing them

to both react and attack with a speed not often seen in others of their race, becoming a new breed known as crag dwarves. While they still look solidly built and stout compared to most other races, dwarves of hill and mountain who meet them find them lean and weathered, with the hungry eyes of pack wolves in winter and strange ways in battle.

CRAG DWARF TRAITS

The crag dwarf subrace has the normal dwarf traits, plus the subrace traits below.

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

Cagey Defender. When you are surprised, you can still take a single action or bonus action (but not both) during the surprise round. You cannot move unless you take an action that specifically allows you to move (such as the Dash action).

Shocking Strategy. When you are within 5 feet of an enemy, but no enemy within 5 feet of you has taken a turn in the combat yet, you can take the Disengage or Help action as a bonus action.

Stalwart. Whenever you make a saving throw to avoid becoming frightened, you are considered proficient, and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

NEW ELF SUBRACE:

DUSK ELF

Dusk elves are a cultural offshoot of the more common subraces of elves, said to be blessed by the moon with great stealth. They are more somber and reserved than their wild cousins, and they tend to dress in fashions closer to the norm of the realm they live in.

At the dawn of creation, no difference between the different kinds of elves existed, and no wickedness sundered the drow from their light-dwelling kin. They were one people, bound through common love and life, and united by the eagerness and curiosity for the natural world's many wonders. All this ended with the dreaded war between the elves that altered the course of what would become high elves, wood elves, and dark elves for all time.

Even as the elves rallied against their dark kin, some chose no side. Instead, they sought escape from the escalating violence and retreated to hidden parts of the mortal world. The nobles who led the sylvan armies against the dark host deemed those who fled traitors, and the most powerful of elven gods vowed vengeance against them for their cowardice. One goddess, however, saw this flight as obedience to her own tenets. This goddess is named

as Mother Night among the dusk elves of Barovia and other Domains of Dread. In most worlds, she is identified as the elven goddess Sehanine. This goddess sheltered those who abstained from the war as her chosen people, raising a veil to hide them from anyone seeking retribution, while the drow were driven into the Underdark.

The Magic of the Dusk Elves

During the war between the ancestors of the various subraces of elves, it is said that some elves who remained neutral sought increase magical powers to enforce peace among the warring factions. Various reports give these proto-dusk elves credit for inventing various forms of magic, as well as for being the progenitors of various magical species descended from elves.

The most popular of these rumors says that certain dusk elves were the first warlocks, at first pacting with great powers of the Feywild, but later experimenting with demonic influences as well. It is unclear how these rumors might relate to tales of ancient tieflings forging the first warlock pacts with their fiendish kin.

What can be confirmed is that dusk elf spellcasters can reach heights of power just as dizzying as those attained by high elf wizards, and that there are many warlocks among them as well. It is also known that they were the first to practice the Pact of the Gloom (detailed in the Warlock section of the Classes chapter), and that dusk elf illusionists and necromancers collaborated to establish the study of shadow magic (sometimes called "nethermancy") as its own occult tradition.

Dusk Elf Feats

While the base dusk elf is, mechanically, identical to your choice of another of the elf subraces (usually wood elf, or sometimes high elf), adventuring dusk elves learn to focus the unique blessings of their patron goddess in more potent ways. They combine the magic that helps hide them from the world with the training in stealth all dusk elves receive to frustrate and confuse their enemies. For player characters, the Dusk Elf Stealth feat is a good way to express the traits that differentiate them from their kin. In addition, the Shadow Sentinel feat (available to all races with an appropriate background, but especially suited to the dusk elf) is perfect for members of the gloaming guardians. Finally, the Dusksinger feat (described below) allows dusk elf warlocks to use a variant of the elven martial and magical art known as Bladesong (as described in the *Sword Coast Adventurer's Guide*). These feats are all described in the Optional Feats chapter.

Over the intervening generations, these elves lived in secret, forbidden from returning to their homelands and afraid to range too far from their hidden redoubts. Only after the ancient wars and their part in them began to fade did such elves venture farther afield. Elven memory is long indeed, and some bear the lost tribe, now called dusk elves, ill will, but



many find ways to look beyond the ancient offense and take these people for who they now are. Physically, dusk elves are a slight folk, nearly identical to their elf counterparts. They tend to be thinner and taller than most other elf subraces. Most are very dark-skinned, with complexions ranging from a dark brown to a golden tan, complimented by lustrous black, auburn, or silverish hair. Their variety of eye colors includes any color that might be seen in a drow, wood elf, or high elf, but most have brown or dark purple eyes. Where they differ is mostly in their choice of apparel, as they favor subdued colors and practical, unadorned garb. These types tend to share the basic traits of their high elf and wood elf kin, but where those elves are free-spirited and mercurial, dusk elves are furtive, haunted, and suspicious. In a few communities, generally descended from elves who hid in refuges partially underground or near cave-riddled mountains, some dusk elves have abilities closer to those of the drow. Members of this small minority often differ in appearance from dusk elves elsewhere, with skin pale as moonlight.

Dusk Elf Beliefs

The goddess who granted them succor remains the most powerful religious presence among the dusk elves, and many exclude other gods on holy days. In the Shadowfell and the Domains of Dread, that goddess is named as Mother Night. In worlds beyond, such as the Forgotten Realms, this goddess is most often known as Sehanine Moonbow. In lands where Sehanine is not worshipped, she is identified with goddesses of the moon and/or hunt, such as Artemis. A central tenet of this faith is the notion of the night as a source of refuge and recovery, rather than a feared unknown. This ethos directly opposes gods of thievery and murder (such as Mask, Bhaal, or Set), whose worshippers tend to see the night as a cover for victimizing others.

Other faiths abide among the dusk elves as well. They have no disdain for gods of light, for example, and dusk elves in Barovia often pay homage to the Morninglord. In the Realms, they also venerate the good-aligned drow goddess Ellistraee, who represents the redemption of dark elves that their ancestors always believed was possible.

However, the worship of those elven gods who swore vengeance on the dusk elves—such as Corellon Larethian in the Realms—is forbidden in most of their communities, and those who maintain these faiths must do so in secret, lest they face exile and ostracism. In some dusk elf settlements, rumors persist about cults worshipping Lolth.

Dusk elves restrict their emotions to a narrow range, showing little joy and less grief. For all their disinclination for emotional displays, dusk elves are a people of deep feeling. When alone or among a trusted few, they give in to their happiness and sorrow with surprising intensity.

Dusk elves value their privacy and guard their lands from trespassers. The dusk elves who protect their communities from trespass are a select group of deadly sentries, known as the gloaming guardians. They protect the routes into their communities, and if they encounter intruders, they use their stealthy talents to trick or frighten interlopers away. Failing that, the guardians use their considerable martial prowess to pick such trespassers off one at a time, until they realize their error and return from whence they came. Gloaming guardians are sometimes the only dusk elves who meet other peoples.

During private moments, dusk elves reflect on their nature, their people's history, and the plans their patron goddess has for them. They see the natural world as a prison, albeit a beautiful one, and pine for the fabulous cities of the high elves and verdant fey lands of the wood elves.

Those who shrug off the accustomed melancholy of their people sometimes leave their hidden communities to see what the world has to offer. Adventuring is a common pastime for these bold souls, and they prove constant, though detached, comrades. They show little of the joy shared by other elves. However, dusk elves are sensitive about their reputations and might go over-board to prove their loyalty. Those who return from sojourns abroad have founded factions pushing for reconciliation with high elves and wood elves. They face strong opposition, but a few communities have been successful in establishing talks with their estranged kin.

DUSK ELF TRAITS

A dusk elf has the traits of another elven subrace, sharing close kinship with the other breeds of elves. The overwhelming majority have the traits of a wood elf, sometimes of a high elf; those rare dusk elves who share the qualities of a drow (including their sensitivity to sunlight) are seldom seen outside their communities, and playing one requires special DM permission.

Dusk Elves of Ravenloft

At some point after the Strahd von Zarovich became a vampire, groups of dusk elves migrated to Barovia, and later other Domains of Dread. Elves of other kinds are much rarer in these benighted lands than in other worlds, which has slightly altered dusk elf culture here. They are still appropriately suspicious and fearful for dwelling in such haunted places, but the fact of their existence is not a total secret, though their racial enclaves are still guarded with deadly secrecy.

Dusk elves trapped in the Land of Mists feel a sense of kinship with local humans, whose frightened paranoia mirrors their own.

In fact, such dusk elf colonies will even engage in trade with humans living in the same Domain of Dread. Residents of such dusk elf communities are much more likely to venture out to see other lands. Human settlements in some domains, however, practice evil traditions openly, and in such places, dusk elves are just as secretive as usual.

Barovian Dusk Elves

The dusk elves of Barovia suffered a cruel fate, even before that realm was drawn into the Domains of Dread by the Mists. Once, the dusk elves had a sizable and well-populated refuge in the Svalich Woods near Lake Zarovich. One of their own nobles, a black-hearted dusk elf named Rahadin, refused to recognize the authority of a higher ranking noble. His disobedience towards that prince was so ruthless and disrespectful that Rahadin was banished. Later, during the rule of the King Barov—Strahd's father—the dusk elves declined to pay fealty to that human monarch.

The traitorous Rahadin helped Barov conquer and nearly exterminate the dusk elves of the Svalich kingdom. The royal family who had exiled Rahadin were murdered down to the last distant cousin, leaving no heirs, and the others were hunted down like animals. On the verge of being annihilated, the few survivors surrendered. Barov left those who weren't subjugated to the mercy of the Vistani, who took in many. Yet worse was yet to come.

Years later, Barov's son, Strahd von Zarovich, fought a great war to purge his enemies from Barovia. Rahadin had been adopted by the king for his service, and now he served Strahd loyally as his brother and lord. After Strahd succeeded his father as ruler of Barovia, the dusk elf traitor helped build Castle Ravenloft, and Strahd made Rahadin his chamberlain.

A dusk elven archmage named Patrina, who had studied spellcasting alongside her brother Kasimir before advancing far beyond him and mastering the blackest of arcane arts, felt a great bond with Strahd. Even the knowledge that his father had slaughtered nearly all of her kin did not dissuade here. She taught the human noble much of necromancy and other occult secrets before Strahd fell in love with another, allowing the jealous and hateful Rahadin to drive Patrina from his lord's presence. When the Mists claimed Barovia, Patrina was living in Vallaki with her brother among the Vistani once more. As she soon as she discovered Strahd was cursed with

vampirism, and that the woman he had loved was no more, she went to him at once in the hopes of winning his love and sharing his power. She asked to be bound to him forever in marriage. Drawn once more to her knowledge and arcane might, Strahd consented, but before he could make her his bride, her brother and their other kin heard of this foul betrothal.

Whether it was an act of mercy to keep her from the curse of undeath, or a monstrous atrocity to keep her from becoming the concubine of their hated oppressor, Patrina's brother led his fellow dusk elves in stoning her to death. Strahd immediately demanded Patrina's body, and got it, burying her in the catacombs of Castle Ravenloft. Then he sent Rahadin to punish the dusk elves.

Rahadin didn't have them all killed. His wicked loathing of his own people and loyalty to his master drove him to a horrific form of poetic justice. Since males of his race had deprived Rahadin's lord of a bride, he ensured they could never marry among their own people. Rahadin slew every female dusk elf in Barovia.

Playing a Barovian Dusk Elf

Dusk elves native to Barovia all share the traits of wood elves. They cannot be female without the special permission of the DM. Aside from Rahadin, who is dusky-skinned but still pale for a dusk elf, all those survivors who remain in the domain of Barovia have the dark skin and hair common to most of their people.



Optional Feats

These feats supplement those found in the normal D&D rules, but like all feats, they are an optional rule, and the DM will specify whether feats are being used in their campaign.

Blood Bound

Prerequisites: Proficient with the Deception and Stealth skills

You have partaken of a mysterious secret that grants you long life, and which may one day grant you immortality. You do not know the true nature of the ritual that gave you your gifts, only that it involved drinking blood. In exchange for this unmatched generosity, you serve the master who granted it to you with unswerving loyalty. You know that they still have much to teach, including the secret of immortality, but you cannot perform this ritual on your own. Because you do not know the final stages, you would perform it incorrectly and curse yourself, becoming a vampire or worse rather than attaining true immortality.

This feat confers the following traits. Traits marked with an asterisk "*" are lost whenever the character goes longer than one year without renewing the ritual with their immortal master, but are regained instantly when the ritual is performed again:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You add your Constitution modifier (minimum of 1) to all Strength checks and Strength saving throws, and your carrying capacity (including maximum load and maximum lift) is increased by half.*
- You have advantage on all saving throws against effects that would age you.*
- Your aging is slowed, and you only age only three months for every year that passes.*
- You gain the following Bond: *"I know vampires exist, but my master could not be one. My master is a true immortal, not undead, and will share their secret with me if I earn it, so only they deserve my undying trust and loyalty."*
- If you drink any amount of vampire blood within 6 months of either performing your ritual of longevity with your master or having previously drunk any vampire blood, you must roll a DC 21 Charisma saving throw. If you fail, you are afflicted with short-term madness. If you fail by 10 or more, you are still afflicted with short-term madness, and are also afflicted by indefinite madness as soon as the short-term madness ends.

Dusk Elf Stealth

Prerequisites: Elf (dusk elf), Stealth skill proficiency
You are a dusk elf, and the boon of the goddess who protected your people at the beginning of time helps hide you from enemies. Shadows gather around you so that when you move, you blend into them, making it hard for your enemies to track your movements. When you strike, you do so with speed and accuracy, darting in, then melding into the gloom. This feat confers the following benefits:

- When you take damage that reduces you to half your maximum hit points or fewer, you can use your reaction to become invisible until the end of your next turn. Once you use this ability, you cannot use it again until you finish a short or long rest.
- When you begin your turn invisible or in a space that is lightly or heavily obscured, you can take the Dash or Hide action as a bonus action during that turn.
- As a bonus action, you can grant an ally within 30 feet advantage on a Dexterity (Stealth) check on their next turn, as if you had taken the Help action.
- When you take the Dash action on your turn, you gain resistance to damage from opportunity attacks until the end of your turn.

Dusksinger

Prerequisites: Elf (dusk elf variant); Intelligence 13 or higher; must know at least two eldritch invocations
You are a dusk elf trained in a particular variant of the arcane swordfighting art known as bladesong, a unique school of this technique practiced by the warlocks of your people. This feat confers the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You gain proficiency in either the Performance or Stealth skill.
- When you choose a new eldritch invocation (or exchange one you already have for a new one), you can choose to learn the Bladesong feature of the Bladesinger Arcane Tradition (described in the *Sword Coast Adventurer's Guide*) as an eldritch invocation. The effects of this eldritch invocation are identical to the Bladesong, including all bonuses gained based on your Intelligence modifier.
- If you are 15th level or higher in your warlock class, you do not need to have the Pact of the Blade class feature to learn the Lifedrinker eldritch invocation, and you can apply its effects to any one-handed melee weapon, as long as you aren't wearing medium or heavy armor or using a shield.
- When you make a successful Constitution saving throw to maintain your concentration on a spell, you can use your reaction to expend a spell slot to turn invisible until the end of your next turn or until you attack or cast a spell. Once you use this ability, you can't use it again until you finish a short or long rest.

Eldritch Acrobat

You possess preternatural powers of movement, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You learn the following cantrips: *catfeet**, *quicking step**, *uncanny balance**, and *wall run**.
- Your walking speed increases by 5 feet.

Living Poltergeist

You have an instinctive ability to affect objects around you with your thoughts and emotions, granting you the following benefits:

- You learn the *mage hand* and *thunderclap*** cantrips. When you cast *mage hand*, the spectral hand is made of invisible psychic force and cannot be seen.
- You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *catapult***. At 5th level, you also learn and cast the *knock* and *levitate* spells with this feat. At 13th level, you also learn and cast the *magnetism** and *telekinesis* spells with this feat.
- If you are 9th level or higher, you may choose to calculate your carrying capacity (including maximum load and maximum lift) as if your Strength score were equal to your Intelligence score plus 2.
- Your spellcasting ability for all spells and cantrips gained from this feat is Intelligence. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.

Mind Reader

You have a natural ability to touch others' minds, granting you the following benefits:

- You learn the *mindspeak** and *thought blast** cantrips.
- You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *telepathic link**. At 5th level, you also learn and cast the *detect thoughts* spell with this feat. At 9th level, you also learn and cast the *sending* spell.
- If you are 3rd level or higher, you can telepathically speak to any creature you can see within 30 feet of you. You must share a language with the creature for it to understand your telepathic utterances. You can speak telepathically in this way to one creature at a time.
- You add your Intelligence modifier (minimum of 1) to all Wisdom (Insight) checks.
- Your spellcasting ability for all spells and cantrips gained from this feat is Intelligence. You cast these

spells and cantrips innately without verbal or somatic components, though you must still expend any material components.

Shadow Sentinel

Prerequisites: Proficient with Stealth skill, proficient with at least one martial weapon, Dexterity 17 or higher, must have either the Uncanny Dodge class feature or the ability to attack more than once when you take the Attack action on your turn without using a bonus action

You defend a persecuted culture in which stealth is not merely part of your arsenal, but the backbone of your martial traditions. Whether you are a gloaming guardian of the dusk elves, a Vistani whose defensive precision protects your kin from outsiders prejudiced by false stereotypes, a crag dwarf or deep gnome in a besieged settlement, or a ruthless halfling nomad of the desert wastes, you train at moving unseen not for cowardly purposes, but as an honored champion of your people. This feat confers the following benefits:

- You learn the *minor illusion* and *prestidigitation* cantrips if you don't already know them.
- You gain darkvision within 60 feet. If you already have darkvision, its range increases by 60 feet.
- When you take the Dodge action on your turn, an indistinct shadow obscures you. Within the space in which you end that turn, bright light becomes dim light, and dim light becomes darkness until the end of your next turn. Anything within darkness created by this effect is heavily obscured.
- If you hit more than once with a weapon attack against the same target during your turn, on the second hit, you can choose for the area around the target struck to darken, as if with twilight. Within a 5 feet sphere centered on the target, bright light becomes dim light, and dim light becomes darkness until the end of your next turn. The target must make a Wisdom save (DC = 8 + your proficiency bonus + your Dexterity modifier) or have its speed reduced by half until the end of its next turn. Anything within darkness created by this effect is heavily obscured.

Vistani Magic

Prerequisite: Human (Vistani)

You have inherited the supernatural bond with the dark nature of the Domains of Dread that allows some of your Vistani kin to curse their enemies and use a more powerful version of the Evil Eye. You gain the Curse and Evil Eye abilities described for Vistani on page 28 of **Curse of Strahd**, with the following limitation: Until you reach 3rd level, casting *hold person* with the Evil Eye ability causes you to take 1d6 psychic damage. When you reach 3rd level, this effect no longer applies.

New Spells

SPELL LISTS

The new spells introduced in this document can be cast by many of the existing classes, as shown in the following spell lists. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

BARD SPELLS

CANTRIPS (0 LEVEL)

mindspeak (divination)*
reaver's touch (necromancy)*
warning roar (evocation)*

1ST LEVEL

alienated mind (enchantment)*
create poison (transmutation, ritual)*
dread mercy (enchantment)*
frightful strike (enchantment)*
psychic shield (abjuration)*

3RD LEVEL

control thoughts (enchantment)*

4TH LEVEL

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

CLERIC SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)*
challenger's mark (enchantment)*
reaver's touch (necromancy)*

1ST LEVEL

dead man's tell (divination, ritual)*
frightful strike (enchantment)*

2ND LEVEL

bastion of clarity (abjuration)*

DRUID SPELLS

CANTRIPS (0 LEVEL)

catfeet (abjuration)*
far hearing (divination)*
mindspeak (divination)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
uncanny balance (transmutation)*
warning roar (evocation)*

1ST LEVEL

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
fiery wrath (conjuration)*
frightful strike (enchantment)*

4TH LEVEL

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

6TH LEVEL

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

unleash instincts (transmutation)*

PALADIN SPELLS

1ST LEVEL

dread mercy (enchantment)*

2ND LEVEL

bastion of clarity (abjuration)*

RANGER SPELLS

1ST LEVEL

create poison (transmutation, ritual)*
dread mercy (enchantment)*

4TH LEVEL

premonitory vision (divination, ritual)*



prescient sense (divination)*

SORCERER SPELLS

CANTRIPS (0 LEVEL)

far hearing (divination)*
fist of rage (enchantment)*
mindspeak (divination)*
punishing strike (necromancy)*
reaver's touch (necromancy)*
steal speed (necromancy)*

1ST LEVEL

fiery wrath (conjunction)*
frightful strike (enchantment)*
psychic shield (abjuration)*

2ND LEVEL

bastion of clarity (abjuration)*

3RD LEVEL

invasive id (enchantment)*

4TH LEVEL

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

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)*
challenger's mark (enchantment)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
warning roar (evocation)*

1ST LEVEL

alienated mind (enchantment)*
create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
frightful strike (enchantment)*

4TH LEVEL

pain (enchantment)*

WIZARD SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)*
challenger's mark (enchantment)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
shifting shadow (conjunction)*
uncanny balance (transmutation)*

1ST LEVEL

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
fiery wrath (conjunction)*
frightful strike (enchantment)*

3RD LEVEL

control thoughts (enchantment)*
magnetism (transmutation)*

4TH LEVEL

pain (enchantment)*
prescient sense (divination)*

METAPHYSICIAN SPELLS

CANTRIPS (0 LEVEL)

adept skill (abjuration)*
booming blade (evocation)**
blade ward (abjuration)
catfeet (abjuration)*
challenger's mark (enchantment)*
control flames (transmutation)**
create item (conjunction)*
far hearing (divination)*
fist of rage (enchantment)*
friends (enchantment)
gust (transmutation)**
internal compass (divination)*
mage hand (conjunction)
mindspeak (divination)*
minor illusion (illusion)
minor telekinetic weapon (conjunction)*
mold earth (transmutation)**
quickling step (transmutation)*
project object (conjunction)*
psychic shock (illusion)*
resistance (abjuration)
remote viewing (divination)*
shape water (transmutation)**
shifting shadow (conjunction)*
steal speed (necromancy)*
thaumaturgy (transmutation)
thought blast (enchantment)*
thought projection (enchantment)*
thunderclap (evocation)**
true strike (divination)
uncanny balance (transmutation)*
wall run (transmutation)*
warning roar (evocation)*

1ST LEVEL

absorb elements (abjuration)**
alienated mind (enchantment)*
animal friendship (enchantment)
beast bond (divination)**
catapult (transmutation)**
charm person (enchantment)
command (enchantment)
comprehend languages (divination, ritual)
dread mercy (enchantment)*
detect poison and disease (divination, ritual)
earth tremor (evocation)**
ego lash (enchantment)*
expeditious retreat (transmutation)
false life (necromancy)
feather fall (transmutation)
fiery wrath (conjunction)*
frightful strike (enchantment)*
jump (transmutation)
longstrider (transmutation)
predictive focus (divination)*
psychic shield (abjuration)*
silent image (illusion)
soul homunculus (conjunction, ritual)*
speed of thought (transmutation)*
telekinetic slam (evocation)*
telepathic link (divination, ritual)*

2ND LEVEL

aid (abjuration)
alter self (transmutation)
animal messenger (enchantment, ritual)
augury (divination, ritual)
bastion of clarity (abjuration)*
beast sense (divination, ritual)
blindness/deafness (necromancy)
blur (illusion)
calm emotions (enchantment)
crown of madness (enchantment)
darkvision (transmutation)
detect thoughts (divination)
enhance ability (transmutation)
enthrall (enchantment)
heat metal (transmutation)
heroism (enchantment)
hold person (enchantment)
invisibility (illusion)
lesser restoration (abjuration)
levitate (transmutation)
locate animals or plants (divination, ritual)
major telekinetic weapon (conjuration)*
mirror image (illusion)
phantasmal force (illusion)
protection from poison (abjuration)
pyrotechnics (transmutation)**
rope trick (transmutation)
shatter (evocation)
silence (illusion, ritual)
spider climb (transmutation)
suggestion (enchantment)
3RD LEVEL
clairvoyance (divination)
control thoughts (enchantment)*
erupting earth (transmutation)**
fear (illusion)
feign death (necromancy, ritual)
fly (transmutation)
haste (transmutation)
intellect redoubt (abjuration)*
invasive id (enchantment)*
magnetism (transmutation)*
major image (illusion)
protection from energy (abjuration)
read object (divination, ritual)*
sending (evocation)
slow (transmutation)
sustaining meditation (transmutation)*
tongues (divination)
water breathing (transmutation, ritual)
water walk (transmutation, ritual)
4TH LEVEL
arcane eye (divination)
compulsion (enchantment)
confusion (enchantment)
control water (transmutation)
dominate beast (enchantment)
freedom of movement (abjuration)
greater invisibility (illusion)
hallucinatory terrain (illusion)
locate creature (divination)
pain (enchantment)*
phantasmal killer (illusion)

premonitory vision (divination, ritual)*
prescient sense (divination)*
staggering smite (evocation)
5TH LEVEL
antilife shell (abjuration)
dominate person (enchantment)
dream (illusion)
geas (enchantment)
hold monster (enchantment)
legend lore (divination)
mislead (illusion)
modify memory (enchantment)
Rary's telepathic bond (divination, ritual)
scrying (divination)
seeming (illusion)
telekinesis (transmutation)
wall of force (evocation)
6TH LEVEL
eyebite (necromancy)
find the path (divination)
globe of invulnerability (abjuration)
investiture of fire (transmutation)**
investiture of stone (transmutation)**
magic jar (necromancy)
mass suggestion (enchantment)
move earth (transmutation)
primordial ward (abjuration)**
true seeing (divination)
unleash instincts (transmutation)*
wind walk (transmutation)
7TH LEVEL
etherealness (transmutation)
forcecage (evocation)
mirage arcane (illusion)
Mordenkainen's sword (evocation)
plane shift (conjuration)
project image (illusion)
regenerate (transmutation)
reverse gravity (transmutation)
sequester (transmutation)
8TH LEVEL
antipathy/sympathy (enchantment)
control weather (transmutation)
earthquake (evocation)
feeblemind (enchantment)
glibness (transmutation)
mind blank (abjuration)
power word stun (enchantment)
telepathy (evocation)
9TH LEVEL
astral projection (necromancy)
foresight (divination)
power word kill (enchantment)
storm of vengeance (conjuration)
time stop (transmutation)
weird (illusion)

SPELL DESCRIPTIONS

All new spells referenced in this document are listed alphabetically in this section.

ADEPT SKILL

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Once before this spell ends, you can roll a die and add it to one ability check of your choice. You must roll this die before making the ability check. If you do not already add your proficiency bonus to this ability check, the die rolled is a d4. If you are adding your proficiency bonus to the ability check, or if you are rolling an initiative check, you roll a different die depending on your level, as follows:

Level	Adept Skill Die Rolled
1st-4th	d4
5th-8th	d6
9th-12th	d8
13th-16th	d10
17th-20th	d12

The spell ends when the die is used.

ALIENATED MIND

1st-level enchantment

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: 1 round

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

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

BASTION OF CLARITY

2nd-level abjuration

Casting Time: 1 reaction, which you take when you roll an Intelligence or Charisma save

Range: 10 feet

Components: V, S

Duration: 1 round

You erect a psychic shield to protect your mind from assault, and you ward your allies as well. Choose a number of creatures within range of this spell. For the duration of the spell, you and the creatures you choose have advantage on Intelligence and Charisma saves (including against the triggering effect).

BLOOD CURSE

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom save. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took. The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

CATFEET

Abjuration cantrip

Casting Time: 1 reaction, which you take when you would take damage from falling

Range: Self

Components: V

Duration: Instantaneous

You gain resistance to damage from falling. If you fall less than 30 feet, you land on your feet instead of falling prone unless you take damage from the fall equal to more than half your maximum Hit Points.

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, if the target willingly moves more than 30 feet away from you or attacks a creature besides you, it immediately takes 1d8 psychic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

CONTROL THOUGHTS

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

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

Duration: 1 round

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

CREATE ITEM

Conjuration cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 hour

From thought, you create matter, equipping yourself with the simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 lbs. It cannot be a weapon or a piece of armor, and you cannot use it as an improvised weapon, or to attack or hinder another creature in any way. If the item is more than 10 feet away from you during your turn, the

spell ends if you are not touching it again by the end of the following turn. This object may simulate the effects of a tool or tool set which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real. When the spell ends, the item disappears.

CREATE POISON

1st level transmutation (ritual)

Casting Time: 1 action

Range: Self (one vessel on your person)

Components: V, S, M (a small bottle or other container that can hold a draught of water)

Duration: Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into a one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

DEAD MAN'S TELL

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch (one dead body part)

Components: V, M (one part of a criminal's corpse, which must be flexible in some way)

Duration: Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger or head—with divination powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the *dead man's tell* item, it activates. You can choose one of the following categories of things to activate the *dead man's tell* item:

Alignment. Choose one of the following alignments: good, evil, lawful, or chaotic. The *dead man's tell* item activates when it is within 30 feet of a creature that has such an alignment.

Consecration/Desecration. The *dead man's tell* item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated.

Creature. Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The *dead man's tell* item activates when it is within 30 feet of one of the chosen creature types.

Disease. The *dead man's tell* item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.

Magic. Choose magic items, spellcasting, scrying attempts, or general magical effects. The *dead man's tell* item activates when it is within 30 feet of one of the chosen effects.

Poison. The *dead man's tell* item activates when it is within 30 feet of poison or poisonous creatures, Secret Door. The *dead man's tell* item activates when it is within 30 feet of a secret door.

Trap. The *dead man's tell* item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the *dead man's tell* item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The *dead man's tell* item does not

indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and desiccates (meaning the same body part cannot be used for this spell again once it has been activated).

Subjects are not detected by the *dead man's tell* item if they are separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, or if they are protected by an effect that prevents divination (such as a *nondetection* spell).

The same spellcaster cannot have multiple *dead man's tell* items affected with this spell at once. When you cast the *dead man's tell* spell again, any previous castings of this spell end immediately.

DREAD MERCY

1st-level enchantment

Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack

Range: 60 feet

Components: V

Duration: 10 minutes

You offer an opponent mercy in exchange for their cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command their surrender. It must immediately make a Wisdom saving throw. On a success, the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to. For the duration of the spell, the creature that failed its save will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff). It will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions. If you ask it a direct question that can be answered in one or two sentences, it will not give you an answer that it considers false, though it may leave things out, especially if you ask a question that takes more than one or two sentences to answer. It may avoid answering questions to which it would normally



respond with a lie by giving short or evasive answers, as long as what it does say remains within the boundaries of what it believes to be the truth. Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it, or whenever you force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the effects of the initial failed save on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, the creature is unaware it was ever affected by this spell, knowing you could have killed it and believing its fear of you was merely natural.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the duration is increased to 1 hour. If you use a 5th level or higher spell slot, the duration is increased to 8 hours.

EGO LASH

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You lash out with the power of your mind against a creature within range. Make a melee spell attack

against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. If it fails, it cannot take reactions until the end of your next turn.

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

FAR HEARING

Divination cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: S

Duration: Concentration, up to 1 round

For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the effect ends, you hear as if you were at that point instead of where you actually are.

FIERY WRATH

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a candlewick)

Duration: Instantaneous

You create fire with only the concentrated power of your inner rage. Choose any flammable object within range. If it is not on someone's person, it suddenly bursts into flames. Each creature within 5 feet of the point where the fire exploded must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or 1 point of fire damage on a successful one. You then choose one creature within the affected area and make a ranged spell attack against the creature. On a hit, that creature takes 1d6 psychic damage and must choose to either immediately fall prone or take an additional 1d6 fire damage at the beginning of their next turn.

If a creature has the flammable object on their person, you must make the ranged spell attack first, and must choose to make the attack against that creature. If you hit, it suffers the same effects from your ranged spell attack described above, and the object bursts into flames. Each creature within 5 feet of the ignited object must then make the Dexterity saving throw as normal.

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

FIST OF RAGE

Enchantment cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You focus your thoughts into a burst of aggressive emotion that you unleash as a blow of telekinetic force. Make a ranged spell attack against a target you can see within range. If the attack hits, the creature takes 1d6 psychic damage, and if the creature is Large or smaller, you push the creature up to 5 feet away from you.

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

FORTIFYING CRY

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You assume an empowering stance and give a loud shout, rousing your own fighting spirit and defying fear. (In Rokushima Taiyoo, such a battle cry is called a *kiai*.) Roll 1d6 when you cast this spell. You gain temporary points equal to the number rolled, and you add that same number as a bonus on the next saving throw against exhaustion or becoming frightened you make before the end of your next turn.

If you wish, when you cast this cantrip, you may also choose a creature within 5 feet of you and force it to roll a Wisdom saving throw. If it fails, it takes 1d4 psychic damage. The amount of psychic damage you inflict with this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FRIGHTFUL STRIKE

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

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

Duration: 1 round

You bark or whisper a terrifying threat to the creature your weapon strikes. As part of the action of casting this spell, you must make a melee attack against one creature within the spell's range, otherwise the spell fails. On a hit, in addition to the attack's normal effect, the creature struck takes an additional amount of psychic damage equal to 1d4 plus your Charisma modifier

(minimum of 1) and must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

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

GREATER ACUPUNCTURE

2nd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: S, M (acupuncturist's needles)

Duration: Instantaneous

By carefully placing needles into precise centers of ki in a creature's body, you purge of it of negative energies. You can cure the target of one disease or neutralize one poison affecting it, and it regains a number of hit points equal to 2d10 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, for every slot level above 2nd you can choose to do one of the following:

Increase the healing by an additional 1d10;

Cure the target of one additional disease;

Neutralize one additional poison affecting the target.

GREATER WATER TO POISON

5th level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a serpent's tooth)

Duration: Concentration, up to 1 minute

You transform any large quantity of water within a 10 foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a Constitution saving throw at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a

success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends. Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portions of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

INTELLECT REDOUBT

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

INTERNAL COMPASS

Divination cantrip

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

With a moment's concentration, you sense which way is true north. Until this cantrip ends, you always know which way is north and cannot become lost except by magical means. If you make a Wisdom or Intelligence check to navigate

natural terrain, you may choose to roll a d6 and add the number rolled to your result. If you do so, the spell ends immediately.

INVASIVE ID

3rd-level enchantment

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Instantaneous

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

LESSER ACUPUNCTURE

Necromancy cantrip

Casting Time: 1 minute

Range: Touch

Components: S, M (acupuncturist's needles)

Duration: Instantaneous

Inserting needles into precise centers of ki in the body, you energize a creature's natural healing abilities. The creature may spend 1 Hit Die, and it can roll 1d4 and add the result to any Constitution saving throws it makes before the end of its next turn. Once a creature benefits from this cantrip, it cannot be cast on them again until they finish a short or long rest. As you gain levels, the number of Hit Dice the affected creature can spend increases. When you reach 5th level, the creature can spend up to 2 Hit Dice, when you are 11th level they may spend up to 3, and when you are 17th level they may spend up to 4. This spell has no effect on undead or constructs.

LESSER WATER TO POISON

4th level transmutation

Casting Time: 1 reaction, which you take when a creature within 30 feet drinks water

Range: 30 feet

Components: S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)

Duration: Concentration, up to 1 minute

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that

the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice). The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

MAGNETISM

3rd-level transmutation

Casting Time: 1 action

Range: 50 feet

Components: S, M (a lodestone)

Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. Each round the spell lasts, you can target one object you can see within range of the spell with this effect as an action.

If the object isn't being worn or carried, it immediately flies into your space, where you either catch it with your hand (requiring no action) or let it fall at your feet.

If the object is being held or carried by a creature, that creature must roll a Strength saving throw. If it fails, the creature drops the object, and the object flies to your space, where you either catch it with your hand or let it fall at your feet, as above. If the object is being worn by the creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with rope), you

make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your square as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If it fails, you can move it to you just as you would move an object with this spell.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 lbs. and allowing you to push, lift, or drag up to 600 lbs. if you are Small or Medium sized).

If you move during the spell's duration, you can choose for any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 lbs. for every spell level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

MAJOR TELEKINETIC WEAPON

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You summon a simple or martial weapon weighing no more than 20 lbs that normally costs no more than 75 gp. It appears in your free hand, ready to be wielded, and lasts for the duration. It is a magical weapon made of your psychic energies. If you let go of the weapon, it disappears, but you can evoke the weapon again as a bonus action. You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using this weapon, and any damage the weapon inflicts is psychic damage instead of the normal damage type for that weapon. When the weapon hits a living creature (not an undead or construct), it inflicts an additional 1d6 psychic damage.

If the weapon normally has the ammunition property, this version does not have it, but you must go through the physical motions of loading it normally as part of the spell. Doing so creates temporary magical ammunition that you use normally as part of the attack, but that ammunition ceases to exist after the attack hits or misses and any damage is inflicted.

Though it is no more delicate than a common version of that weapon, it manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon. At the end of the spell's duration, it dissipates harmlessly.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it gains a magical +1 bonus to attack rolls and damage rolls. When you use a spell slot of 6th level or higher, the bonus increases to +2.

MINDSPEAK

Divination cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to

share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

MINOR TELEKINETIC WEAPON

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a simple or martial melee weapon weighing no more than 10 lbs that normally costs no more than 25 gp. It appears in your free hand, ready to be wielded, and lasts for the duration. It is not a magic weapon, but merely a concentrated extension of your own personal energies. If you let go of the weapon, it disappears and this spell ends.

You can use your spellcasting ability instead of Strength for the attack rolls of melee attacks using this weapon, but unlike a normal weapon, you don't add your ability modifier to the damage of attacks with this weapon. However, when you inflict damage with an attack using this weapon, if that damage is inflicted on a living creature (not an undead or construct), it inflicts additional psychic damage equal to your spellcasting ability modifier.

Though it is no more delicate than a common version of that weapon, it manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon. At the end of the spell's duration, it dissipates harmlessly.

PAIN

4th level enchantment

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

This spell strikes creatures with wracking pains and agony. Roll 12d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and

constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

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

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

PREDICTIVE FOCUS

1st-level divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You devote all your focus to understanding one particular opponent, tracking their surface thoughts and body language to predict what they will do next. Until the spell ends, you deal an extra 1d6 psychic damage to the target whenever you hit it with an attack, and the target has disadvantage on opposed Charisma and Dexterity checks against you. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to move your focus a new creature. If you roll a Constitution saving throw to maintain your concentration on this spell due to taking damage that included psychic damage, you have disadvantage on that saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PREMONITORY VISION

4th-level divination (ritual)



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

Range: Self

Components: V, S

Duration: Instantaneous

You perceive a series of images which show you future events. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be short phrase, an explanation of your own emotional reaction, or a description of a single image you saw. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gp worth of ingredients, for 10 minutes you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saves to maintain concentration.

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

PUNISHING STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction or opportunity attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

QUICKLING STEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 round

You gain the speed of a magical creature. For the rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

READ OBJECT

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Touch (1 object)

Components: V, S

Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by

recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see the events from the object's point of view, seeing and hearing and smelling those events as if you had been where it was at that time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is their appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been with it), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if it's mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time that you would normally receive about the last creature who handled it.

PRESCIENT SENSE

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

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

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

- If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

PROJECT OBJECT

Conjuration cantrip

Casting Time: 1 bonus action

Range: 50 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 lbs. or less, and cannot affect objects you are not already holding.

PSYCHIC SHIELD

1st-level abjuration

Casting Time: 1 reaction, which you take when you roll an Intelligence or Charisma save or when you would take psychic damage

Range: Self

Components: V, S

Duration: 1 round

You quickly fortify your mind against a sudden psychic attack. You gain 4 temporary hit points, and until the start of your next turn, you gain the following benefits, including against the triggering effect:

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

PSYCHIC SHOCK

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You invade another creature's mind, and for one split second you cause them to perceive some image, noise, or memory that would cause them stress. Choose a target you can see or hear within

range. The creature makes an Intelligence saving throw. If it fails, the creature takes 1d6 psychic damage, and it has disadvantage on the next Wisdom check it makes before the end of your next turn. If the creature has not yet acted this combat, it suffers an additional effect: it makes its next attack roll at disadvantage. If the creature fails the saving throw by 5 or more, it does not realize a cantrip caused this effect, and believes the flash of emotional pain it experienced came from its own mind.

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

REAVER'S TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals and other creatures to make their vitality your own. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage inflicted (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

REMOTE VIEWING

Divination cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 round

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

SHADOW MISSILE

1st level conjuration

Casting Time: 1 action

Range: 50 feet

Components: S

Duration: Instantaneous

When you cast this spell, a wickedly bladed dart or throwing star made of black metal appears in your hand, and you hurl it instantly. Make a ranged spell attack against the target. You have advantage on this attack if you are in area that is lightly or heavily obscured. The creature is considered to have half cover against this attack if it is standing in direct sunlight (half cover grants +2 AC). On a hit, the target takes 1d10 piercing damage. Hit or miss, the projectile breaks and explodes in a shower of shrapnel. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take one level of exhaustion and 1d8 necrotic damage. When a creature that already has one or more levels of exhaustion gains a new level of exhaustion from this spell, it becomes immune to gaining further levels of exhaustion from this spell for 24 hours.

At Higher Levels. When you cast this spell using

a 2nd level or higher spell slot, the necrotic damage increases by 1d8 for each slot level above 2nd.

SHIFTING SHADOW

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

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

SOUL HOMUNCULUS

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of mandragora root and other herbal supplies, which become the homunculus and are consumed, and a glass bottle with a tiny laboratory inside that costs 25 gp)

Duration: Instantaneous

You remove a portion of your soul to create an alchemical homunculus (see Appendix A) that resembles you. This is a complicated process, as it first requires the creation of special clear glass bottle, wide-mouthed and slightly larger than a wine bottle, that contains a miniature alchemical laboratory. It costs 25 gp to obtain this, whether you create the bottle laboratory yourself or have it made. When you cast this spell, you mix an alchemical paste and use it to treat a fresh mandragora root, which then magically shrinks down to be inserted into the bottle. Over the course of the hour casting time, the treated root and inserted, and then transforms into a small version of an infant of your race. It then matures at an unnerving rate over, reaching the same age as you before the end of



the ritual, its development ending when it becomes a smaller yet otherwise identical copy of you. During that same hour, the magic of this spell adjusts the laboratory in the bottle to suit the needs of its inhabitant, including scribing basic references into the blank books within it and manifesting appropriate attire for the homunculus—generally the garb of a sage, student, or research scholar, but with extra protective layers for experimentation. The magic also strengthens the bottle, transforming it from glass into unbreakable crystal. Once this spell is cast, the bottle cannot be broken or destroyed while you are alive.

Upon creation, the homunculus is ready to work. While your soul homunculus is within 120 feet of you, you can communicate with it telepathically. It can always use the Help action for Intelligence (Arcana) or Wisdom (Medicine) checks you make, whether it is in its bottle or not, as long as it is within 120 feet of you.

The soul homunculus can leave the bottle, growing to its normal size (approximately one-tenth of your own height) and appearing in an unoccupied space adjacent to the bottle, or in a space occupied by you (if you are within 120 feet). The statistics of a soul homunculus appear in Appendix A of this document. As a bonus action, you can summon your soul homunculus from out of its bottle, or you can send it back. It can also use a bonus action on its own to enter or leave the bottle, but will not do so against your will.

Your soul homunculus acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A soul homunculus can't attack unless you use your action telling it to do so, but it can take other actions as normal. When the soul homunculus drops to 0 hit points, it falls unconscious, but regains hit points at the beginning of its turn as long as you are alive. While you are alive, it is not destroyed unless it takes damage equal to twice its maximum hit points in a single turn. If it is destroyed, the bottle laboratory remains intact, and you can create a new soul homunculus by casting this spell again. If you do so, you can reuse the same bottle laboratory if you still possess it, but must purchase any other components again. You can't have more than one soul homunculus at a time. If you cast this spell while you already have a soul homunculus, you simply recreate a new version of the same one.

Finally, when you cast a spell with a range of touch, your soul homunculus can deliver the spell as if it had cast the spell. Your soul homunculus must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

SPEED OF THOUGHT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You marshal psychic energies to move with speed and acrobatic grace. When you cast this spell, you gain two *speed points*. As a bonus action on your turn, you can expend a speed point, granting you the following benefits until the end of that turn:

- Your speed increases by 10 feet.
- You have resistance to falling damage.
- Difficult terrain does not reduce your speed.
- You have a climb speed equal to your walking speed.
- Opportunity attacks against you are made at disadvantage.
- You add 10 feet to your long jump distance and 3 feet to your high jump distance.
- You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice. This effect does not allow you to move over actual liquid.
- If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that attack inflicts an additional 1d4 damage.

At the end of your turn, the benefits fade entirely until you spend another speed point. If these benefits end while you are still on a vertical surface, or anywhere else where you would normally be falling or sinking, you immediately fall or begin to sink unless you have some other means of remaining there.

This spell ends when its duration expires, when you cast this spell again, or when you have spent all your speed points. When the spell ends, any unspent speed points are lost.

At Higher Levels. If you cast this spell with a spell slot of 2nd level or higher, the extra damage you inflict with melee weapon attacks against

opponents you moved 20 feet straight towards on that same turn increases by 1d4 for each slot level above 1st. In addition, if you cast this spell with a spell slot of 3rd level or higher, you gain one additional speed point for each two slot levels above 1st (giving you a total of three speed points with a 3rd level spell slot, four speed points with a 5th level slot, five with a 7th level slot, and six with a 9th level slot).

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).

SUSTAINING MEDITATION

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 24 hours

You enter a heightened state of consciousness in which you have complete awareness and control of your body's natural processes. Until this spell ends, you are able to heal yourself for a limited number of hit points. You gain a pool of 20 hit points worth of self-healing. As a bonus action on your turn, you can draw self-healing from the pool to restore a number of hit points to yourself, up to the maximum amount remaining in your pool. Once all the self-healing of the pool is expended, it does not replenish unless you cast the spell again. When this spell ends, any unused healing in the pool is lost.

Alternatively, if you have at least 5 hit points remaining in your self-healing pool, you can use a bonus action to neutralize one poison affecting

you, or to cure yourself of one disease or one of the following conditions: the condition can be blinded, deafened, paralyzed, or poisoned. When you do this, the spell ends immediately. In addition, for the duration of this spell, you don't need to eat or sleep (though you still need to finish a long rest to prepare spells or regain any abilities that require a long rest) and whenever you hold your breath, you can do so for five times as long as normal. If you have at least 1 hit point remaining in your self-healing pool, you have advantage on saving throws against poison and resistance to poison damage.

This spell ends when you finish a long rest, or when you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the pool of self-healing it confers is increased by 5 hit points for each slot level above 3rd.

TELEKINETIC SLAM

1st-level evocation

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: Instantaneous

You surprise an enemy with an unstoppable telekinetic impact. Choose one creature within range. It takes psychic damage equal to 1d4 + your spellcasting ability modifier and is moved up to 10 feet in a direction you choose (including up in the air, which may cause it to fall). You can only move it in a straight line through space unimpeded by creatures, objects, or obstacles.

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. If the spell slot is of 5th level or higher, you may target one additional creature within range for each slot level above 4th.

TELEPATHIC LINK

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You establish a telepathic link with one willing humanoid you touch. Until the spell ends, the link is active while you and the humanoid are within line of sight of each other. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with

a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you telepathically as well, but it must understand at least one language in order to communicate this way.

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

THOUGHT BLAST

Enchantment cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: 1 round

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

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

THOUGHT PROJECTION

Enchantment cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

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

UNCANNY BALANCE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell is active, difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

UNLEASH INSTINCTS

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of animal skin large enough to be worn over both shoulders)

Duration: Concentration, up to 8 hours

Until this spell ends, you unlock the primal nature of your body and mind, and you gain the following benefits:

- You can substitute your spellcasting ability score for your Strength score for purposes of unarmed strikes (including both attack and damage rolls), ability checks, and determining your jump distance or carrying capacity (including maximum load and maximum lift).
- You add your spellcasting ability modifier to Dexterity checks and Wisdom checks.
- When you make an unarmed strike, the damage you inflict is psychic damage, and you can roll a d8 in place of the normal damage.
- Your speed increases by 10 feet.
- You can use your bonus action to make an unarmed strike or take the Dash action.
- You gain darkvision up to a distance of 30 feet.
- You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

If you end your turn wearing heavy armor, you must roll a Constitution saving throw against a



DC equal to your own spellcasting DC. If you fail, you lose concentration and the spell ends. If you roll initiative before this spell ends, if the remaining amount of time you can maintain your concentration on this spell is greater than 1 minute, that duration is reduced, and you can only maintain your concentration on the spell for up to 1 minute after making the initiative roll. In addition, when you make a Strength, Dexterity, or Constitution saving throw, if the number rolled on the die is 16 or lower, you can use your

reaction to treat the number rolled on the d20 as a 17. If you do so, you gain advantage on all Strength, Dexterity, or Constitution saving throws until the beginning of your next turn, at which time the spell ends.

WALL RUN

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

For a brief moment, you treat the law of gravity as a suggestion rather than a rule. For the rest of the turn, you have a climb speed equal to your walking speed and advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you can move up, down, and across vertical surfaces while leaving your hands free. This does not allow you to move upside down along ceilings. If you are on a vertical surface when you no longer have a climbing speed, you immediately fall unless you have some other means of remaining there.

WARNING ROAR

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

Menacing psychic energies transform your voice into a louder version of the natural threat of a predatory beast (such as the growl of a hunting dog, the rattle of a rattlesnake, or the roar of a lion) that is audible out to 60 feet. Choose one creature within this spell's range, which must make an Intelligence saving throw. If the target fails, it takes 1d6 thunder damage, and

until the start of your next turn it has disadvantage on the next saving throw it makes against being frightened. If that target willingly moves closer to you or attacks you before the start of your next turn, it immediately takes 1d8 psychic damage, and the spell ends. This thunder damage from this spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MONSTERS & NPCs

BAROVIAN SCARECROW

Unlike other animated scarecrows, which are merely objects brought to life by a spell, these constructs possess an evil personality infused into them during their creation. The first was crafted by the witch Baba Lysaga, infused with energies of the land conjured from the goddess Mother Night. For its head, she carved a jack o'lantern, made from blood red pumpkin of a particular dark strain native to Barovia. She lit a baleful crimson fire in the jack o'lantern, granting the construct a wicked cunning immunity to the flame that is the weakness of most scarecrows. When a dormant Barovian scarecrow animates, the dark ember within ignites into life, the fire shedding a ruddy scarlet from the carved eyes and mouth. If the flame is extinguished, the construct de-animates, which makes it vulnerable to high winds or the shockwave from magical thunder. When not employed in some errand for a witch, hag, or Dark Lord, these scarecrows seek to reproduce their kind. They make a jack o'lantern from a blood red Barovian pumpkin, and then find some mundane scarecrow and stealthily replace its head with the pumpkin, using their own crimson flame to kindle a new one in their creation.

BAROVIAN SCARECROW

Medium construct, chaotic evil

Armor Class 13

Hit Points 102 (12d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	16(+3)	12(+1)	10(+0)	13(+1)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, necrotic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

False Appearance. While the Barovian scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Flickering Flame. If the Barovian scarecrow is exposed to a strong wind, the flame in its head flickers, and it has disadvantage on its next attack roll.

Headless Horror. A Barovian scarecrow is beheaded by a critical hit or if it takes more than 12 points of damage from one attack. However, beheading does not kill it. Instead, it instantly falls prone and pretends to be destroyed. Creatures within 5 feet can make an Insight check (DC 17) to determine that the scarecrow is not yet fully destroyed. On its turn, however, a beheaded scarecrow gains the use of its Head Throw attack (below), and returns to standing if possible.

Actions

Multiattack. The Barovian scarecrow makes two claw attacks or one claw attack and one head throw attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The Barovian scarecrow targets one creature it can see within 30 feet of it or its head (if beheaded). If the target can see the scarecrow, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Head Throw. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. *Hit:* 6 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the Barovian scarecrow's next turn. Only a beheaded Barovian scarecrow can use this attack. After being thrown, the head rolls back along the ground and into the scarecrow's hand immediately before the next time it wishes to use this attack.

DEEP CULTIST

A deep cultist is the offspring of a warlock who traded their unborn child's humanity for power, mixing the child's nature with that of an otherworldly being. They are naturally attracted to aquatic aberrations, such as aboleths or krakens, and they seek to assist their abominable schemes in any way they can.

Parents who make these pacts raise their tainted offspring to worship the Far Realm entity the pact was made with. When these children reach adulthood, they attempt to raise up cults of their own sharing this worship. The being that spawned them is connected to the element of water (or perhaps to the elemental evil corruption of it), and so while deep cultists can pass for human, their amphibious nature is indicated by subtly fish-like or frog-like appearances, including flattish noses that are barely more than a pair of nostrils and great bulging eyes that tend to stare without blinking. They have muscular or wiry builds, pale almost bluish or greenish skin, and black greasy hair that either grows wild or is thin and sparse. Despite these hints to their true origins, some deep cultists are still attractive by human standards. They've been known to recruit members for their cults by seduction as well as more mundane means of coercion, and some truly come to love their human paramours. Many are the legends of "mermaids" rescuing sailors from drowning and falling in love with them that are actually tales of deep cultists. When on land, they commonly go about in heavy robes to hide their appearance.



DEEP CULTIST

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8+42)

Speed 30ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	14 (+2)

Skills Arcana +3, Deception +4, Religion +3, Stealth +5

Damage Resistances cold, lightning

Damage Immunities acid, poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Aquan

Challenge 6 (2,300 XP)

Spellcasting The deep cultist is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *druidcraft*, *reaver's touch**, *shape water**, *vicious mockery*

1st level (4 slots): *create/destroy water*, *dissonant whispers*, *disguise self*, *fog cloud*

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

3rd level (3 slots): *fear*, *tidal wave***

4th level (1 slot): *storm sphere***

(* = appears in the *Elemental Evil Player's Guide*).

Amphibious. The deep cultist can breathe air and water.

Fanaticism. The deep cultist has advantage on saving throws against being charmed or frightened.

Venomous Skin. The deep cultist can cause their flesh to exude a corrosive poison. Any creature grappling to deep cultist or grappled by it takes 3 (1d6) poison damage and 3 (1d6) acid damage at the end of that creature's turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3(1d6) piercing damage plus 3 (1d6) poison damage and 3 (1d6) acid damage.



PSEUDONATURAL CREATURE

Pseudonatural creatures originate in the Far Realm or in other places beyond the planes as we know them. Eldritch abominations such as these are often the spawn or servitors of Great Old Ones, elder gods, or powerful aberrations. They can take on at least one less alien form when needed, but a glimpse of their true nature can shake a mortal's grip on reality.

PSEUDONATURAL TEMPLATE

Any corporeal creature can become a pseudonatural creature. When it becomes a pseudonatural creature, it keeps its statistics, except as noted below.

Type. The creature's type changes to Aberration.

Alignment. Chaotic evil and neutral evil creatures do not change their alignment. Other alignments are changed as follows:

PSEUDONATURAL CREATURE ALIGNMENT

Base Creature's Alignment	New Alignment
Lawful Good	Unaligned
Neutral Good	Neutral
Chaotic Good	Chaotic Neutral

Lawful Evil	Neutral Evil
Lawful Neutral	Lawful Evil
Chaotic Neutral	Chaotic Evil
Neutral	Chaotic Neutral
Unaligned	Chaotic Neutral

Hit Points. If the creature has less than 3 Hit Dice, raise its number of Hit Dice to 3 and adjust its hit points accordingly.

Ability Scores. If the creature's Intelligence is below 3, increase it to 3. In addition, if the creature's Wisdom is less than 20, increase the creature's Wisdom by 10, to a maximum of 20 or the base creature's challenge rating, whichever is higher.

Challenge. Increase the creature's challenge rating by 1 after applying this template. If the base creature's challenge rating is lower than 1/2, increase the challenge rating to 1/2; if it is 1/2, increase it to 1.

Senses. The pseudonatural creature gains blindsight with a radius of 10 feet.

Damage Resistances. The pseudonatural creature gains resistance to acid and lightning.

Languages. The pseudonatural creature gains telepathy 30 ft.

New Trait: Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural creature, it must make a Charisma saving throw against a DC equal to the pseudonatural creature's Wisdom score. If the creature fails the save, the pseudonatural creature magically learns one fact or secret about that creature.

New Spells: The pseudonatural creature knows the *true strike* and *vicious mockery* cantrips. If it can cast spells of 1st level or higher, it also gains the spells *bane* and *dissonant whispers*.

New Action: Pseudonatural Form. As a bonus action, the creature assumes its true form, that of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. While it is in this form, all attack rolls against the pseudonatural creature made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural creature has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

New Reaction: True Form. When the pseudonatural creature takes damage, it can assume its pseudonatural form as a reaction.

EXAMPLE: THE RAT-THING (PSEUDONATURAL RAT)

The rat-thing appears to be a regular rat to most who see it, but it is always the familiar of some loathsome, half-mad spellcaster, and its true form is far more disturbing. Those who glimpse it in unguarded moments are horrified, for the rat-thing has a face much like that of a human, and its tiny hands are human-like as well. Its face is bearded, sharp-toothed, and bears an evil expression. Its voice sounds like hateful tittering, but it can only communicate via telepathy, which those contacted experience as the same loathsome titter forming words in their own language. It is said evil wizards and warlocks create rat-things from the remains of sacrificed cultists. Such a creature almost never fights alone, engaging in hostile action only at the side of the corrupted spellcaster they serve.

PSEUDONATURAL RAT (RAT-THING)

Tiny aberration, chaotic neutral

Armor Class 10

Hit Points 4 (3d4-3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	3 (-4)	20 (+5)	4 (-3)

Damage Resistances acid, lightning

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 15

Languages telepathy 30 ft.

Challenge 1/2 (100 XP)

Innate Spellcasting. The pseudonatural rat's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *true strike*, *vicious mockery*

Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural rat, it must make a Charisma saving throw (DC 20). If the creature fails the save, the pseudonatural rat magically learns one fact or secret about that creature.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Pseudonatural Form. As a bonus action, the pseudonatural rat creature assumes its true form, that of a rat with a human-like face and tiny, humanoid hands. While it is in this form, all attack rolls against the pseudonatural rat made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural rat has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

Reactions

True Form. When the pseudonatural rat takes damage, it can assume its pseudonatural form as a reaction.



EXAMPLE: THE BLACK DOG (PSEUDONATURAL HELL HOUND)

The black dog is massive dog the size of a calf with thick, shaggy, jet black fur and glowing red eyes. It has sharp, knife-like canines, and its mouth always seems to be grinning, as if the fell creature bears some hidden secret. Its saliva stinks of sulfur. It appears only at night, but even in the moonlight its fur does not shine or gleam, but remains dark as a shadow. It leaves no footprints. It can only be tracked by the scorch marks it leaves on the ground every few paces, and by its tendency to stop and claw or gnaw upon large objects of wood or metal. It is always associated with fire, with the smell of smoke and flickering shadows in its presence, but does not appear in dog form with a visible aura of fire. It is as if, wherever it goes, there is always an unseen fire nearby. Thankfully, these creatures are rare, and seldom attack the living, but rather are omens of worse horrors to follow. They appear before great fires, deadly plagues, battles with high casualties, and the deaths of important personages. They also accompany the appearances of comets in the night sky. They remain calm and aloof unless a creature threatens them or approaches an object they have been charged by the Dark Powers with protecting, which sends them into an aggressive frenzy. In their true form, black dogs are far more frightening. Their bodies seem to explode, as they become unsteady orbs of crimson flame, surrounded by ember-like points of fiery light and bursts of red lightning. They shimmer with heat, making them hard to focus on, but anyone looking directly at the fiery orb sees visions in the flames, visions of various horrific ways they might die, combined with scenes of cataclysm and carnage consuming nearby settlements.

PSEUDONATURAL HELL HOUND (BLACK DOG)

Medium aberration, neutral evil

Armor Class 15

Hit Points 45 (7d8-14)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	20 (+5)	6 (-2)

Skills Perception +9

Damage Resistances Acid, lightning

Damage Immunities Fire

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 19

Languages telepathy 30 ft., understands Infernal but can't speak it

Challenge 4 (1,100 XP)

Innate Spellcasting. The pseudonatural hell hound's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *true strike*, *vicious mockery*

Keen Hearing and Smell. The pseudonatural hell hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The pseudonatural hell hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural hell hound, it must make a Charisma saving throw (DC 20). If the creature fails the save, the pseudonatural hell hound magically learns one fact or secret about that creature.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The pseudonatural hell exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Pseudonatural Form. As a bonus action, the pseudonatural hell hound creature assumes its true form, that of a flaming sphere shimmering with red lightning and filled with horrific visions. While it is in this form, all attack rolls against the pseudonatural hell hound made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural hell hound has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

Reactions

True Form. When the pseudonatural hell hound takes damage, it can assume its true form as a reaction.

ROM

The rom are a race of subterranean, undead giants that withdrew from the surface world in the distant past. They are sullen, malicious, and angry creatures, attacking any who disturb their final dwelling places or cairns. Rom are all male, with tall, muscular physiques—similar to humans in proportion—and dark, ashen-grey skin. They have sunken, glassy eyes, long, curling fingernails, and are either bald or have thinning, bone-white hair. They stand about 17 ft.' tall, retaining the supernatural strength they possessed in life. They speak with sad, resonant voices. All are talented singers, poets, and musicians.

Cursed by Tragedy. Rom are thought to be all that remains of an ancient race of giant herdsmen. They lived in the hills and on the plains where their giant cows could graze, some practicing a limited form of agriculture. They were a quiet, peace-loving people whose end came when their wives produced only male children; there were no further generations. Shaking their fists at the sad destiny Fate had passed upon them, they built enormous stone cairns for themselves, fashioned out of monolithic granite slabs. Entire clans of rom descended into their self-made tombs, burying themselves alive. However, so great was their collective self-pity and anger at Fate that their existence persisted beyond death.

Inspiring Hosts. The giants are known to receive brave visitors during the night, who politely knock on the entrance to the tombs and humbly request hospitality for the evening. The rom are a musical and poetic race. Brave bards who have visited with them for only a short while are said to have been inspired to compose a masterful, if tragic, song or epic poem.

Death to Trespassers. Those who brashly intrude on the giants during the night, or who break into a cairn during the day, will be immediately attacked by the rom present in the tomb (usually 8 or fewer). They will throw any corpses outside as a warning to others against further unwarranted intrusions.

REGIONAL EFFECTS

The granite cairns of the rom can still be found today, towering over the plains or nestled among the hills. They are shunned by all forms of animal and insect life. Nearby vegetation appears stunted and lacks its usual color. All is quiet near these tombs during the day, but at night, one can hear a loud lamentation rising from within the cold, stone cairns, a plaintive cry against Fate.



- At night, within a mile of a rom cairn, their haunting dirges can be heard. Any creature in this area at night that can hear must make a DC 11 Wisdom saving throw unless their Intelligence is 2 or lower. On a failure, the character feels a heartbreaking sadness, a despair that makes their efforts seem meaningless. Until they leave the area, they have disadvantage on death saving throws and Dexterity checks for initiative, and they gain the following flaw: "If all this beauty ends in tragedy, what's the point of living at all?" A creature can repeat its saving throw every time it finishes a long rest, ending the effect on itself on a success. A creature that makes a successful saving throw against this effect is immune to it for 24 hours. The dirge has no effect on constructs and undead.
- Any beast or humanoid with an Intelligence of 2 or lower that comes within a mile of a rom cairn becomes frightened, and will not willingly move closer to the cairn.
- No plant life grows naturally within 500 ft. of a rom cairn.

ROM

Huge undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	11 (+0)	14 (+2)	18 (+4)

Skills Animal Handling +6, Intimidation +8, Persuasion +8, Perception +6

Damage Resistances necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant

Challenge 9 (5,000 XP)

Pack Tactics. The rom has advantage on an attack roll against a creature if at least one of the rom's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sleepless. Magic cannot cause the rom to sleep.

Actions

Multiattack. The rom makes two claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) slashing damage plus 4 (1d8) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces his Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft. one target. *Hit:* 30 (4d10+8) damage.

Frightful Presence. Each creature of the rom's choice that is within 120 feet of the rom and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Dolorous Dirge. (*Recharge 6*). As a bonus action, the rom sings a song of loss in its haunting voice, a mourning ballad that pierces the hearts of even hardened veterans. This dirge has no effect on constructs and undead. Any other creature within 30 feet who can hear the rom must make a Charisma saving throw (DC 16) or have its speed reduced by half for as long as the rom keeps singing. The rom must use a bonus action to continue this effect each round. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

SOUL HOMUNCULUS

Soul homunculi are small constructs the size of a squirrel, that function something like a wizard's familiar, but which resemble their creator rather than looking like an animal. They appear as diminutive humanoids dressed like scholars, but wearing thick clothing to protect them from accidents, and they share their creator's basic physical appearance. They do not have an independent existence, but live as extensions of the soul of their creator. They are created by casting the *soul homunculus* spell.

Your Flesh and Blood Duplicate. The soul homunculus not only resembles its creator physically, but knows everything its creator knows, including all the languages the creator can speak and read. It thinks of itself as a sage, and is driven to solve mysteries with alchemy or scholarship, preferably within the safe confines of its laboratory (see below). It has no larger goals beyond obeying its master's will and discerning arcane secrets. Though it has no physical needs while its master is alive, it also likes to indulge in good food, beverages, and the like, though it enjoys them as luxuries rather than pursuing them actively. Generally, it likes the same cuisine and drinks as its creator, and it sleeps, breathes, and speaks much as its creator does, but it doesn't actually require food, water, air, or sleep. In many ways, it is a very sophisticated flesh golem, but made of alchemical ingredients rather than corpses and enlivened by a spark of its master's essence.

Researching Constructs. Soul homunculi live in special bottles that contain tiny alchemical laboratories and libraries. The bottle is customarily carried or kept by the construct's creator. The tiny demiplane within the bottle has its own gravity, remains a comfortable temperature, and maintains a pocket of breathable air. The interior of the bottle is generally unaffected by the world outside of it, and can only be entered by a soul homunculus, which changes size to fit inside of it. The wax stopper at the mouth of the bottle opens and closes like a door when the homunculus passes through it, but a magical field around the bottle allows nothing else to enter or leave.

Soul Homunculus

Tiny construct, lawful neutral

Armor Class 13 (natural armor, padded)

Hit Points 7 (2d4+2)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	9 (-1)

Damage Vulnerabilities *fire*

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, poisoned, unconscious

Skills *Arcana+4, Medicine +4, Perception+3, Stealth+3*

Senses passive Perception 13

Languages Primordial, all languages known by its creator, telepathy 120 ft. (creator only)

Challenge 1/2 (100 XP)

Bottle Laboratory. The bottle which the soul homunculus calls home cannot be broken or destroyed while the creator of the construct is alive.

Grow/Shrink. When entering or leaving the bottle laboratory it calls home, the soul homunculus changes size. When entering the bottle, it shrinks down to one half of its normal height. When leaving the bottle, it resumes its normal size and appears in an unoccupied space adjacent to the bottle, or in a space occupied by its master (if the master is within 120 feet).

Sustaining Bond. As long as its creator is alive, the soul homunculus does not need to eat, sleep, breathe, or drink (though it likes to do all of those things as often as its creator does) and it regains 1 hit point at the start of its turn. If it takes fire damage, it doesn't regain the hit point at the start of its next turn.

Innate Spellcasting. The soul homunculus's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *vicious mockery, detect magic, invisibility* (self only)

Actions

Syringe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is instead poisoned for 2 (1d4) minutes and unconscious while poisoned in this way.

Acid Vial. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 1 acid damage.

Enter/Exit Bottle Laboratory. As a bonus action, the soul homunculus enters or leaves the bottle laboratory.

Assist Research. As long as it is within 120 feet of its creator, the soul homunculus can take the Help action to assist its creator with Intelligence (Arcana) or Wisdom (Medicine) checks, even if it is not adjacent to its creator.



VAMPIRES OF RAVENLOFT

Of all the dark and evil things that move about in the mists of the Domains of Dread, none is more feared than the vampire. These creatures can often move freely about in the world of men and, as such, are all the more dreadful. Their unexpected attacks often target the innocent and helpless, leaving little hope that a victim will survive to lead would-be vampire hunters to the monster. Overall, they are certainly the darkest of the dark.

Ravenloft is home to many vampires, some of whom are even lords of their own domains. Strahd Von Zarovich, the master of Barovia, is one such creature. His darkness is so great that many believe the land itself to be tied directly to him. This may or may not be true, but the Vistani and Lord Azalin of Darkon certainly seem to believe it. Other vampire lords are certainly powerful—but none can compare to the might, or the evil, of Strahd.

VAMPIRES OF DIFFERENT RACES

Most vampires of any race have the same attributes, as the curse does not discriminate. In most cases, for example, sun-loving wood elf and benighted drow elf alike suffer the same destructive effects in sunlight. However, in the Domains of Dread, certain vampires of non-human races have been infected by the spells of a hateful enemy rather than in the traditional fashion, and their version of the curse is altered to torment them even more deeply. When vampires with such curses convert others of their original race, those victims are sometimes tortured in the same cruel way, taking on the traits of their sires.

Writings of the legendary vampire hunter Rudolph Van Richten have been distributed among those who would emulate his example, and in the most widely read texts, he identifies three of these specialized strains of the curse, afflicting dwarves, elves, and halflings. In the time since recording those three types, however, it is believed Van Richten has uncovered even more.



VAMPIRE, DWARF

Dwarves are a long-lived race with an intense cultural hatred of the undead and their evil work. They regard death as the just rewards of a warrior and undeath as cheating a hero of his glorious end. For this reason, a dwarf vampire is perhaps the most awful of things, for its natural hatred of what it has become leads it to do great acts of evil. Dwarf vampires, like all vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarf vampire who was a warrior is often found in full armor with a heavy battleaxe or warhammer in hand. Dwarf vampires seek out the deepest and darkest of subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment over what has become of them. The only time they will seek out other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed. Dwarf vampires are the most introverted of all the racial vampire types. They tend to keep to themselves and do not seek to amass power as do human vampires. This does not mean that they will become utterly isolated, however, for they are drawn to feed on the essences of the living. The dwarf vampire is a thing of darkness and evil that has no place in the natural world. It moves about, spreading death and suffering in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests. Because they realize the torment that transformation into a vampire causes to dwarves, the vampire dwarf is reluctant to create others of its kind. It does so only when it feels that it absolutely needs minions to help it carry out its acts of evil. In many cases, the vampire will kill its minions after they have served it for a few months, freeing them from the suffering that it must endure. Such kindness and compassion seems out of place for these creatures, but many scholars believe that they still retain the last vestiges of their love for other dwarves and cannot bear to spread their suffering to others of their proud race. In most cases, the free-willed dwarf vampires of the Domains of Dread were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

VAMPIRE, DWARF

Medium undead (shapechanger), lawful evil

Armor Class 15 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Con +10, Dex +8, Cha +9

Skills History +8, Perception +7, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Magic Resistance. The dwarf vampire has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/Day). If the dwarf vampire fails a saving throw, it can choose to succeed instead.

Stonecunning. The dwarf vampire adds an additional +5 to all Intelligence (History) checks related to the origin of stonework.

Earthly Escape. When it drops to 0 hit points outside its resting place, the dwarf vampire immediately uses its *stonewalk* trait and travels 10 feet instead of falling unconscious, provided that it is underground or within 5 feet of stone, stonework, or earth. If it is not, it is destroyed. If it is able to use its *stonewalk* trait while at 0 hit points, it travels towards its resting place as best it can, but cannot leave the earth through which it travels until it reaches its resting place. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it can emerge from the earth and rest there. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Chthonic Regeneration. The dwarf vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and is underground. If it is not underground, but it has at least 1 hit point and isn't in sunlight or running water, it regains 5 hit points at the start of its turn. If the dwarf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the dwarf vampire's next turn.

Stonewalk. The dwarf vampire can burrow through earth and stone. While doing so, the dwarf vampire doesn't disturb the material it moves through. The dwarf vampire can extend the magical aura of this power to allow it to bring any object or creature it is carrying or grappling with it when it stonewalks. The dwarf vampire enjoys no special protections when stonewalking except for the cover of the stone or earth around it.

Holy Water. The dwarf vampire has resistance against damage from holy water.

Dwarf Vampire Weaknesses. The dwarf vampire has the following flaws:

- **Metal Barrier.** The dwarf vampire cannot cross a line of powdered metal (even if using stonewalk). They can take indirect action to break the line, summoning rats to scamper through it, for example, but the dwarf vampire may never directly affect it. If there is even the slightest break in the line, however, the dwarf vampire can move past it with ease.
- **Earth Forbiddance.** The dwarf vampire cannot enter a structure that is not made in some part of stone or earth (such as a log cabin).
- **Harmed by Natural Springs.** The dwarf vampire takes 20 acid damage if it ends its turn in natural spring water. If it is splashed by natural spring water from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage).
- **Earthpiercing.** If a natural stalactite or stalagmite is driven into the dwarf vampire's heart while the dwarf vampire is incapacitated in its resting place, the dwarf vampire is paralyzed until it is removed.

Actions

Multiattack (Dwarf vampire Form Only). The dwarf vampire makes two attacks, only one of which can be a bite attack.

Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the dwarf vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dwarf vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus

10 (3d6) necrotic damage. The dwarf vampire regains hit points equal to the amount of necrotic damage inflicted. The creature also reduces its Constitution by 1 for every 5 necrotic damage it suffers. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Constitution to 0. A humanoid slain in this way and then buried in the ground rises the following night as a dwarf vampire spawn under the dwarf vampire's control. If the vampire spawn was a dwarf in life, and the dwarf vampire who created it is destroyed, the DM may choose for it to become a dwarf vampire.

Terrify. The dwarf vampire targets one humanoid it can see within 30 feet of it. If the target can see the dwarf vampire, it makes a DC 17 Charisma saving throw. If it fails, it is frightened by the dwarf vampire. Rather than fleeing, however, the target is also restrained, held in place by terror, until end of the dwarf vampire's next turn. Each time the creature or its companions inflict damage on the dwarf vampire, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the creature is restrained and frightened until 24 hours pass, or until the dwarf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Dark Children of the Earth (1/Day). The dwarf vampire magically calls 2d4 swarms of rats or poisonous snakes, provided that the sun isn't up. While underground, the dwarf vampire can call 3d6 giant badgers, giant poisonous snakes, giant rats, or giant weasels instead. The called creatures arrive in 1d4 rounds, acting as allies of the dwarf vampire and obeying its spoken commands. The beasts remain for 1 hour, until the dwarf vampire dies, or until the dwarf vampire dismisses them as a bonus action.

Legendary Actions

The dwarf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dwarf vampire regains spent legendary actions at the start of its turn.

Move. The dwarf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The dwarf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The dwarf vampire makes one bite attack.



VAMPIRE, ELF

The elf vampire is a tragic creature indeed, for when someone from a race that so loves life and goodness turns to evil and death, the world shares the loss. The evil that lurks within the elf vampire is so overwhelming that it forces the creature to transform the vital, living forests around him into places of death and decay. Drow do not become elf vampires of this type (it is rumored they have a horrific vampire strain all their own). Unlike other breeds of vampire, the elf variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elf vampires appear as twisted and scarred

mockeries of their beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world.

Sunlight does not harm the elf vampire. In fact, they live their unlives by day and shun the night. As soon as the sun falls behind the horizon, the elf vampire must be in his coffin. These undead are also master archers and will employ all manner of bows in combat, using magical arrows carved from the bones of living, intelligent creatures.

Perhaps the cruelest card that fate has dealt the elf vampire is its black thumb. Any plant that the creature touches withers and dies. In small

plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elf vampires wearing boots do not leave a trail of dead footprints in the grass they walk through. They can also handle flowers if they wear gloves. However, the intimate relationship that the elf had with living things before their undeath has been shattered. This is a psychological blow that drives many elf vampires over the brink of madness when they are first created.

VAMPIRE, ELF

Medium undead (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	8 (-1)

Saving Throws Dex +10, Wis +7, Cha +4

Skills Nature +8, Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Innate Spellcasting. The elf vampire's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *animal friendship*, *animal messenger*, *druidcraft*, *entangle*, *pass without trace*, *speak with animals*, *spider climb*, *tree stride*, *thorn whip*
 1/day: *antilife shell*, *blight*, *conjure animals*, *dominate beast*, *grasping vine*, *insect plague*, *spike growth*, *transport via plants*, *wall of thorns*

Shapechanger. If the elf vampire isn't outdoors after sunset, it can use its action to polymorph into a blood hawk or back into its true form. While in blood hawk form, the elf vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 40 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Legendary Resistance (3/Day). If the elf vampire fails a saving throw, it can choose to succeed instead.

Arboreal Escape. When it drops to 0 hit points outside its resting place, the elf vampire transforms into its blood hawk form and teleports up to 40 feet to the nearest tree instead of falling unconscious, provided that it isn't outdoors after sunset. If there is not a tree within 40 feet, or if it is outdoors after sunset, it is destroyed.

While it has 0 hit points in blood hawk form, the elf vampire has a teleport speed of 40 feet per round, but it can only end its movement within 5 feet of a tree. It can't take any actions, speak, or manipulate objects. It is weightless, and can enter a hostile creature's space and stop there as long as it is within 5 feet of a tree. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from being outdoors after sunset. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its elf vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Daytime Regeneration. The elf vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't outdoors after sunset. If the elf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the elf vampire's next turn.

Black Thumb. When the elf vampire touches a nonmagical plant that isn't a creature, the plant withers and dies. Whenever the elf vampire inflicts damage with a melee attack on a plant creature or a magical plant, the target takes an extra 4d8 necrotic damage.

Holy Water. The elf vampire has resistance against damage from holy water.

Sleepless. Magic cannot cause the elf vampire to sleep.

Elf Vampire Weaknesses. The elf vampire has the following flaws:

- **Floral Forbiddance.** The elf vampire cannot cross a line of flower petals (even if using *tree stride*). The petals must be fresh, plucked from their plants within the last 48 hours. The elf vampire can take indirect action to break the line (summoning birds or wolves to scamper through it, for example), but can never directly affect it. If there is even the slightest break in

the line, however, the elf vampire can move past it with ease.

- **Harmed by Sap.** The elf vampire takes 20 acid damage if it begins its turn in contact with fresh tree sap (drawn within the last 48 hours). If it is smeared by fresh sap from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage, and it must be made as a melee attack).
- **Harmed by the Night.** The elf vampire takes 20 force damage when it starts its turn outdoors after sunset.
- **Stake to the Heart.** If a piercing weapon made of charred wood or charcoal is driven into the elf vampire's heart while the elf vampire is incapacitated in its resting place, the elf vampire is paralyzed until the stake is removed. If the stake is made of charcoal, a mallet or hammer will likely be required to pound it in.
- **Turning Vulnerability.** The elf vampire has disadvantage on saving throws against effects that turn undead.

Actions

Multiattack (Elf Vampire Form Only). The elf vampire makes two attacks, only one of which can be a bite attack.

Bone Arrows (Elf Vampire Form Only). *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one creature. *Hit:* 9 (1d8 + 5) necrotic damage.

Unarmed Strike (Elf Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the elf vampire can grapple the target (escape DC 18).

Bite (Blood Hawk or Elf Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the elf vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The elf vampire regains hit points equal to the amount of necrotic damage inflicted. The creature also reduces its Charisma by 1 for every 5 necrotic damage it suffers. When the creature finishes a long rest, it regains all Charisma lost in this fashion except 1. The target dies if this effect reduces its Charisma to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the elf vampire's control. If the vampire spawn was a high elf or wood elf in life, and the elf vampire who

created it is destroyed, the DM may choose for it to become an elf vampire.

Enthral. The elf vampire targets one frightened humanoid it can see within 30 feet of it. If the target can see the elf vampire, the target must succeed on a DC 17 Charisma saving throw against this magic or be restrained. Each time the elf vampire or the elf vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Reactions

Horrifying Visage. When it is damaged by an attack or spell, the elf vampire can horrify its attackers by revealing its scarred and twisted face. Each creature of the elf vampire's choice that is within 30 feet of the elf vampire and can see it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the creature is frightened until 24 hours pass, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Legendary Actions

The elf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elf vampire regains spent legendary actions at the start of its turn.

Move. The elf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The elf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The elf vampire makes one bite attack.

VAMPIRE, HALFLING

Few races enjoy life and the basic comforts of a quiet, peaceful existence more than the halflings. Thus, when one of these fine creatures is driven into a life of evil by the preying of some sinister vampire, the world suffers a great loss.

Halfling vampires have the same physical characteristics of living halflings: slightly plump, only about four feet high, and florid of complexion, with tufts of hair on the backs of their hands and tops of their feet. They tend to dress in dark clothes, however, shunning the happy and colorful garb of their living kin.

Among their other powers, the halfling vampire can transform itself into a cloud of smoke such

as might be made by a small campfire or burning pipe. It radiates a familiar and pleasing odor, one that will remind those nearby of pipeweed and a comfortable inn. It often uses its spells to lure victims with the promise of fine food.

Halfling vampires shun the comforts of physical life that were so dear to them before their transformations. They live in dark and dreary places that do not serve to remind them of the happiness they have left behind. Their loss of happiness and contentment has led them to despise all those who are able to curl up before a crackling fire with a good story and a mug of ale, driving them to do what they can to shatter the complacent lives of other halflings whenever they are able.



VAMPIRE, HALFLING

Small undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +10, Wis +7, Cha +9

Skills Perception +7, Stealth +10, Sleight of Hand +10

Damage Vulnerabilities cold

Damage Resistances fire, lightning, poison, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Halfling, Thieves' Cant

Challenge 13 (10,000 XP)

Innate Spellcasting. The halfling vampire's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *create food and water*, *friends*, *prestidigitation*, *purify food and drink*, *pass without trace*, *speak with animals*

2/day: *charm person*, *conjure animals*

Shapechanger. If the halfling vampire isn't in sunlight or falling rain, it can use its action to polymorph into a tiny woodland beast, such as a badger, rat, or weasel, or a Medium cloud of smoke, or back into its true form.

While in beast form, the halfling vampire can't speak, but its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in smoke form, the halfling vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the halfling vampire fails a saving throw, it can choose to succeed instead.

Smoky Escape. When it drops to 0 hit points outside its resting place, the halfling vampire transforms into a cloud of wood-smoke (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or falling rain. If it can't transform, it is destroyed. While it has 0 hit points in smoke form, it can't revert to its halfling vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its halfling vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The halfling vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or falling rain. If the halfling vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the halfling vampire's next turn. If the halfling vampire is in moonlight, it regains 25 hit points instead of 15.

Stealthy Nimbleness. The halfling vampire can move through the space of any creature that is at least one size larger than its current form, and can attempt to hide even when obscured only by a such a creature.

Cunning Action/Fast Hands. The halfling vampire can take a bonus action on each of its turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. It can also use this action to make a Dexterity (Sleight of Hand) check, or to use its thieves' tools to disarm a trap or open a lock.

Assassinate. During its first turn, the halfling vampire has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the halfling vampire scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the halfling vampire deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the halfling vampire that isn't incapacitated and the halfling vampire doesn't have disadvantage on the attack roll.

Halfling Vampire Weaknesses. The halfling vampire has the following flaws:

- **Forbidding Aroma.** The halfling vampire can't come within 60 feet of a lit pipe being smoked. The halfling vampire can take action to indirectly put out the pipe (summoning a servant to extinguish it, for example), but can

never directly affect it. Even after the pipe is extinguished, unless there is a strong wind, it takes 1 round for the smell to dissipate enough for the halfling vampire to enter the area.

- **Hearth Forbiddance.** The halfling vampire can't enter any room where a fire is burning in the hearth or fireplace. The halfling vampire can take indirect action to put out the fire (summoning a servant to smother it, for example), but can never directly affect it.
- **Harmed by Falling Rain.** The halfling vampire takes 20 acid damage if it ends its turn in falling rain. Other forms of precipitation, such as snow, do not have this effect.
- **Stake to the Heart.** If a piercing weapon made of wood that is burning with hearth fire (lit directly from a hearth, fireplace, or campfire) is driven into the halfling vampire's heart while the halfling vampire is incapacitated in its resting place, the halfling vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The halfling vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

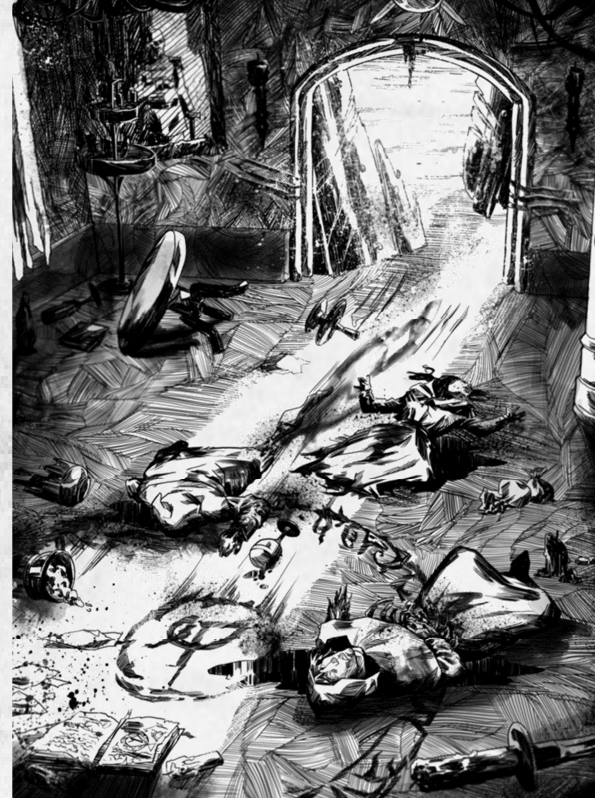
Multiattack (Halfling Vampire Form Only). The halfling vampire makes two attacks, only one of which can be a bite attack.

Dagger Throw (Halfling Vampire Form Only).
Ranged Weapon Attack: +10 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage.

Unarmed Strike (Halfling Vampire Form Only).
Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the halfling vampire can grapple the target (escape DC 18).

Bite (Rat or Halfling Vampire Form Only).
Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the halfling vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the halfling vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point

maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a halfling vampire spawn under the halfling vampire's control. If the vampire spawn was a halfling in life, and the halfling vampire who created it is destroyed, the DM may choose for it to become a halfling vampire.



maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a halfling vampire spawn under the halfling vampire's control. If the vampire spawn was a halfling in life, and the halfling vampire who created it is destroyed, the DM may choose for it to become a halfling vampire.

Reactions

Lethargy Aura (Recharge 5-6). When it is damaged by an attack or spell, the halfling vampire can extend an aura of lassitude and torpor. Each creature of the halfling vampire's choice that is within 30 feet of the halfling vampire must make a DC 17 Strength saving throw. Those who succeed have their speed halved until the end of their next turn. Those who fail gain 1 level of exhaustion, and are restrained for 1 minute. A restrained creature can repeat its saving throw at the end of each of its turns; on a success, it is no longer restrained, but the exhaustion level remains.

Legendary Actions

The halfling vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The halfling vampire regains spent legendary actions at the start of its turn.

Move. The halfling vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The halfling vampire makes one unarmed strike.

Bite (Costs 2 Actions). The halfling vampire makes one bite attack.

VISTANI SCOUNDREL

This evil Vistana, likely in the service of a Dark Lord like Count Strahd von Zarovich, uses their supernatural insights and abilities not for the well-being of their kin, but for personal gain or to enact the villainous scheme of their employer.

VISTANI SCOUNDREL

Medium humanoid (human), neutral evil

Armor Class 15 (leather armor or thick clothing)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Dex+5, Wisdom+5, Charisma+5

Skills Arcana +3, Deception +5, Perception +5, Sleight of Hand+7, Stealth +7

Senses passive Perception 15

Languages Common, Patterna (Vistani tongue)

Challenge 3 (700 XP)

Cunning Action. On each of their turns, the Vistani scoundrel can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action or make a Dexterity(Sleight of Hand) check.

Pack Tactics. The Vistani scoundrel has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The Vistani scoundrel deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll.

Innate Spellcasting. The Vistani scoundrel's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *blood curse**, *prestidigitation*, *vicious mockery*

1st level (3 slots): *animal friendship*, *charm person*, *dissonant whispers*

2nd level (1 slot): *hold person*

Actions

Multiattack. The Vistana makes two melee attacks.

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

Curse (Recharges after a Long Rest.) The Vistana targets one creature that they can see within 30 feet. The target must succeed on a DC 13 Wisdom saving throw or be cursed. When

cursed, the target loses one nonmagical item in its possession (chosen by the DM). This item disappears and cannot be found until the curse ends. The lost item can weigh no more than 1 pound. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, the Vistana takes 1d6 psychic damage.

(At the DM's option, this curse can be replaced with another of the curses listed for Vistani on page 28 of *Curse of Strahd*.)

VISTANI TUTOR

This highly educated Vistana is knowledgeable enough to teach in any university or scholarly institution, but chooses to travel with the family group that raised them, supplementing the more practical learning the children receive from those around them with instruction in academic subjects. If the child has the talent and the desire, the Vistani tutor can teach them wizardry as well, as they are an accomplished spellcaster.

Diplomatic and slow to anger, the Vistani Tutor fights only to protect their friends and family.

VISTANI TUTOR

Medium humanoid (human), neutral good

Armor Class 17 (*mage armor*)

Hit Points 77 (11d8+22)

Speed 30 ft.

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

Saving Throws Dex+5, Wisdom+5, Charisma+5

Skills Arcana +6, History +6, Nature +6, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Common, Patterna (Vistani tongue), plus any other two languages

Challenge 4 (1,100 XP)

Death Throe Curse. When the Vistana is killed, they can use their Curse action as a reaction.

Frightful Aura. A creature that touches the Vistana against their will or hits them with a melee attack while within 5 feet of it takes 5 (1d10) psychic damage.

Spellcasting. The Vistani tutor is a 5th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Vistani tutor has the following wizard spells prepared:

Cantrips (at will): *blood curse**, *prestidigitation*, *punishing strike**

1st level (4 slots): *animal friendship*, *charm person*, *dread mercy**, *guiding bolt*, *sanctuary*
2nd level (3 slots): *detect thoughts*, *lesser restoration*, *hold person*
3rd level (2 slots): *lightning bolt*, *sleet storm*

Actions

Multiattack. Staff. Melee Weapon
Attack: +5 to hit, reach 5 ft., one target. *Hit*: 3 (1d6 + 3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if used with two hands to make a melee attack.

Curse (Recharges after a Long Rest.) The Vistana targets one creature that they can see within 30 feet. The target must succeed on a DC 12 Wisdom saving throw or be cursed. When cursed, the target has disadvantage on ability checks and saving throws tied to one ability score of the Vistana's choice. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, the Vistana takes 3d6 psychic damage. (At the DM's option, this curse can be replaced with another of the curses listed for Vistani on page 28 of **Curse of Strahd**.)

Evil Eye (Recharges after a Short or Long Rest). The Vistani Tutor casts *animal friendship*, *charm person*, or *hold person* on a target they can see within 10 feet without using a spell slot or any somatic or material components. If the target succeeds on their initial saving throw, the Vistani tutor is blinded until the end of their next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Reactions

Eldritch Empowerment. When the Vistana or one of their allies hits with a weapon attack, the Vistani can expend a spell slot to cause the attack to magically deal an extra 10 (3d6) force damage to a target on a

hit. This benefit lasts until the end of that turn. If the Vistani expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.



Appendix: Bonus Content

THE INFORMATION BELOW IS A PREVIEW OF CONTENT FROM *RAVENLOFT ARCHETYPES II: THE CORE DOMAINS ADVENTURER'S GUIDE*. AS WITH OTHER DM'S GUILD PRODUCTS BY JEREMY FORBING, BONUS CONTENT FOR THIS PDF WILL BE RELEASED DEPENDENT ON DEMAND, AS MEASURED BY SALES MILESTONES FOR THIS DM'S GUILD PRODUCT. AS THOSE MILESTONES ARE MET, THIS PRODUCT WILL GROW—WITH PREVIOUS PURCHASERS LIKE YOU PAYING NO ADDITIONAL PRICE FOR THE NEW CONTENT—AND NEW PRODUCTS BEING DEVELOPED BASED ON FEEDBACK. IF YOU WOULD LIKE TO SEE MORE ON THESE SUBJECTS AND OTHER NEW CONTENT THAT EXPANDS ON THE PREVIOUS SECTIONS OF THIS DOCUMENT, PLEASE SPREAD THE WORD ABOUT *RAVENLOFT ARCHETYPES I: NIGHTMARES OF BAROVIA*.

NEW BARD COLLEGE: COLLEGE OF SECRETS

There are many organizations in the Domains of Dread that act in secrecy. From thieves' guilds and spy rings to unspoken cults and rebellious conspiracies, all these secrets societies need operatives and leaders like you. In serving your chosen group, you have learned to understand the value of loyalty and secrecy, and how to command fear and respect. The key to your success and survival is an expert understanding of the psychology and culture of those around you. Your branch of your college is no loose association, but a close-knit society of sworn comrades, bound together in a mutually dependent code of discretion, honor, and blood. You are different things to different people. Some call you a protector of the common folk, others think of you as an extortionist or a threat. In some places, you and your fellows may be relied upon as an unofficial police force. You may even be condoned by local authorities, but they'll never know the truth of what you are.

In the Domains of Dread, secret societies are more prevalent than in many other places. In a world where fear, despair, and horror are predominant themes, some of the common folk will latch onto any form of hope that comes along. Instead of being a member of the downtrodden masses, you can be one of the elite, in on the secret and better off than your peers. In short, your secret society offers you the hope of rising above the fear and despair of the land.

Example Secret Societies

Many secret societies, such as the *Ba'al Verzi* (an ancient Barovian order of assassins), the *Fraternity of Shadows* (scholars, mages, and illusionists obsessed with unraveling the secrets of the Domains of Dread), and the *Kargatane* (agents of hidden masters with a secret to immortality) are described in *Ravenloft Archetypes II: The Core Domains Adventurer's Guide*.

BLOOD INITIATION

When you choose this archetype at 3rd level, you have been fully initiated as a member of your secret society, and you have been trained in all their mysterious ways. They in turn expect your loyalty and secrecy, but this gives you a number of benefits:

- You gain proficiency with one Charisma-based skill, and with two of the following tools: thieves' tools, disguise kits, forgery kits, or poisoner kits.
- You can communicate wordlessly with any other member of your secret society who can see you. If you can see them, they can communicate back. This is not telepathy, but a combination of gesture, innuendo, and facial expression that no one outside of your group can perceive by ordinary means.
- As an action, when a non-hostile creature is frightened of you, you can make a Charisma (Deception) check against its passive Insight score (10 + Insight modifier) to cause it to stop being frightened of you and become charmed by you instead. It remains charmed by you for 10 minutes or until you or your companions threaten it or do something harmful to it. Creatures immune to being charmed remain frightened of you. If you genuinely mean the creature no harm, the DM may allow you to make a Charisma (Persuasion) check instead of using your Deception skill.

PREDATORY INSIGHT

At 3rd level, you learn the *hunter's mark* spell. It does not count against the total number of spells you can know as a bard. When an ally attacks a creature that is the subject of your *hunter's mark*, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the result to the ally's attack roll. If the ally hits, they inflict additional damage equal to your Charisma modifier. In addition, when a creature that is the subject of your *hunter's mark* spell attacks another creature you can see or hear, you can use your reaction to expend one of your uses of Bardic Inspiration to give them disadvantage on that attack roll. If the attack still hits, the damage is reduced by an amount equal to the number rolled on your Bardic Inspiration die.

GRIM MOCKERY

Starting at 6th level, you can use what seems like gentle teasing, a polite word of caution, or even just a look to communicate a terrifying threat. When you cast the *vicious mockery* cantrip, the range is doubled, you can target two creatures instead of just one, and you add your Charisma modifier to the damage roll. At 11th level you can target up to three creatures with this cantrip, and at 17th level you can target as many as four. In addition, at 14th level, when you successfully strike an opponent with an attack, you can cast *vicious mockery* as a bonus action, targeting only the opponent you struck.

SECRET INSIGHTS

At 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

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

When you use this ability on a creature, you can also cast *hunter's mark* on it without any components and without using a spell slot. Once you cast *hunter's mark* on a creature without using a spell slot in this way, you cannot do so again until you finish a short or long rest.

CUTTING SECRETS

Starting at 14th level, when you roll an ability check or saving throw to resist any attempt to discern information about you, your plans, your location, or your thoughts, you have advantage on the roll, and if your proficiency bonus is applied, you double your proficiency bonus for that roll. This includes effects that would read your thoughts or compel you to speak the truth. If you succeed on your roll, you can cast *vicious mockery* as a reaction, but must include the source of the attempt to discern the information as a target.

INFORMANT NETWORK

At 14th level, you have carefully built up a network of informants who you can contact from almost anywhere (via a messenger bird, magic, or other means). These informants are mix of

guards, beggars, vagabonds, merchants, and allied government officials who have enough personal loyalty to you to perform routine favors, but not to risk their safety. When you are within 100 miles of a settlement that includes at least 100 intelligent creatures with whom you share a language, you can use the following abilities:

- You can cast the *commune* and *legend lore* spells as rituals with a 1 hour casting time, but they are not magical effects, and you do not learn those spells; they represent information from your network rather than divination magic, and can be used even if spells are unavailable (such as in areas of dead magic or antimagic). Any references to contact with deities in those spells instead reference contact with your network. You can gain any information that is known by more than 1 person within 200 miles, within the limitations of the spells. The casting time is the time it takes to contact your network and get back your answer.
- You choose a location that you have seen before, or a public location which has been described to you in some detail, then ask members of your network to watch it for one hour. At the end of that hour, you are informed of everything that could have been seen in that location within the last hour, as if you had been watching it yourself with a *scrying* spell for that time. Creatures that enter the location who have the *Observant* feat or can see invisible objects make a Wisdom saving throw against your bard spellcasting DC. If they succeed, they know they are being watched, but not who is watching them.
- You use your existing network's contacts to get knowledge about an unfamiliar city or town you are near. When you are within 5 miles of a settlement with a population of at least 100 intelligent creatures, you can spend 30 minutes following up on leads from your contacts to gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the settlement:
 - major criminal organizations and cult activities
 - significant underground tunnels or architecture
 - popular religious groups and places of worship
 - powerful figures in government and commerce
 - individuals who inspire great awe or fear (such as archmages or legendary warriors)
 - basic demographics of the population (percentage of humans and other races, etc.)
 - rumors of monsters dwelling in the settlement or nearby (including below it)
 - any large wilderness areas inside or close to the settlement
 - other settlements or cultures nearby

For example, if you entered a new city and used this ability, you could determine its most powerful thieves' guild, the locations of temples that can provide magical healing, and which graveyards people say are haunted by undead.

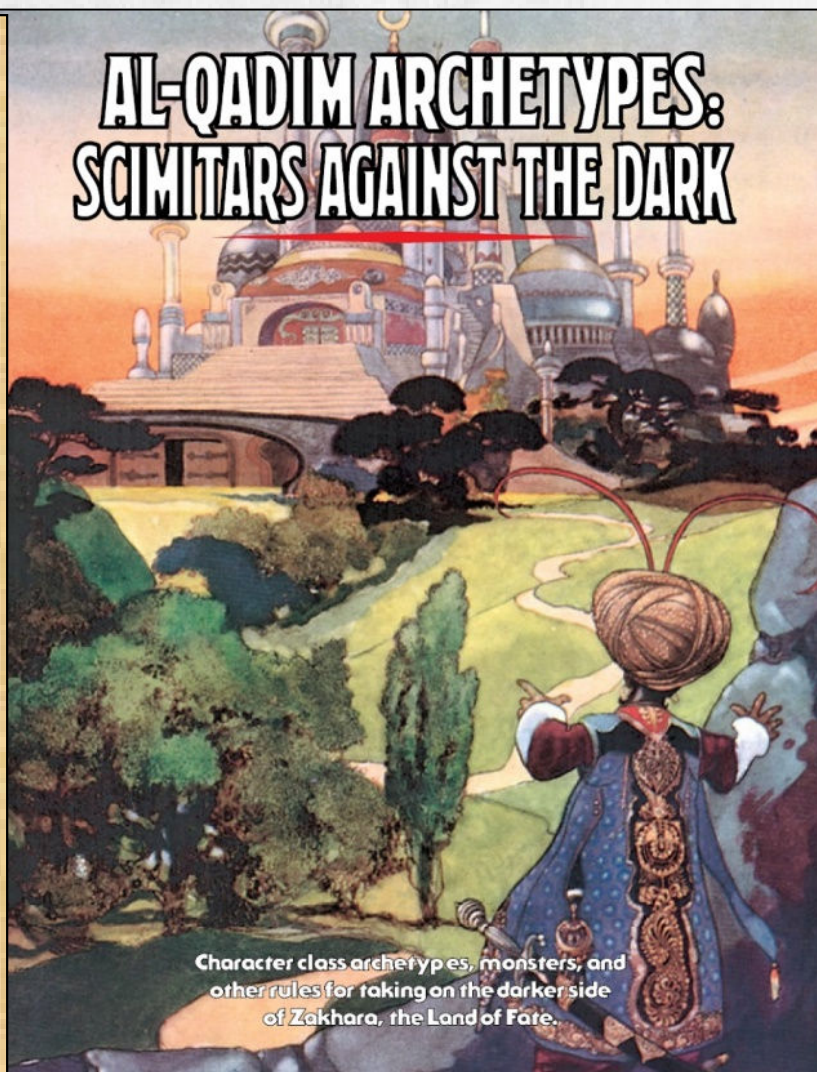
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