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LETTER FROM THE EDITOR

One of my favorite things to do as a GM is give my players cool stuff—and sometimes even make it myself. Can't decide which of the two aasimar ancestry options fits your character better? Hey, that's the perfect opportunity for me to whip up a custom third option. Your warlock hasn't gotten any cool magic items? Let me pick something out, reflavor it to fit your character, and drop it in an upcoming session.

Rolling for random treasure is great, and has the advantage of not requiring any prep. Adding unexpected elements is a core part of RPG storytelling; maybe you never *planned* on adding a *wand of wonder* to your campaign, but a few sessions later, the whole table is cheering on the rhinoceros rampaging through the ranks of their very confused foes. On the other hand, selecting specific magic items or making custom character options are great ways to seed narrative elements and backstory secrets, or to give the party useful tools before they even know they'll need them. (One of my players will eventually discover the clue hiding in her custom ancestry, I'm sure of it.)

Whether or not you like designing things yourself, it's always fun to give a player something special and suited to their character. It reflects the fact that your game isn't interchangeable with any other campaign: it's unique to your group, and no one else could replicate the stories you tell together, the inside jokes you create, or the bonds your characters (and you) forge with each other. Perhaps this is my GM love language—an act of service, putting time and thought into choosing or creating things for each character.

This month's *ARCADIA* articles are full of things to give your players: three streamlined but epic classes designed for one-on-one games, customizable ancestry options, and tricksy magic items.

The classes in [Will Doyle](#)'s "Heroic Champions" support stories with lone heroes so the GM can easily run any adventure for a single player. Group roleplaying and found family are usually some of my favorite aspects of TTRPG campaigns, but now I also really want to play a heroic warrior in a one-on-one game—it's a fantastic archetype and story to explore, but one that's not possible in a multiplayer campaign. Plus, scheduling would be so much easier.

[V.J. Harris](#), the coauthor of several popular supplements for alternate ancestry rules in fifth edition, brought their expertise to *ARCADIA* and created "Parentage and Upbringing." These character options for psionic gemstone dragonborn and tieflings with connections to specific devils and demons provide great story seeds for a GM. Personally, I love tieflings for the aesthetic, but I find the racial traits in the core rules pretty boring. If you have a player who's interested in making a psionic or tiefling character, definitely check this one out.

Finally, veteran adventurer [Scott Fitzgerald Gray](#) emerges from his editor's lair (beware of lexicographical traps and syntactical ambushes) with "Tools of the Trapmaster." This treasure chest of magic items created by the world's most successful thief is perfect for intrigue and heist campaigns, dungeon crawls, and characters liable to get themselves in hilarious trouble by stumbling into traps or trying to use any item they come across. I want to give my players a pair of *shadow ropes* just to see what clever uses they dream up.

We're coming up on two full years of *ARCADIA*! It feels like forever and no time at all (and no, that's not just my chronurgy wizard talking). Perhaps at next month's solstice, we'll take the chance to celebrate what's filled the pages of *ARCADIA* so far—and drop a few hints for what's yet to come.

De somnio ad itinere,
Hannah Rose
Managing Editor

HEROIC CHAMPIONS

POWERFUL NEW CLASSES FOR PARTIES OF ONE

by Will Doyle

One heroes are a staple of fantasy storytelling: daring swashbucklers questing for gold and glory, with only their swords, lances, or wands as backup. Tales of wandering heroes stir our imaginations—from Conan to Galahad and the Witcher—and “duet games” between one player and a GM offer rich opportunities for roleplay and character development. Unfortunately, such concepts can be difficult to realize in fifth edition, as the game is optimized around group dynamics. Encounters are typically designed for complimentary class roles, making published adventures tricky to run as-is for duet play. The GM is often forced to introduce sidekick characters or scale down encounters to such an extent that their wonder is lost.

“Heroic Champions” provides new character options for duet play in fifth edition. Using these rules, a player can create a larger-than-life hero for one-on-one games with their GM. Each of the heroic classes presented herein—the heroic warrior, the heroic spellcaster, and the heroic trickster—is designed to be as capable as a party of four adventurers, allowing the GM to run most published adventures without adjusting difficulty or adding sidekicks.

USING HEROIC CLASSES

When making a character, simply choose a heroic class in place of a regular class. Determine your ability scores and choose your race and background as you normally would. Heroic classes are defined by their powerful class features, three of which are common to each class: Heroic Exploits, Heroic Fortune, and Heroic Recovery. In addition to those features, heroic classes gain extra

hit points at each level, wider proficiency in skills and saving throws, and increased options for magic item attunement. Once you’ve chosen a heroic class, you can’t multiclass your character into another heroic class or a regular class.

Heroic classes aren’t designed to be played alongside characters of traditional classes in a party, as they’re overwhelmingly powerful by comparison. They’re made for duet play only. Published adventures designed for four or five players can be run for a heroic champion with very little modification, but GMs should take care when awarding magic items. For example, a *vorpal sword* in the hands of a heroic warrior can feel like the equivalent of multiple characters in a standard party each carrying such a weapon, with potentially devastating results.

COMMON CLASS FEATURES

In addition to their individual features, each heroic class shares the following features.

HEROIC EXPLOITS

1st-Level Heroic Champion Feature

You learn to perform three special stunts that allow you to take special actions or gain unique advantages, sometimes during your turn and sometimes on another creature’s turn. These heroic exploits are chosen from the list available to your heroic class, and require no action to perform. You can use the same heroic exploit more than once during a round, and you can use more than one exploit per turn, but you can’t use the same exploit more than once on the same turn (yours or another creature’s). You can’t use heroic exploits while

incapacitated, surprised, or otherwise unable to take actions. You regain all uses of your heroic exploits at the start of your turn.

You learn one additional heroic exploit of your choice at 7th level and 14th level. Additionally, each time you gain a level, you can choose one of the heroic exploits you know and replace it with another heroic exploit from the list available to your heroic class.

HEROIC RECOVERY

1st-Level Heroic Champion Feature

You are able to draw on reserves of stamina, determination, and supernatural power to heal yourself and shrug off debilitating conditions. At any point during your turn (no action required), you can regain hit points equal to your Constitution score (not your modifier), plus five times your heroic class level. In addition, you end any of the following conditions affecting you: blinded, deafened, incapacitated, paralyzed, petrified, poisoned, or stunned. Once you use this feature, you must finish a short or long rest before you can use it again.

You can use Heroic Recovery two times between rests when you reach 6th level, three times when you reach 13th level, and four times when you reach 18th level. Regardless of how many uses you have, you can use Heroic Recovery only once per turn.

HEROIC FORTUNE

2nd-Level Heroic Champion Feature

You are blessed with an uncanny ability to escape harm. When you fail a saving throw or are hit by an attack, you can reroll the saving throw or force the attack that hit you to be rolled again, then choose either roll, potentially changing the outcome of the saving throw or attack. Additionally, if you reroll a saving throw, the roll you choose gains a bonus equal to your level. If you reroll an attack made against you, the roll you choose takes a penalty equal to your level.

You can use this feature three times, but can use it only once on a specific saving throw or attack roll. When you finish a short or long rest, you regain all expended uses.

You can use Heroic Fortune four times between rests when you reach 9th level, and five times when you reach 15th level.

ABILITY SCORE IMPROVEMENT

4th-Level Heroic Champion Feature

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.

HIT POINTS AND HEALING

Carefully utilizing your Heroic Exploits, Heroic Fortune, and Heroic Recovery features during combat can help your character evade attacks and minimize damage. But as an additional counter to being the sole focus of enemy attacks, heroic characters are gifted with greater reserves of hit points and additional Hit Dice to heal themselves when resting.

At 1st level, your character has two Hit Dice, with the die type determined by your class. You start with hit points equal to the sum of the highest roll of both dice plus your Constitution score (not your modifier). Each time you advance to a new level, you gain two additional Hit Dice and your hit point maximum increases by an amount equal to the highest roll of both dice plus your Constitution score. For example, a heroic warrior (two d12 hit dice) has a Constitution score of 16, giving them a hit point maximum of 40 at 1st level, which rises to 80 at 2nd level. During a short rest, you can spend one or more Hit Dice to regain hit points, up to your character's maximum number of Hit Dice.

STARTING GOLD

Each heroic class has a list of suggested equipment that you can select alongside the equipment granted by your background. If you forgo this starting equipment, as well as the items offered by your background, you start with $5d4 \times 10$ gp to buy your equipment.

HEROIC WARRIOR

You're the sort of warrior who inspires songs: a master fighter capable of incredible feats of strength and possessed of a knack for surviving overwhelming odds. In battle, you race between foes, striking down enemies like wheat before the scythe. Your talents could be hard earned on the battlefield or blessed through magical or divine intervention. Regardless of their origin, though, those talents provide all you need to survive a life of perilous adventure.

QUICK BUILD

You can make a heroic warrior quickly by following these suggestions. First, make Strength your highest ability score, followed by Dexterity or Constitution. Second, choose the soldier background. Third, choose Overwhelming Attack, Sudden Strike, and Valiant Might as your starting heroic warrior exploits.

CLASS FEATURES

As a heroic warrior, you gain the following class features:

HIT POINTS

Hit Dice: 2d12 per heroic warrior level

Hit Points at 1st Level: 24 + your Constitution score

Hit Points at Higher Levels: 24 + your Constitution score per heroic warrior level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity, Constitution, Wisdom

Skills: Choose four skills from Acrobatics, Animal Handling, Athletics, Insight, Intimidation, Nature, Perception, and Survival

HEROIC WARRIOR

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Heroic Exploits, Heroic Fighting, Heroic Recovery, Extra Attack
2	+2	Heroic Fortune (three uses)
3	+2	Mythic Expertise
4	+2	Ability Score Improvement, Adventurer's Knack
5	+3	Extra Attack (4), Mighty Stride
6	+3	Heroic Recovery (two uses)
7	+3	Heroic Exploits (4)
8	+3	Ability Score Improvement, Faithful Steed
9	+4	Heroic Fortune (four uses)
10	+4	Living Legend
11	+4	Extra Attack (5)
12	+4	Ability Score Improvement, Mythic Resistance
13	+5	Heroic Recovery (three uses)
14	+5	Heroic Exploits (5)
15	+5	Heroic Fortune (five uses), Mythic Resistance improvement (2)
16	+5	Ability Score Improvement, Legendary Tribute
17	+6	Extra Attack (6)
18	+6	Heroic Recovery (four uses), Mythic Resistance improvement (3)
19	+6	Ability Score Improvement
20	+6	Indomitable Champion

MAGIC ITEM ATTUNEMENT

You can attune to any number of magic items. You can also attune to magic items that require attunement by a barbarian, fighter, monk, paladin, or ranger.

EQUIPMENT

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

- Your choice of chain mail; or leather armor, a longbow, and 20 arrows
- Your choice of a martial weapon and a shield; or two martial weapons
- Your choice of a light crossbow and 20 bolts; or four javelins
- Your choice of a dungeoneer's pack or an explorer's pack

HEROIC FIGHTING

1st-Level Heroic Warrior Feature

Your fighting skills are exemplary. In combat, you can make opportunity attacks without using your reaction, and a creature provokes an opportunity attack from you when they move 5 feet or more while within your reach.

EXTRA ATTACK

1st-Level Heroic Warrior Feature

You can attack three times instead of once whenever you take the Attack action. The number of attacks you make using the Attack action increases to four when you reach 5th level, five when you reach 11th level, and six when you reach 17th level.

MYTHIC EXPERTISE

3rd-Level Heroic Warrior Feature

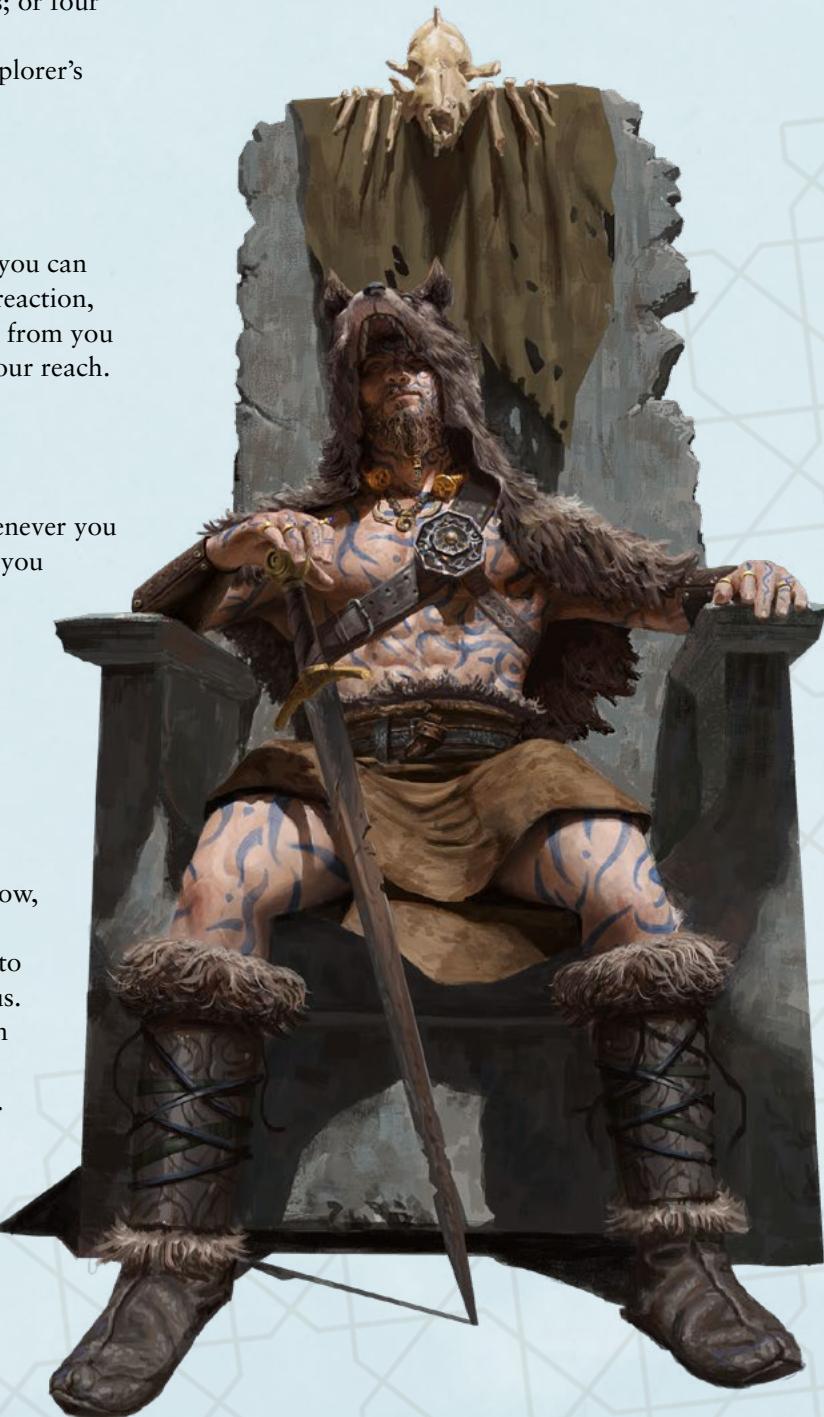
Your prowess with your chosen weapons is legendary. Choose three weapons that you are proficient with, such as the morningstar, longbow, or greataxe. When you hit a creature with an attack using those weapons, you gain a bonus to the damage roll equal to your proficiency bonus. Each time you gain a level in this class, you can choose to replace one of these weapons with another weapon with which you are proficient.

ADVENTURER'S KNACK

4th-Level Heroic Warrior Feature

Innate instincts grant you an uncanny ability to evade traps and overcome challenges. You have advantage on saving throws made to avoid or resist traps. If you succeed on a saving throw to resist a trap, you avoid all its adverse effects, including damage.

Additionally, you can cast the *augury* spell as a bonus action, requiring no material components. You can cast that spell with this feature once, regaining the ability to do so when you finish a long rest.



MIGHTY STRIDE

5th-Level Heroic Warrior Feature

Your speed increases by 10 feet, and you have advantage on Strength (Athletics) checks made to escape a grapple.

Additionally, you can take the Dash or Disengage action as a bonus action. Whenever you take the Dash or Disengage action, you can move through the space of hostile creatures regardless of their size.

FAITHFUL STEED

8th-Level Heroic Warrior Feature

You know the *find steed* spell, and can cast it to summon a steed that takes the form of a pegasus or a griffon. In addition to the normal features of the steed summoned by that spell, your faithful steed has the following features:

- While you are mounted on your steed, they gain the benefit of your Mighty Stride feature.
- Your steed, along with anything they are wearing or carrying, can teleport up to 30 feet to an unoccupied space they can see as a bonus action. You teleport with your steed if you are mounted on them. Your steed can teleport this way once, and regains the ability to do so when you finish a long rest.

Once you cast the spell to summon a steed this way, you can't cast it again until you finish a long rest.

LIVING LEGEND

10th-Level Heroic Warrior Feature

News of your deeds precedes you wherever you travel, and your presence inspires awe in all you meet. As an action, you can activate one of the following powers:

- For 1 minute, you have advantage on Charisma (Intimidation or Persuasion) checks made against one creature you can see.
- Each creature within 30 feet of you that can see you must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature is frightened of you for 1 minute. If the creature ends their turn in a location where they don't have line of sight to you, they can repeat the Wisdom saving throw. On a successful save, the creature is no longer frightened of you.

You can use each power once, regaining its use when you finish a long rest.

MYTHIC RESISTANCE

12th-Level Heroic Warrior Feature

You gain resistance to one of the following damage types of your choice: acid, cold, fire, force, lightning, necrotic,

poison, psychic, radiant, or thunder. You gain resistance to a second damage type from the list when you reach 15th level, and a third when you reach 18th level. Each time you gain a level in this class, you can choose to replace one of your chosen damage types with another from the list.

LEGENDARY TRIBUTE

16th-Level Heroic Warrior Feature

You receive legendary gifts for your achievements in battle. Whenever you defeat an enemy with a challenge rating equal to or greater than your level (or with a level equal to or greater than your own, for creatures that don't have a challenge rating), you can call for tribute from your local lord, mythical patron, or divine power. The next time you finish a short or long rest, you gain one of the following magic items of your choice: a suit of +2 armor, a +3 shield, a +3 weapon, an amulet of health, boots of speed, a cloak of displacement, a figurine of wondrous power, a flame tongue, a helm of teleportation, a ring of evasion, a ring of free action, a rod of rulership, a sun blade, or a vicious weapon. For an item that comes in a variety of forms, you choose the form.

You can have only one such item at a time. The item remains in your possession until you finish a long rest, or until it is replaced by receiving another tribute, at which point it disintegrates.

INDOMITABLE CHAMPION

20th-Level Heroic Warrior Feature

Your enemies are cowed by your glory. Whenever an enemy attacks you with a melee weapon or an unarmed strike, they have disadvantage on the attack roll.

HEROIC EXPLOITS

The following exploits can be taken by the heroic warrior as part of the Heroic Exploits feature, and are presented in alphabetical order.

HEROIC RIPOSTE

When a creature misses you with a melee weapon attack, you can use this exploit to make a melee weapon attack with advantage against the creature. You can draw a weapon as part of this attack.

OVERWHELMING ATTACK

Before you make a weapon attack on your turn, you can use this exploit to attack with overwhelming force. If the attack hits, it becomes a critical hit.

PRECISION STRIKE

When you make a weapon attack on your turn, you can use this exploit to gain advantage on the attack roll.

RAPID SHOT

When you hit a creature with a ranged weapon attack, you can use this exploit to make an additional ranged weapon attack against another creature that you haven't already attacked this turn. If your weapon has the loading property, you ignore it for the rest of this turn.

SUDDEN STRIKE

When a creature you can see ends their turn, you can use this exploit to make a weapon attack against them. You can draw a weapon as part of this attack.

THUNDERING STRIKE

When you hit a creature with a melee weapon attack on your turn, you can use this exploit to shake the ground around the target. Each Large or smaller creature except you within 5 feet of the target creature must succeed on a Dexterity saving throw (DC equals your attack roll or 10, whichever is higher) or fall prone and take 1d6 thunder damage.

VALIANT MIGHT

When you take damage from another creature's attack, you can use this exploit to gain temporary hit points equal to half the damage taken.

WARRIOR'S CHALLENGE

On your turn, you can use this exploit to make a Charisma (Intimidation) check. Each creature within 30 feet of you that can see or hear you must make a Wisdom saving throw (DC equals your check or 10, whichever is higher). On a failed save, a creature moves their speed toward you using the safest route possible. If they can't reach you without entering hazardous terrain, they don't move.

WARRIOR'S CHARGE

You can use this exploit to increase your speed by 10 feet until the end of your turn. If you move at least 10 feet in a straight line during your turn, you gain advantage on the next melee weapon attack you make before the end of your turn.

WHIRLWIND ATTACK

When you hit an enemy with a melee weapon attack on your turn, you can use this exploit to target every other enemy within your weapon's reach. You use your original attack and damage rolls for each subsequent attack.

HEROIC SPELLCASTER

Every few generations, a prodigy arises among magic-users: a hero with an unearthly talent for weaving spells. You are one of those heroes, your powers not bound by tome, blood, or ceremony. Rather, you draw magic from the depths of your own soul. In some worlds, people call casters like you "Chosen"—mortals blessed with the spirits of gods. Capable of channeling both arcane and divine magic, you are destined to etch your name in legend.



QUICK BUILD

You can make a heroic spellcaster quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution. Second, choose

the sage background. Third, choose Eldritch Might, Evasive Magic, and Sudden Spell as your starting heroic spellcaster exploits.

HEROIC SPELLCASTER

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	—SPELL SLOTS PER SPELL LEVEL—								
					1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	+2	Heroic Exploits, Heroic Recovery, Heroic Spellcasting	5	6	4	—	—	—	—	—	—	—	—
2	+2	Heroic Fortune (three uses)	5	7	5	—	—	—	—	—	—	—	—
3	+2	Radiant Orbs	5	8	6	4	—	—	—	—	—	—	—
4	+2	Ability Score Improvement, Arcane Flight	6	9	6	5	—	—	—	—	—	—	—
5	+3	Repeated Casting	6	10	6	5	4	—	—	—	—	—	—
6	+3	Heroic Recovery (two uses)	6	11	6	5	5	—	—	—	—	—	—
7	+3	Heroic Exploits (4)	6	12	6	5	5	2	—	—	—	—	—
8	+3	Ability Score Improvement, Divine Might	6	13	6	5	5	3	—	—	—	—	—
9	+4	Heroic Fortune (four uses)	6	14	6	5	5	4	2	—	—	—	—
10	+4	Legendary Spell	6	15	6	5	5	4	3	—	—	—	—
11	+4	Repeated Casting (two targets)	7	16	6	5	5	4	3	2	—	—	—
12	+4	Ability Score Improvement, Cloud Castle	7	17	6	5	5	4	3	2	—	—	—
13	+5	Heroic Recovery (three uses)	7	18	6	5	5	4	3	2	2	—	—
14	+5	Heroic Exploits (5)	7	19	6	5	5	4	3	2	2	—	—
15	+5	Heroic Fortune (five uses)	7	20	6	5	5	4	3	2	2	2	—
16	+5	Ability Score Improvement, Archmage's Summons	7	20	6	5	5	4	3	2	2	2	—
17	+6	Repeated Casting (three targets)	7	20	6	5	5	4	3	3	2	2	2
18	+6	Heroic Recovery (four uses)	7	20	6	5	5	4	3	3	2	2	2
19	+6	Ability Score Improvement	7	20	6	5	5	4	3	3	3	2	2
20	+6	Legendary Item	7	20	6	5	5	4	3	3	3	2	2

CLASS FEATURES

As a heroic spellcaster, you gain the following class features.

HIT POINTS

Hit Dice: 2d8 per heroic spellcaster level

Hit Points at 1st Level: 16 + your Constitution score

Hit Points at Higher Levels: 16 + your Constitution score per heroic spellcaster level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Dexterity, Constitution, Intelligence, Wisdom

Skills: Choose four skills from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

MAGIC ITEM ATTUNEMENT

You can attune to any number of magic items. You can also attune to magic items that require attunement by a bard, cleric, druid, sorcerer, warlock, or wizard.

EQUIPMENT

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

- Your choice of a light crossbow and 20 bolts; or any simple weapon
- Your choice of a holy symbol or an arcane focus
- Your choice of a scholar's pack or an explorer's pack
- Leather armor, any simple weapon, and two daggers

HEROIC SPELLCASTING

1st-Level Heroic Spellcaster Feature

You are a natural master of magic, capable of drawing on the innate power of your soul to weave powerful spells. Whenever you gain a new spell, you can choose from either the wizard or the cleric spell list.

CANTRIPS

You know five cantrips, chosen from either the cleric or wizard spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Heroic Spellcaster table.

SPELL SLOTS

The Heroic Spellcaster table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of your 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.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know six 1st-level spells of your choice from the cleric or wizard spell list. The Spells Known column of the Heroic Spellcaster table shows when you learn more cleric or wizard spells of your choice. Each of these spells must be of a level for which you have spell slots. For example, when you reach 3rd level in this class and gain 2nd-level spell slots, you can learn one new spell of 1st or 2nd level.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your spells, and you use Wisdom whenever a spell refers to your spell-casting ability. You use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

SPELL REPLACEMENT

When you finish a short or long rest, you can choose one of the spells you know and replace it with another spell from the cleric or wizard spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING FOCUS

You can use an arcane focus or a holy symbol as a spell-casting focus for your spells. Either focus works for all your spells.

RADIANT ORBS

3rd-Level Heroic Spellcaster Feature

Your arcane power manifests around you as whirling orbs of light. As an action, you can conjure one radiant orb for every unused spell slot you currently have. The orbs circle around your body, shedding dim light in a 5-foot radius around you. You can dismiss the orbs at will (no action required).

While one or more orbs are present, you can use a bonus action to expend a spell slot and activate one of the following effects:

- Increase the spell save DC of the next spell you cast by an amount equal to the level of the spell slot expended.

- Gain a bonus to the next ability check or saving throw you make equal to the level of the spell slot expended.
- Reduce the next instance of damage you take by 1d8 per level of the spell slot expended (to a minimum 0 damage).

Each effect lasts until it is triggered or replaced by another effect. All effects end when you finish a short or long rest, or if you fall unconscious.

ARCANE FLIGHT

4th-Level Heroic Spellcaster Feature

You have the power of arcane flight, gaining a magical flying speed of 30 feet and the ability to hover. If you are incapacitated while flying, you fall.

REPEATED CASTING

5th-Level Heroic Spellcaster Feature

You can hurl the same spell at multiple foes with a single casting. When you cast a spell on your turn that doesn't have an area of effect and doesn't have a range of self, you can target an additional creature in range with the same spell. For example, a *hold person* spell cast using a 2nd-level spell slot can target two creatures as long as each is within 60 feet of you.

The number of additional targets increases to two when you reach 11th level, and three when you reach 17th level.

DIVINE MIGHT

8th-Level Heroic Spellcaster Feature

You are surrounded by a magical aura that radiates divine power. You have advantage on Charisma (Intimidation) checks, and when you speak, you can cause your booming raised voice to be heard clearly at a distance of up to 1 mile.

Additionally, you know the *command* spell, which doesn't count against your number of spells known. You can cast *command* without expending a spell slot, targeting each creature of your choice within 30 feet of you with the same command, and causing each target potentially affected by the spell to automatically fail their saving throw. You can cast the spell this way once, regaining the ability to do so when you finish a long rest.

LEGENDARY SPELL

10th-Level Heroic Spellcaster Feature

You invent your own legendary spell. Choose one spell of up to 3rd level and one 1st-level spell, both of which are from the cleric or wizard spell lists and have a casting time of 1 action. These spells combine into a single

5th-level spell you know, which doesn't count against the number of spells you know.

When you cast the legendary spell, the effects of both combined spells occur sequentially as part of the same action, resolving in any order you choose. The new spell uses all the components of both spells, and the material components for both spells must be available for you to cast the spell.

After a short or long rest, you can choose to replace your legendary spell with another legendary spell of your own invention.

CLOUD CASTLE

12th-Level Heroic Spellcaster Feature

You can perform a 10-minute ritual to conjure a castle in the sky, which appears 1,000 feet above you. The castle has any layout you choose, provided the entire structure fits within a 100-foot cube. It can be divided into as many floors as you like, provided each room contained within is at least 5 feet on each side. The castle has no furnishings, but can be fitted with doors, archways, and staircases. The castle's stonework is magical and can't be damaged. While you are inside your castle, you can mentally command it to move through the air at a speed of 20 miles per hour.

Once you conjure a cloud castle, you can't conjure another one until you finish a long rest. You can have only one cloud castle active at a time. If you summon a new castle, your old castle disintegrates, dropping anything currently held inside it.

ARCHMAGE'S SUMMONS

16th-Level Heroic Spellcaster Feature

You can perform a 5-minute ritual to conjure an illusory duplicate of a particular creature you have seen before, and which is currently on the same plane of existence as you. When the ritual is complete, the target becomes aware of your intent and can make a Wisdom saving throw against your spell save DC to resist your attempt to duplicate them. On a successful save, the ritual fails.

The duplicate appears in an unoccupied space within 10 feet of you, and lasts for 10 minutes or until you dispel it as a bonus action. The targeted creature can see, hear, and talk through their duplicate, and can move the duplicate as if it were their body. However, the duplicate can't touch anything or affect their surroundings.

LEGENDARY ITEM

20th-Level Heroic Spellcaster Feature

You can craft a unique magic item. Choose one spell of up to 6th level and three spells of up to 3rd level, all of

which are from the cleric or wizard spell lists and have a casting time of 1 action. These spells are imbued into any item of your choosing that can be held.

While holding the item, a creature (including you) can cast any of the spells imbued into it, using your spellcasting ability modifier, spell save DC, and spell attack modifier. If an imbued spell has a casting time of 1 action, it can be cast as 1 bonus action. If an imbued spell requires concentration, the creature must concentrate on it.

The item has 10 charges, and regains all expended charges daily at dawn. The creature holding the item must spend 1 charge to cast a spell of up to 3rd level, or 3 charges to cast a spell of 4th, 5th, or 6th level.

At the end of a long rest, you can choose to replace your legendary item with another legendary item of your own invention, even if the original item has been destroyed or lost.

HEROIC EXPLOITS

The following exploits can be taken by the heroic spellcaster as part of the Heroic Exploits feature, and are presented in alphabetical order.

CONTROLLING MAGIC

When you cast a spell that deals damage, you can use this exploit to push each creature damaged by the spell up to 10 feet away from the spell's point of origin. A Large or smaller creature affected by this exploit falls prone at the end of this movement.

ELDRITCH MIGHT

When you cast a spell of 1st level or higher that deals damage, you can use this exploit to cause the spell to deal extra force damage equal to 1d6 per level of the spell.

EMPOWERED CANTRIP

When you cast a cantrip that deals damage, you can use this exploit to maximize the damage. If the spell calls for a saving throw to avoid taking damage, the creature still takes half the cantrip's damage on a successful save, but suffers no additional effect from the cantrip.

EVASIVE MAGIC

After taking damage from a creature's attack, you can use this exploit to teleport up to 15 feet to an unoccupied space you can see.

IRON RESOLVE

When you make a Constitution, Intelligence, or Wisdom saving throw, you can use this exploit to gain advantage on your save.

POTENT CASTING

When you cast a spell that forces one or more creatures targeted by the spell to make saving throws, you can use this exploit to impose disadvantage on those saves.

POTENT HEALING

When you cast a spell that requires you to roll dice to restore hit points to a creature, you can use this exploit to reroll any or all of those healing dice once and use either roll.

PRECISION CASTING

When you make a spell attack, you can use this exploit to gain advantage on the attack roll.

SUDDEN SPELL

When an enemy you can see ends their turn, you can use this exploit to cast a spell of 3rd level or lower that can be cast as an action, a bonus action, or a reaction.

QUICKENED CASTING

When you cast a spell that has a casting time of 1 action, you can use this exploit to change the casting time to 1 bonus action for that casting.

HEROIC TRICKSTER

Legendary heroes often face down overpowering odds with little more than a winning smile, a witty quip, and a pocketful of luck. You're cut from this cloth: a roguish daredevil who relies on flashes of inspiration and a broad range of skills to overcome almost any problem. What you lack in combat or magical prowess, you more than make up for with cunning and charisma.

QUICK BUILD

You can make a heroic trickster quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Charisma. Second, choose the folk hero background. Third, choose Cunning Attack, Cunning Dodge, and Trickster's Strike as your starting heroic trickster exploits.

HEROIC TRICKSTER

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Heroic Exploits, Heroic Recovery, Heroic Tricks
2	+2	Heroic Fortune (three uses)
3	+2	Trickster's Mark
4	+2	Ability Score Improvement, Case the Joint
5	+3	Arcane Dabbler, Heroic Tricks (d8)
6	+3	Heroic Recovery (two uses)
7	+3	Heroic Exploits (4)
8	+3	Ability Score Improvement, Lost in the Crowd
9	+4	Heroic Fortune (four uses)
10	+4	Mass Forget, Heroic Tricks (d10)
11	+4	Arcane Dabbler (4th-level spell)
12	+4	Ability Score Improvement, Hero of a Thousand Faces
13	+5	Heroic Recovery (three uses)
14	+5	Heroic Exploits (5)
15	+5	Heroic Fortune (five uses), Heroic Tricks (d12)
16	+5	Ability Score Improvement, Trickster's Highway
17	+6	Arcane Dabbler (5th-level spell)
18	+6	Heroic Recovery (four uses)
19	+6	Ability Score Improvement
20	+6	Master Manipulator

CLASS FEATURES

As a heroic trickster, you gain the following class features.

HIT POINTS

Hit Dice: 2d10 per heroic trickster level

Hit Points at 1st Level: 20 + your Constitution score

Hit Points at Higher Levels: 20 + your Constitution score per heroic trickster level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Constitution, Wisdom, Charisma

Skills: Choose any six

MAGIC ITEM ATTUNEMENT

You can attune to any number of magic items, and you ignore any attunement restrictions for those items.

EQUIPMENT

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

- Your choice of a rapier, a longsword, or any simple weapon
- Your choice of a shortbow and 20 arrows; or a sling and 20 sling bullets
- Your choice of a component pouch or an arcane focus
- Your choice of a burglar's pack, an entertainer's pack, or an explorer's pack
- Leather armor and a dagger

HEROIC TRICKS

1st-Level Heroic Trickster Feature

By relying on flashes of inspiration, you can perform a wide range of heroic tricks. You have a number of trickster dice equal to three plus your proficiency bonus. Each heroic trickster die is a d6. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



You can spend any number of trickster dice when making an ability check, attack roll, damage roll, or saving throw to gain a bonus to that roll equal to the total of all trickster dice rolled. Additionally, you can spend trickster dice when taking the Attack action to make one extra attack per die spent.

A trickster die is expended when you use it. You regain a trickster die whenever you succeed by 10 or more on an attack roll, an ability check, or a saving throw. Additionally, you gain trickster dice for successfully using certain heroic trickster exploits (as noted in the “Heroic Exploits” section below). When you finish a short or long rest, you regain all spent trickster dice.

TRICKSTER’S MARK

3rd-Level Heroic Trickster Feature

You can subtly focus your guile on a single creature. As a bonus action, choose one creature within 30 feet of you that can hear you. With a few beguiling words of magic, that creature becomes your trickster’s mark for 1 minute or until you use this feature again to make a different creature your mark. You have advantage on attack rolls against your mark, and you have advantage on Charisma checks made to influence your mark’s behavior, demeanor, and attitude.

If you use your Trickster’s Mark against the same creature for seven consecutive days, it is charmed by you until you do anything harmful to it.

CASE THE JOINT

4th-Level Heroic Trickster Feature

Using a combination of divination and guile, you know how to scout dangerous locations ahead of entering them. To use this feature, you must spend 8 hours camped within 1 mile of a castle, a dungeon, a settlement, or some other potentially dangerous site. If you enter the site anytime in the following 24 hours, you can utilize the following powers as you explore the site, using each power up to two times and requiring no action:

- A nonmagically locked door is automatically unlocked by you.
- A creature you encounter is treated as charmed by you for 24 hours, provided they have a challenge rating lower than your level (or a level lower than your own, for creatures that don’t have a challenge rating). The creature perceives that you are able to provide them with something they want or need, such as money or words of encouragement. The creature is begrudgingly friendly to you until you do anything harmful to them, but they try to avoid letting any of their allies know about your arrangement.

- The GM must describe the terrain ahead of you, up to a distance of 50 feet away from you. The terrain must be directly accessible to your current location even if you can’t see it—reachable by a door or staircase, around a corner, and so forth. Hidden features such as secret doors and traps, as well as what lies beyond them, are revealed with this feature.



ARCANE DABBLED

5th-Level Heroic Trickster Feature

You learn three cantrips of your choice from any class's spell list, as well as one 3rd-level spell of your choice from any class's spell list. You can cast this spell once, and can do so again when you finish a short or long rest.

Charisma is your spellcasting ability for these spells, and you use Charisma whenever a spell refers to your spellcasting ability. You use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

You learn a 4th-level spell of your choice from any class's spell list when you reach 11th level, and a 5th-level spell when you reach 17th level. You can cast each of these spells once, and can do so again when you finish a short or long rest.

LOST IN THE CROWD

8th-Level Heroic Trickster Feature

If you end your turn within 5 feet of a creature, you can teleport to an unoccupied space within 5 feet of a different creature you can see. In addition, you can attempt to hide even when you are obscured only by a creature that is your size or larger.

MASS FORGET

10th-Level Heroic Trickster Feature

You can perform a 10-minute ritual to modify the memories of each creature within a site that you have previously scouted using your Case the Joint feature. For 24 hours, fifty creatures of your choice within the site that have seen you, interacted with you, or that you know have heard of your presence forget that you were there. If a creature's altered memories are challenged in any way, they make a Wisdom saving throw against your Arcane Dabbler spell save DC. On a successful save, the creature recalls their knowledge of you.

HERO OF A THOUSAND FACES

12th-Level Heroic Trickster Feature

You can magically change your appearance to mimic a nearby creature. As a bonus action, you choose a Medium or Small creature that has a humanoid shape within 5 feet of you and transform yourself into a duplicate of their form, as per the Change Appearance feature of the *alter self* spell. At any time on your turn, you can

change your appearance back to your normal form (no action required).

If you are attacked while you are transformed and within 5 feet of the creature you look like, you can use a reaction and expend a trickster die to make the attack target the original creature instead.

TRICKSTER'S HIGHWAY

16th-Level Heroic Trickster Feature

You gain access to a magical network of ethereal tunnels known as the Trickster's Highway. As an action when you open a door, you can transport yourself and one willing creature that you are touching into the threshold of any doorway you have been through before that is on the same plane of existence as you. Once you use this feature, you can't use it again until you finish a long rest.

MASTER MANIPULATOR

20th-Level Heroic Trickster Feature

Your ability to manipulate allies and enemies alike is legendary. You have advantage on all Charisma checks, and if you have proficiency in the Deception, Intimidation, or Persuasion skills, your proficiency bonus is doubled for ability checks using those skills. When you expend trickster dice to modify a Charisma check, you use the maximum of each die, rather than rolling.

HEROIC EXPLOITS

The following exploits can be taken by the heroic trickster as part of the Heroic Exploits feature, and are presented in alphabetical order.

CUNNING ATTACK

When you hit an enemy with a weapon attack and you have advantage on the attack roll, you can use this exploit to deal extra damage to the target equal to 1d6 per heroic trickster level.

CUNNING DODGE

When an enemy hits you with an attack, you can use this exploit to make a Dexterity saving throw with a DC equal to the total of the attack. On a successful save, the attack misses and you gain a trickster die. Additionally, if another enemy is within 5 feet of you, you can choose to have the attack target them instead.

HIDE ON THE RUN

On your turn, you can use this exploit to take the Dash or Disengage action. At the end of your movement on the same turn, you can take the Hide action.

Distracting Quip

When an enemy that can hear you makes an ability check, a ranged weapon attack, or a saving throw, you can use this exploit to impose disadvantage on the roll. If the roll fails, you gain a trickster die.

Heroic Evasion

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half as much damage, you can use this exploit to gain advantage on the save. On a successful save, you take no damage and gain a trickster die. On a failure, you take only half as much damage.

Sly Flourish

When you miss with a melee weapon attack, you can use this exploit to make another attack against the same foe. If you hit with the follow-up attack, you gain a trickster die.

Trickster's Distraction

On your turn, you can use this exploit to make a Charisma (Deception) check. Each creature within 30 feet of you that can see or hear you must make a Wisdom saving throw (DC equals your check or 10, whichever is higher). If a creature fails the save, you are invisible to that creature until the start of your next turn, or until you attack or cast a spell.

Trickster's Knack

When you make a Charisma check or a Dexterity, Intelligence, or Charisma saving throw, you can use this exploit to gain advantage on the roll. On a success, you gain a trickster die.

Trickster's Strike

When a creature you can see ends their turn, you can use this exploit to make a weapon attack against them. If you hit, you gain a trickster die.

Wall Running

On your turn, you can use this exploit to gain a climbing speed equal to your walking speed until the end of your turn. While using this climbing speed, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

GM TIPS

Though a single heroic champion is meant to stand up to threats that an entire party would face, playing with just one character presents some unusual challenges. GMs

should use the following guidelines when running a game for a character with a heroic class.

Swarming Heroic Champions

Each of the heroic classes gains features that enable powerful movement during combat. Even so, a heroic champion can easily get swarmed by enemies, especially at lower levels, which can be frustrating for players. Compensate for this by spreading out enemies during combat, then using ranged attacks or taking the Ready action to prepare attacks against a character who steps too close.

Battling Legendary Monsters

Because legendary actions trigger between the turns of multiple characters, creatures with legendary actions won't get to use them all against a heroic champion. To compensate for this, let a creature with legendary actions use more than one legendary action at the end of the heroic champion's turn.

Saving Unconscious Characters

All heroic champions excel in combat, but they have no allies to stabilize or revive them if they fall unconscious. When preparing an adventure, consider options for continuing the story if the hero is knocked unconscious by hostile creatures, including any of the following options:

- The enemies stabilize and capture the character for interrogation, chaining them up in their stronghold or parading them as a trophy. Opportunities for escape soon arise.
- The character is rescued—or captured—by a rival faction, whose members drive away the original assailants.
- The character is left for dead and awakens on the battlefield, missing some of their gear.
- The enemies stabilize the character and use magic to siphon away some of their heroic essence, but they are too fearful of divine retribution to rob or kill them. The character loses one level of experience.

Optionally, a GM can rule that a heroic champion automatically rolls a 20 on death saving throws, but can fall unconscious a maximum of three times per adventure (or per character level). After that, they're out of luck!

PARENTAGE AND UPBRINGING

TIEFLING AND GEMSTONE DRAGONBORN CHARACTER OPTIONS

by V.J. Harris

Content Warning: This article contains elements of body horror.

"THE ESSENCE OF THE TIME ENDER FLOWS THROUGH ME. I MANIFEST BUT A FRACTION OF HER POWER, YET IT IS GREATER THAN THAT OF ANY WHO HAVE STOOD BEFORE ME. FEAR ME. FOR I HERALD THE COMING OF THE WÜRM OF THE WORLD'S END."

—KRORTHALAAR, SCION OF CTHRION URONIZIIR

When a player sits down to create a character, they often select the ancestry that grants them the mechanical traits that best support their class, not the one that best fits their story. This approach leads to some unrealistically homogeneous characters, supports fifth edition's inherent bioessentialism, and doesn't offer the player fun choices. In the real world, many people aren't just the product of a single culture. A person's parentage and their upbringing create their unique strengths. This article allows you to create a character with traits not just from a single ancestry, but from two parents and an upbringing.

The original concept of using parentage and upbringing for character creation is found in the fifth edition supplements *An Elf and an Orc Had a Little Baby Volume I* and *Volume II*. Those works present alternative parentage options for many of the game's official ancestries.

This article follows that tradition, presenting options for dragonborn characters connected to the gemstone dragons found in the upcoming *The Talent and Psionics*, and options for tieflings with connections to the devils and demons of *Kingdoms & Warfare*. These links are provided for those who want to learn more, but you don't need any of these products to make use of this article, which provides rules for the gemstone

dragonborn's psionic options. Everything here is compatible with both volumes of *An Elf and an Orc*, and with the 5e-alternate game system *Those Who Wander*.

I hope this article expands your mind and opens up a world of possibilities for new characters!

PARENTAGE TRAITS

When you use the methods detailed in this article to make a character, instead of picking an ancestry at character creation, you choose two parentages and one upbringing (detailed below). For parentage traits, you have a pool of 16 points with which you can buy traits from two parentages of your choice. Both parentages can be the same, if you want to play a character with a single ancestry, or you can mix and match. Typically, these points are split down the middle if you select two different parentages, but they don't have to be.

You can also take on detrimental parentage traits, which give you more points to spend on beneficial traits as indicated by their negative cost.

DEFAULT TRAITS

Unless stated elsewhere, your tiefling or gemstone dragonborn ancestry means you have a walking speed of 30 feet. Tieflings live for a little over a century, and gemstone dragonborn live to be around 115 years old.

GEMSTONE DRAGONBORN PARENTAGE

The first gemstone dragonborn were the result of powerful psionic rituals performed by gemstone dragons—near-mythical creatures manifesting potent powers of the mind. Rarer than the metallic and chromatic dragonborn, many gemstone dragonborn take up the call of adventuring to learn more about their origins.

Any character with a gemstone dragonborn parent can choose from the base traits below, and can choose additional traits based on their parent's draconic ancestry: amethyst, emerald, ruby, sapphire, or topaz. Alternatively, a character's dragonborn parent might have been a descendant of the singular and mighty Onyx Dragon, Cthrion Uroniziir.



Crystal Armor (6 Points). You have vibrant, glowing crystals embedded in your scaled skin. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Natural Psionics (6 Points). You learn one 1st-order psionic power of your choice from the following list: *apparition, concussive slam, flame's master, illuminator, invisible force, psionic bolt, psychic stab, rewrite, or time thief*. Your manifestation ability for this power is Intelligence, Wisdom, or Charisma, which you choose when you select this trait. You can select this trait only once.

See “Powers and Psionics” at the end of this article for details on these powers, and a quick overview of the rules for using them.

Psychic Vulnerability (-3 Points). You have vulnerability to psychic damage.

Tail (3 Points). Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with an unarmed strike using your tail, you deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$, instead of the normal damage for an unarmed strike.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

AMETHYST DRAGONBORN PARENTAGE

Just like the amethyst dragons who first created them, amethyst dragonborn can use psychic feedback to rebuke enemies that harm them.

Feedback (3 Points). As a reaction when you take damage from a creature within 30 feet of you that you can see, you force the creature to make an Intelligence saving throw ($\text{DC } 8 + \text{your proficiency bonus} + \text{your choice of Intelligence, Wisdom, or Charisma modifier}$). The creature takes $3d6$ psychic damage on a failed save, or half as much damage on a successful one. Once you use this trait, you can't use it again until you finish a short or long rest.

EMERALD DRAGONBORN PARENTAGE

Emerald dragonborn inherit their original creators' ability to disrupt spellcasters with psionic distractions.

Interference (3 points). As a reaction when a creature within 30 feet of you that you can see takes damage from a spell or power, you disrupt the effect. Roll a d12 and add your level, then reduce the damage the creature takes by the total. Once you use this trait, you can't use it again until you finish a short or long rest.

RUBY DRAGONBORN PARENTAGE

The crystalline minds of their draconic ancestors allow a ruby dragonborn to enhance the power of nearby manifestors and spellcasters.

Amplification (4 Points). As an action, you target a creature you can see within 30 feet of you. The target rolls a d4, and until the end of your next turn, their power or spell save DC (your choice) is increased by the number rolled. Once you use this trait, you can't use it again until you finish a short or long rest.

SAPPHIRE DRAGONBORN PARENTAGE

Sapphire dragons can awe their enemies into inaction, and have imparted that psionic gift into their dragonborn progeny.

Awe (4 Points). As a reaction when a creature you can see within 30 feet of you targets you with an attack, you force the creature to make a Charisma saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier). On a failed save, the attack misses. On a success, you take half as much damage from the attack. Once you use this trait, you can't use it again until you finish a short or long rest.

TOPAZ DRAGONBORN PARENTAGE

By spending psionic energy, topaz dragonborn can bolster the mental might and resilience of their allies just as their draconic ancestors do.

Uplift (3 Points). As an action, you target a creature you can see within 30 feet of you. For 1 minute, whenever the target makes an Intelligence, Wisdom, or Charisma check or saving throw, they can roll a d4 and add the number rolled to the d20 roll. Once you use this trait, you can't use it again until you finish a long rest.

CTHRION URONIZIIR PARENTAGE

Choosing traits from this parentage requires explicit GM approval. Being a descendant of the Onyx Dragon can have campaign repercussions even if the abilities are balanced.

Cthrion Uroniziir, the Time Ender, is perhaps the most powerful of the gemstone dragons, her form made of many different precious stones. The ancestors of the few dragonborn she has created all carry vestiges of her power.

Bite (3 Points). Your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your teeth, you deal piercing damage equal to $1d6 + \text{your Strength modifier}$, instead of the normal damage for an unarmed strike.

Claws (3 Points). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your claws, you deal slashing damage equal to $1d6 + \text{your Strength modifier}$, instead of the normal damage for an unarmed strike.

Cosmic Breath (9 Points). When you take the Attack action, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking $3d6$ bludgeoning or radiant damage (your choice) on a failed save, or half as much damage on a successful one.

You can use your Cosmic Breath a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest. The damage increases to $4d6$ at 5th level, $5d6$ at 11th level, and $6d6$ at 17th level.

Greater Tail (5 Points). Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with an unarmed strike using your tail, you deal bludgeoning damage equal to $1d8 + \text{your Strength modifier}$, instead of the normal damage for an unarmed strike.

Inhale (6 Points). As an action, you create a 15-foot cone of irresistible psionic force that originates from you. Each creature in the area must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or be pulled up to 10 feet toward you and knocked prone. Once you use this trait, you can't use it again until you finish a long rest.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Dexterity (5 Points). You have advantage on Dexterity saving throws against spells.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

TIEFLING PARENTAGE

Any character with a tiefling parent can choose from the base traits below, and can choose additional traits based on their parent's specific fiendish ancestry: Groyle, Hara'antar, Horat, Indix, Moranon, Pharyon, Rakat, Relg, Sryz, Sylt, Trall, Vorg'aut, or Zor'yal.

Darkvision (4 Points). You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance (3 Points). You have resistance to fire damage.

GROYLE PARENTAGE

When it comes to demon lords, few match the straightforward brutality and hunger for violence of the Court of the Deep's Groyle Fleshender. Tieflings descended from Groyle can inherit the great demon's fearsome natural weapons and supernatural spite.

Caustic Claws (5 Points). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your claws, you deal slashing damage equal to $1d6 +$ your Strength modifier, instead of the normal damage for an unarmed strike. As a bonus action, you can then deal an extra $1d4$ acid damage with this unarmed strike.

Gore (3 Points). You have a horn on your forehead that is a natural weapon, which you can use to make unarmed strikes. If you hit with an unarmed strike using your horn, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the normal damage for an unarmed strike.



COMMON DEVIL PARENTAGE

While tieflings can be descended from the named archdevils, they can also descend from common devils. By removing each trait that has an asterisk next to its name as a choice, the GM can decide that a character can take only the traits of common devils (for instance, the traits of a common lore devil instead of Indix).

Goring Charge (4 Points; Requires Gore). When you move at least 20 feet straight toward a creature, you can use a bonus action to make an unarmed strike with your horn.

Mark of Abhorrence (3 Points). As a bonus action, you place a mark of abhorrence on a creature you can see within 30 feet of you. For 1 minute, whenever you hit the marked creature with an attack, the attack deals an extra $1d6$ acid damage. Once you use this trait, you can't use it again until you finish a long rest.

Spiteful Defense (2 points). As a reaction to being hit by an attack, you gain a +5 bonus to AC until the start of your next turn, including against the triggering attack. Once you use this trait, you can't use it again until you finish a long rest.

HARA'ANTAR PARENTAGE

Hara'antar the Soulthief is feared among demons for her ability to fuel evil magic by consuming mortal souls. Her tieflings are infused with abyssal power that lets them harry and curse their foes.

Abyssal Resistance (5 Points). When you fail a saving throw, you can reroll it and choose which roll to use. Once you use this trait, you can't use it again until you finish a long rest.

Bite (3 Points). Your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your teeth, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the normal damage for an unarmed strike.

Caustic Pincers (5 Points). You have pincers that are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your pincers, you deal bludgeoning damage equal to $1d6 +$ your Strength modifier, instead of the normal damage for an unarmed strike. As a bonus action, you can then deal an extra $1d4$ acid damage with this unarmed strike.

Draining Hex (5 Points). As a bonus action, you drain the life from one creature you are grappling. The target must make a Charisma saving throw ($DC 8 +$ your proficiency bonus + your choice of Intelligence, Wisdom or Charisma modifier), taking $2d6$ necrotic damage on a failed save, or half as much damage on a successful

one. You regain hit points equal to half the damage dealt. Once you use this trait, you can't use it again until you finish a long rest.

Malediction (2 Points). As a reaction when a creature you can see within 30 feet of you succeeds on a saving throw, you roll a d4 and subtract that roll from the saving throw, possibly turning success into failure. Once you use this trait, you can't use it again until you finish a long rest.

HORAT PARENTAGE

Horat, Duke of Kasyrgan, leads the Envenomed, a cult of spies dedicated to bringing pain to the multiverse of the timescape. He passes his power to his tieflings, including many who use the archdevil's gifts for good instead of ill.

Hail of Teeth (9 Points). As an action, you breathe a hail of teeth in a 15-foot cone. Each creature in the cone must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking 1d6 piercing damage and 1d6 poison damage on a failed save, or half as much damage on a successful one. Once you use this trait, you can't use it again until you finish a short or long rest.

The damage increases to 2d6 piercing damage and 1d6 poison damage at 5th level, 2d6 piercing and 2d6 poison at 11th level, and 3d6 piercing and 2d6 poison at 17th level.

Magic Resistance: Charisma (2 Points). You have advantage on Charisma saving throws against spells.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Dexterity (5 Points). You have advantage on Dexterity saving throws against spells.

Mouth Hand (5 Points). As a bonus action, you cause a row of razor-sharp teeth to appear in the palm of your hand, which last until the end of your turn and which you can use to make unarmed strikes. If you hit with an unarmed strike attack using your mouth hand, you deal piercing damage equal to 1d6 + your Strength modifier plus 1d4 poison damage, instead of the normal damage for an unarmed strike.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

Teleport (4 Points). As a bonus action, you cast the *misty step* spell, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you use this trait, you can't use it again until you finish a long rest.

Twist Flesh (4 Points). As an action, you force a creature within 30 feet of you that you can see to make

a Constitution saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier). On a failed save, the target suffers one of the following effects of your choice:

- The target's internal temperature skyrockets to boil their bodily fluids, which hiss from their pores as jets of steam. The target gains one level of exhaustion.
- Horns erupt from the target's skull and curve into their eyes. The target is blinded.
- Pus-filled boils form and pop in the target's ears. The target is deafened.

The chosen effect lasts until the end of the creature's next turn. Once you use this trait, you can't use it again until you finish a long rest.

Unhallowed Toxin* (4 Points). Poison damage you deal ignores any damage resistance the target has.

INDIX PARENTAGE

Indix, Earl of Sheol, is the lord of all lore devils and composed of the burning pages of the *codex mutabilis*—the legendary Book of Change. This magical tome gives the archdevil their powerful traits, which are bestowed upon the tieflings who share their power.

Fire Vulnerability (-3 Points). You have vulnerability to fire damage.

Limited Magic Immunity (7 Points). As a reaction when you are affected by a spell of 3rd level or lower, you negate the effects of the spell on you. Once you use this trait, you can't use it again until you finish a long rest.

Spelldrain (7 Points). As an action, you make a melee spell attack against a creature within your reach, using Charisma as your spellcasting ability. On a hit, the target takes 2d6 necrotic damage and can't cast spells until the end of your next turn. Once you use this trait, you can't use it again until you finish a long rest.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

Untethered Form* (5 Points). As an action, you cast the *alter self* spell, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you use this trait, you can't use it again until you finish a short or long rest.

MORANON PARENTAGE

Moranon, Marquis of Acheron, is the greatest of stone devils. His loyalty to Asmodeus is unwavering, making him one of the most trustworthy figures in the Court of Seven Cities. Many tieflings descended from Moranon channel the power of the archdevil's blood in their veins.

Aura of Foul Ichor* (6 Points). As a bonus action, you activate a protective aura for 1 hour. While the aura is active, when you take damage from a creature within 5 feet of you for the first time on a turn, that creature takes 1d8 necrotic damage. Once you use this trait, you can't use it again until you finish a long rest.

Immutable Form (2 Points). You have advantage on saving throws against any effect that would alter your form.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Strength (2 Points). You have advantage on Strength saving throws against spells.

Magic Resistance: Wisdom (5 Points). You have advantage on Wisdom saving throws against spells.

Soulblood Trail (9 Points). As an action, you turn a 20-foot-radius area of ground centered on you into difficult terrain for 1 minute. When a hostile creature enters the area for the first time or starts their turn there, they must make a Constitution saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier), taking 1d6 necrotic damage on a failed save, or half as much damage on a successful one. Once you use this trait, you can't use it again until you finish a long rest.

PHARYON PARENTAGE

Pharyon, Prince of Dis, is the ruler of the Court of Seven Cities. His power to see into the past, the future, and alternative realities allows him to smash any threat to his rule before it begins, and helps him further consolidate his power. His tieflings inherit his incredible array of defensive and magic powers.

Flight (10 Points). You have wings and a flying speed of 20 feet. You can't fly while wearing medium or heavy armor.

Lightning Vulnerability (-2 Points). You have vulnerability to lightning damage.

Look Again* (4 Points). As a reaction when a creature you can see within 60 feet of you targets you with an attack, you force that creature to make the attack roll with disadvantage. Once you use this trait, you can't use it again until you finish a long rest.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

Magic Resistance: Strength (2 Points). You have advantage on Strength saving throws against spells.

Magic Resistance: Wisdom (5 Points). You have advantage on Wisdom saving throws against spells.

Soul Scorching (4 Points). When you deal fire damage to a creature, you can choose to have the damage ignore the creature's resistance or immunity to fire. Once you use this trait, you can't use it again until you finish a long rest.

Spit Fire (4 Points). As an action, you spit flames from your mouth as a ranged spell attack with a range of 120 feet. Charisma is your spellcasting ability for this attack, which deals 1d10 fire damage on a hit. The damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Winged Embrace (9 Points). You channel protective power through your wings, and manifest temporary wings when you activate this trait if you don't already have them. As an action, you enclose yourself and one other willing creature within 5 feet of you with your wings, granting both of you a +4 bonus to AC. While protected in this way, you and the protected creature each have your speed reduced to 0, and that speed can't be increased until you unfold your wings. Additionally, you can't take actions, bonus actions, or reactions, except for using a bonus action to end your winged embrace. The protected creature can take actions normally while in your winged embrace, and can leave your embrace and enter an unoccupied space within 5 feet of you as a bonus action.

If you manifested wings with this trait, they vanish when you unfold your wings. Once you use this trait, you can't use it again until you finish a long rest.

RAKAT PARENTAGE

A hate devil of considerable power, Rakat, Baron of Styx, is a scheming general who seeks to climb the ranks of the Court of Seven Cities. Much like their infernal master, the archdevil's tieflings fight dirty.

Devil Sight (3 Points). As a bonus action, you activate your magical sight for 1 hour, allowing you to see normally in magical and nonmagical darkness out to a range of 60 feet. Once you use this trait, you can't use it again until you finish a long rest.

Enmity* (4 Points). As an action, you force a creature you can see within 30 feet of you to succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier) or be charmed by you until the start of your next turn. While charmed in this way, the target must use their action, if available, to either attack themselves or their closest ally (your choice). If the target is unable to do either, they spend their action but do nothing. Once you use this trait, you can't use it again until you finish a long rest.

Eye for an Eye* (6 Points). As a reaction when you take damage from a creature within 5 feet of you, you make a melee weapon attack against that creature. If this attack hits, in addition to its normal effects, the creature is blinded until the end of their next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

Magic Resistance: Strength (2 Points). You have advantage on Strength saving throws against spells.

Poison Resistance (3 Points). You have resistance to poison damage.

Spit Fire (4 Points). As an action, you spit flames from your mouth as a ranged spell attack with a range of 120 feet. Charisma is your spellcasting ability for this attack, which deals 1d10 fire damage on a hit. The damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Stinging Tail (5 Points). Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with an unarmed strike using your tail, you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the normal damage for an unarmed strike. As a bonus action, you can then deal an extra 1d4 acid damage with this unarmed strike.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

RELG PARENTAGE

The former King in Lethe of the Court of the Deep, Relg the Descender now commands the army of demons known as the Infernum. Enormous, tentacled, horned, and full of hate, the mighty demon makes a formidable foe, and his tieflings often gain his natural weapons and innate toughness.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Strength (2 Points). You have advantage on Strength saving throws against spells.

Magic Resistance: Wisdom (5 Points). You have advantage on Wisdom saving throws against spells.

Regeneration (5 Points). As a bonus action, you spend one Hit Die to regain hit points equal to a roll of the die plus your Constitution modifier (minimum 1).

Scourge of Lethe (2 Points). As an action, you cast the *bane* spell, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you use this trait, you can't use it again until you finish a long rest.

Tentacles (6 Points). You have tentacles on your back that are natural weapons, which you can use to make an unarmed strike that has a reach of 10 feet. If you hit with an unarmed strike using your tentacles, you deal bludgeoning damage equal to 1d8 + your Strength modifier, instead of the normal damage for an unarmed strike.

SRYZ PARENTAGE

Sryz, Count of Naraka, is one of the only steel devils to ever ascend the ranks of the Seven Cities into infernal nobility. Tieflings with his heritage gain the painful supernatural powers of steel devils.

Agonizing Visage (3 points). As a reaction when a creature within 60 feet of you that can see you hits you with an attack, you force that creature to make a Wisdom saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier). On a failed save, the target takes 3d6 psychic damage. On a successful save, you take only half as much damage from the triggering attack. Once you use this trait, you can't use it again until you finish a long rest.

Magic Resistance: Charisma (2 Points). You have advantage on Charisma saving throws against spells.

Magic Resistance: Dexterity (5 Points). You have advantage on Dexterity saving throws against spells.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

Sonic Attack* (5 Points). As an action, you let out a high-frequency scream that pierces the minds of your enemies. Each creature of your choice within 15 feet of you that can hear you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier) or have disadvantage on attack rolls until the end of their next turn. Once you use this trait, you can't use it again until you finish a long rest.

Soul Scalpel (6 Points). As an action, you force a creature you can see within 30 feet of you to make a Charisma saving throw (DC 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier). On a failed save, the target takes 2d6 psychic damage and has disadvantage on ability checks, attack rolls, and saving throws until the end of your next turn. On a success, the target takes half as much damage and doesn't gain disadvantage on any rolls. Once you use this trait, you can't use it again until you finish a long rest.

Thorns of Pain (4 Points). As a bonus action, you activate a protective aura for 1 minute. While the aura is active, a creature that moves within 5 feet of you for the first time on a turn or starts their turn there takes 1d4 slashing damage. Once you use this trait, you can't use it again until you finish a long rest.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

SYLT PARENTAGE

Sylt Bloodheat is the most powerful demon on the Court of the Deep, drinking souls in an endless flow. Her heritage gifts tieflings the ability to withstand almost any spell, in addition to powerful offensive tactics.

Abyssal Resistance (5 Points). When you fail a saving throw, you can reroll it and choose which roll to use. Once you use this trait, you can't use it again until you finish a long rest.

Claws (3 Points). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your claws, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the normal damage for an unarmed strike.

Dark Command (2 Points). As an action, you cast the *command* spell, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you use this trait, you can't use it again until you finish a long rest.

Magic Resistance: Charisma (2 Points). You have advantage on Charisma saving throws against spells.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

Magic Resistance: Strength (2 Points). You have advantage on Strength saving throws against spells.

TRALL PARENTAGE

Diviners on every world know to fear Trall the Mindbreaker, a demon lord able to suck out the soul of any spellcaster foolish enough to peer into the Abyss. Trall's tieflings gain a taste of the demon's mind-bending powers and supernatural defenses.

Abyssal Resistance (5 Points). When you fail a saving throw, you can reroll it and choose which roll to use. Once you use this trait, you can't use it again until you finish a long rest.

Lesser Claws (1 Point). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your claws, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal damage for an unarmed strike.

Magic Resistance: Charisma (2 Points). You have advantage on Charisma saving throws against spells.

Magic Resistance: Constitution (5 Points). You have advantage on Constitution saving throws against spells.

Magic Resistance: Intelligence (2 Points). You have advantage on Intelligence saving throws against spells.

Mind Shriek (4 Points). As an action, you emit a psychic shriek that targets a creature that can hear you within 60 feet of you. Make a ranged spell attack against the target, using Charisma as your spellcasting ability. On a hit, the target takes 1d10 psychic damage. The damage increases by 1d10 when you reach 5th level

(2d10), 11th level (3d10), and 17th level (4d10).

Mind Trick (5 Points). As a reaction when you are hit by an attack, you conjure an illusory duplicate in your space. The triggering attacker must reroll the attack and use the new result, after which the duplicate disappears. Once you use this trait, you can't use it again until you finish a long rest.

Telepathy (3 Points). You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

VORG'AUT PARENTAGE

An unmatched warrior and cunning commander, Vorg'aut Harrowfist, the Lady Blight, is a terrifying presence on any battlefield. A tiefling descended from Vorg'aut can tap into her martial power and reflect her intimidating form.

Abyssal Resistance (5 Points). When you fail a saving throw, you can reroll it and choose which roll to use. Once you use this trait, you can't use it again until you finish a long rest.

Barbed Tail (6 Points). Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with an unarmed strike using your tail, you deal bludgeoning damage equal to 1d6 + your Strength modifier plus 1d4 slashing damage, instead of the normal damage for an unarmed strike.

Might of the Harrowfist (5 Points). As an action, you create a spectral fist that floats within 60 feet of you for 1 minute. As part of the action used to create the fist, you can make a melee spell attack against a creature within 5 feet of the fist. Charisma is your spellcasting ability for this attack, which deals bludgeoning damage equal to 1d8 + your Charisma modifier on a hit. For the duration, you can use a bonus action to move the fist up to 20 feet and make the same attack. Once you use this trait, you can't use it again until you finish a long rest.

ZOR'YAL PARENTAGE

A cloud of blood follows the vengeful, insatiable Zor'yal Lifeswaller as she tears across endless battlefields. Her tieflings can inherit her cruel quickness and innate magic.

Abyssal Resistance (5 Points). When you fail a saving throw, you can reroll it and choose which roll to use. Once you use this trait, you can't use it again until you finish a long rest.

Lacerate (3 Points). When you hit a target with a melee weapon attack, you can use your bonus action to make another melee weapon attack against a target within reach. Once you use this trait, you can't use it again until you finish a long rest.

Venomous Claws (5 Points). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with an unarmed strike using your claws, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the normal damage for an unarmed strike. As a bonus action you can then deal an extra 1d4 poison damage with this unarmed strike.

Wounding Step (5 Points). As an action, you move up to 30 feet in a straight line without provoking opportunity attacks. Each creature within 10 feet of you at any point during this movement must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking 1d6 psychic damage on a failed save, or half as much damage on a successful one. Once you use this trait, you can't use it again until you finish a long rest.

UPBRINGING TRAITS

In addition to their choice of two parentages, your character can choose one of the following upbringings and gain all its associated traits.

ERUDITE UPBRINGING

You were raised among folk who valued knowledge, and have long been drawn to the deep lore and hidden secrets of the world.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Cantrip. You learn one cantrip of your choice from the wizard spell list that doesn't deal damage, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.

Historical Expertise. You have a +2 bonus to Intelligence (History) checks, and have advantage on Intelligence checks made to recall ancient lore.

Languages. You can speak, read, and write Common and two extra languages of your choice.

HEAVY MARTIAL UPBRINGING

You were raised by combat-focused people, who trained you to the discipline of a powerful and decisive fighting style.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Formidable Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. Once you use this trait, you

can't use it again until you finish a short or long rest.

Weapon Training. You have proficiency with the greataxe and greatsword.

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

LIGHT MARTIAL UPBRINGING

A life spent among people who trained you in the way of the blade has granted you a nimble and defensive combat style.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Parry. As a reaction when a creature you can see hits you with a melee weapon attack and you are wielding a melee weapon, you add your proficiency bonus to your AC against the triggering attack. Once you use this trait, you can't use it again until you finish a long rest.

Weapon Training. You have proficiency with the rapier and scimitar.

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

MEDIUM MARTIAL UPBRINGING

You were raised by folk who valued a mixed combat style, giving you a focus on quick moments of fury.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Eviscerating Strike. When you hit a creature with a melee weapon attack, the target takes an extra 1d6 damage. Once you use this trait, you can't use it again until you finish a short or long rest.

Weapon Training. You have proficiency with the battleaxe and longsword.

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

UNHOLY ERUDITE UPBRINGING

You were raised among a people who wished to learn everything they could about fiends, whether to fight them, to aid them, or simply to possess their knowledge and power.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Unholy Knowledge. You have a +2 bonus to Intelligence (History or Religion) checks. You also have advantage on Intelligence (History or Religion) checks to recall information about fiends, the Court of Seven Cities, and the Court of the Deep.

Unholy Vitality. As an action, you cast the *false life* spell, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common and two extra languages of your choice.

FAMILY TREE: MIXING AND MATCHING

The point system used in this article, *An Elf and an Orc Had a Little Baby Volume I* and *Volume II*, and *Those Who Wander* allows players to mix and match their traits from more than two parentages and multiple upbringings. This section provides guidelines for this expanded approach to character creation.

GENERATIONAL PARENTAGES

Players who want a wider range of choice, or who wish to build out a full family tree for their character, can create a direct family line and choose traits from all their direct ancestors—parents, grandparents, great-grandparents, and so forth.

For example, Kiandarth, a ruby-and-topaz gemstone dragonborn, marries Ralthos, a tiefling with Indix and Relg parentage. Kiandarth has the following traits for a total of 16 points:

- Crystal Armor (6 points)
- Psychic Vulnerability (-3 points)
- Tail (3 points)
- Telepathy (3 points)
- Amplification (4 points)
- Uplift (3 points)

Ralthos has the following traits for a total of 16 points:

- Darkvision (4 points)
- Hellish Resistance (3 points)
- Fire Vulnerability (-3 points)
- Spelldrain (7 points)
- Telepathy (3 points)
- Scourge of Lethe (2 points)

Kiandarth and Ralthos have a child named Innirith (the player character). Innirith can have any combination of traits that their parents have, as long as the combined cost of those traits isn't more than 16 points.

There is technically no limit to how many generations back a player can create a character's direct line to choose traits using this system, though a GM might decide to set a limit if they wish.

GENERATIONAL UPBRINGINGS

Although the upbringings presented here don't use a point system, some players might want to mix traits from

different upbringings to create their own. In that event, a GM can rule that each player has 18 points to spend on upbringing traits inherited from direct ancestors, using the values on the Upbringing Traits table. This system works just like the one used for generational parentages. Standard upbringings fall within a point range of 12 to 18, with most being in the 14-to-17-point range.

A character using this system can take only one +2 Ability Score Increase and one +1 Ability Score Increase, or they can take up to three +1 Ability Score Increases and no +2 Ability Score Increase.

Consider the parent NPCs from the example above. Kiandarth has an Unholy Erudite Upbringing, built around the following traits:

- +2 Ability Score Increase to Charisma (8 points)
- +1 Ability Score Increase to Intelligence (4 points)
- Unholy Knowledge (2 points)
- Unholy Vitality (2 points)
- Common and two extra languages of their choice (2 points)

Ralthos has a Light Martial Upbringing, built around the following traits:

- +2 Ability Score Increase to Dexterity (8 points)
- +1 Ability Score Increase to Strength (4 points)
- Parry (2 points)
- Weapon Training (1 point)
- Common and one language of their choice (1 point)

Assuming these two NPCs raised Innirith to share in both their upbringings, Innirith can choose a combination of either characters' upbringing traits, as long as that combination is within the 12-to-18-point range.

UPBRINGING TRAITS

TRAIT	COST
+1 Ability Score Increase	4
+2 Ability Score Increase	8
Cantrip	3
Eviscerating Strike	2
Formidable Attacks	2
Historical Expertise	2
Parry	2
Common and one extra language	1
Common and two extra languages	2
Unholy Knowledge	2
Unholy Vitality	2
Weapon Training	1

POWERS AND PSIONICS

This section presents the nine powers that can be taken by a character with the Natural Psionics trait, as part of the gemstone dragon parentage. A quick overview of psionics then follows. All this material is taken from the upcoming *The Talent and Psionics*, providing an overview of that supplement's new rules.

POWER DESCRIPTIONS

The 1st-order powers available through the Natural Psionics trait are presented in alphabetical order.

APPARITION

1st-Order Resopathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a sound or an image that only you and one creature within range perceive. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you choose. If you create an image, it must fit within a 5-foot cube and can't move. The image can't create any effect that influences a sense other than sight. The image disappears if the perceiving creature touches it.

CONCUSSIVE SLAM

1st-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You slam a field of invisible force down upon a creature you can see within range, which must make a Strength saving throw. On a failed save, the target takes 1d4 force damage and is knocked prone.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FLAME'S MASTER

1st-Order Pyrokinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You emit a burst of psionic energy that affects every Medium or smaller fire-based light source within range, allowing you to ignite a target light source or snuff it out, choosing individually for each source. Such light sources include campfires, candles, fireplaces, lanterns,

oil lamps, torches, and the like, but don't include supernatural sources such as a *sun blade* or an object affected by the *light* spell.

ILLUMINATOR

1st-Order Resopathy

Manifestation Time: 1 action

Range: Self (30-foot cone)

Duration: 1 hour

You create a focused 30-foot cone of bright light, which has sharp edges and gives off no dim light. You can change the color of the light and can turn it on and off as you desire (no action required).

INVISIBLE FORCE

1st-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

When you manifest this power, pick one of the following options:

Manipulate Object. You manipulate one object with movable parts within range. For example, you could open or close a door, pull a lever, or play a few notes on a harpsichord.

Move Object. Choose one object that weighs 5 pounds or less within range. You move that object up to 30 feet, including up, but not beyond the range of this power. An object moved up begins to fall as soon as that movement ends.

Object Attack. Pick one object that weighs 5 pounds or less within range, and one creature within range. You hurl the object at the creature, making a ranged power attack. On a hit, the target takes 1d8 bludgeoning, piercing, or slashing damage, depending on the nature of the object. This attack's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PSIONIC BOLT

1st-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You shoot forth a purple beam of psychic force to strike a creature or object in range. Make a ranged power attack against the target. On a hit, the target takes 1d6 force damage, and if they are Large or smaller, they are pushed 5 feet away from you.

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

PSYCHIC STAB

1st-Order Telepathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

One creature you can see within range must make an Intelligence saving throw. On a failed save, the target takes 1d10 psychic damage.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

REWRITE

1st-Order Resopathy

Manifestation Time: 1 action

Range: 5 feet

Duration: Concentration, up to 10 minutes

You bend a small portion of reality to target a Tiny nonsupernatural object within range that isn't carried or worn by another creature. For the duration, that object is transformed into another Tiny nonsupernatural object of your choice, which must be of the same or lesser value as the original.

TIME THIEF

1st-Order Chronopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You psionically absorb the life force of a creature within range, causing them to age faster than normal. The target must make a Constitution saving throw. On a failed save, they take 1d4 necrotic damage and you gain temporary hit points equal to the damage taken.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PSIONICS OVERVIEW

psi·on·ics The ability to affect physical change in the world or yourself through the power of thought alone.

Characters with extraordinary mental powers not derived from prayer or magic feature in many of our favorite stories. *The Talent and Psionics* supplement lets you bring those kinds of heroes to life in your 5e game, describing characters and creatures whose vast mental might lets them manifest psionic powers through force of will. Heroes who wield these gifts use only their thoughts and bodily energy to hurl objects through the air, send telepathic messages, manipulate time, and reshape the world around them.

The Talent and Psionics details the full rules for

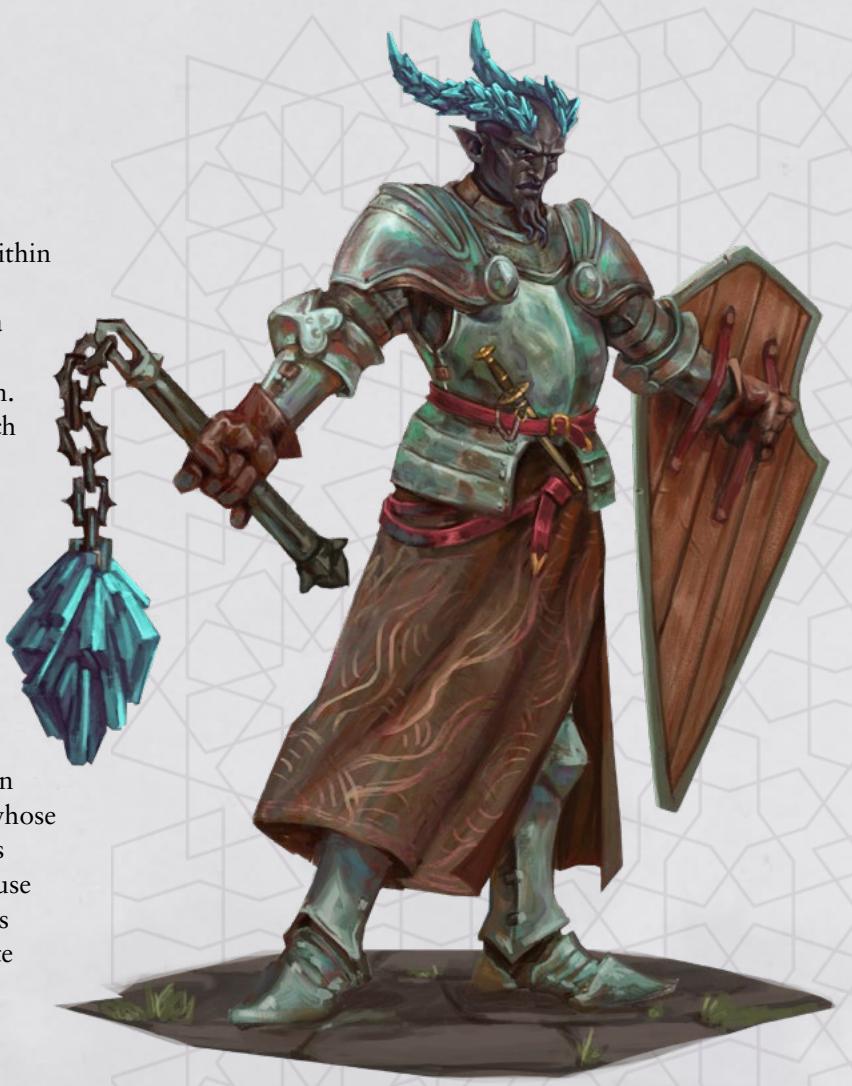
using powers for player characters, including a new mechanic called strain that determines how long—and how safely—a character can manifest their psionic powers. Psionic monsters and NPCs follow simpler rules, as do the powers available to characters with the gem dragon parentage presented in this article.

The 1st-order powers detailed above can be used at will by a character with the Natural Psionics trait, much like a character who knows a cantrip. Even if your character is a talent created using the rules found in *The Talent and Psionics*, using a 1st-order power gained through Natural Psionics does not impose strain on your character.

POWERS

A power is a specific psionic effect created by energy drawn out of the manifester's body. A power is an incredible tool that can solve problems, harm enemies, or protect and aid you and your allies.

Powers aren't magical. Effects and spells that affect or interact with magic, including *detect magic*, *identify*, *antimagic field*, *counterspell*, *dispel magic*, and *globe of invulnerability*, have no effect on psionic powers or



psionic items. Likewise, effects that affect or interact with powers don't affect spells, magic items, or other magical effects.

NEW ACTION: MANIFEST A POWER

The Talent and Psionics introduces a new action option for creatures with access to psionic powers: Manifest a Power, which allows talents and other creatures to use their psionic powers. Manifesting a power is not necessarily an action, but most powers (including all the powers available through Natural Psionics) have a manifestation time of 1 action.

Any effect that ends as the result of casting a spell, such as the *invisibility* or *sanctuary* spells, also ends if you manifest a power in the same way. If you wear armor you lack proficiency with, you can't manifest powers because the armor's bulk is a mental distraction.

Psionics are powers of the mind. As such, any effect that affects a creature's mind to prevent that creature from taking the Cast a Spell action also prevents them from taking the Manifest a Power action. This includes effects such as the barbarian's Rage feature and the *feeblemind* spell.

MANIFESTATION ABILITY

Every creature that can manifest one or more psionic powers has a manifestation ability. For talents, this ability is Intelligence, but a character with the Natural Psionics trait can choose Intelligence, Wisdom, or Charisma as their manifestation ability for the powers they gain from that trait.

Saving Throws. Many powers specify that a target can make a saving throw to avoid some or all of the power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your psionic powers equals $8 + \text{your proficiency bonus} + \text{your manifestation ability modifier} + \text{any special modifiers}$.

Attack Rolls. Some powers require the manifester to make an attack roll to determine whether the power's effect hits the intended target. Your attack modifier with a power attack equals your manifestation ability modifier + your proficiency bonus.

POWER ORDER

Each of the full slate of powers presented in *The Talent and Psionics* has an order from 1 to 6. A power of 1st order might let you hurl little objects through the air or produce small jets of flame out of nothing, while 6th-order powers allow you to bring down buildings or create a fiery vortex!

Powers of the 1st order are simple, and most creatures that can manifest them—including characters with the Natural Psionics trait—do so at will.

SUPERNATURAL

"Supernatural" is a new game term that describes an effect or item that is either magical or psionic. For instance, a creature might have resistance to bludgeoning, piercing, and slashing damage from attacks that aren't supernatural. This means that as long as an attack comes from a spell, power, magic weapon, or psionic weapon, it overcomes the creature's damage resistances. Likewise, an object described as "nonsupernatural" is one that is neither a magic item nor a psionic item.

POWER SPECIALTY

Every power falls under one of the following categories, known as specialties:

Chronopathy powers allow you to view future and past events, and to manipulate time to aid allies and hinder foes.

Metamorphosis powers allow you to strengthen and manipulate your body and the bodies of others, allowing for the performance of preternatural exploits.

Pyrokinesis powers allow you to create and manipulate fire by interacting with the potential energy found in all things.

Resopathy powers allow you to manipulate matter and space to create, alter, or displace your environment and the creatures and objects in it.

Telekinesis powers allow you to physically manipulate creatures and objects.

Telepathy powers allow you to communicate with, read, and influence the minds of other creatures.

DURATION

A power's duration is the length of time it remains active after you manifest it. When you manifest a power with a duration longer than instantaneous, it remains active for the specified duration. (Instantaneous powers work just like instantaneous spells, in that they affect the world only for an instant even if they produce an effect that lingers in the world.)

You can choose to end any of your current active powers at any point on your turn without using an action. If you become incapacitated or die, all of your current active powers end immediately.

Concentration. Like spells, many powers require you to maintain concentration to keep their effects active. Unlike with spells, though, you can simultaneously maintain concentration on a number of powers equal to your proficiency bonus. However, you can't concentrate on a power and a spell or other effect at the same time.

TOOLS OF THE TRAPMASTER

SEVENTEEN NEW MAGIC ITEMS CRAFTED BY
THE GREATEST THIEF THE WORLD HAS EVER SEEN

by Scott Fitzgerald Gray

For thirty years, the virtuoso thief known as Lynseda the Trapmaster was the scourge of monarchs, nobles, clergy, and merchant lords in a dozen different kingdoms. The most successful and most wanted burglar of all time, Lynseda was known for upwards of a hundred daring robberies whose unbelievable details inspired the works of bards and dramatists for decades. But precious few who told her tales ever learned the full details of Lynseda's mastery of the larcenous arts.

Trained as a mage from childhood, Lynseda is said to have fled her arcane order's exclusive university with a stolen *bag of holding* stuffed with even-more-exclusive treasures and lore. A skilled crafter of magic items even before her self-imposed exile, the mage dedicated herself to the creation of tools that would allow her to steal more. And so was born the legend of the Trapmaster, the master mage-thief who spent a lifetime crafting unique magic items meant for larceny.

For decades, Lynseda made use of the suite of unique magic items she called the Tools of the Trapmaster, eluding the law with some of history's most notorious heists. Then ten years ago, the Trapmaster's reign of legendary larceny ended. Whether Lynseda was killed during a failed heist or simply decided to take a well-earned retirement, none can say. But over the past three years, a number of these magical Tools of the Trapmaster have reappeared in the world, and the secrets of making them have begun to spread.

AMBUSH DUST

Wondrous Item, Rare

This plain paper sachet sets a tingling in the fingers that open it and holds a sample of gritty gray dust. There is enough of it for one use.

As an action, you can scatter the *ambush dust* in the sachet onto any object that isn't being worn or carried and weighs no more than 10 pounds. Within the next minute, you or another creature can cast a spell of 3rd level or lower that targets a creature or affects an area upon the dust, causing the dust to vanish and imbuing the spell into the object. The next time the object is used according to its normal function, the spell imbued into the object is cast, targeting the creature using it or using the object as its point of origin.

An object's function must be specific and active for *ambush dust* to affect it. The dust can be used to trap tomes and books when they are opened and read, to trap an enemy's weapon when it's used to attack, to sabotage clothing or footwear when first put on, to lace food or drink with a deadly magical kick when imbibed, and so forth. But the spell trap can't be triggered by a general action, such as a creature simply picking the object up, or by a passive function, such as merely viewing a work of art. (That said, *ambush dust* could turn a painting or sculpture in progress into a deadly trap for the artist working on it.)

While imbued with a spell from the dust, the affected object radiates a faint magic aura of the spell's school.

BRACELET OF EXTENDED TOUCH

Wondrous Item, Rare (Requires Attunement)

When worn on the wrist, this tarnished silver bracelet hovers above your skin, never touching it. The bracelet has 3 charges and regains 1d3 expended charges daily at dawn. While you wear the bracelet, you can expend 1 charge (no extra action required) while you undertake an activity performed with your hands that requires an action in combat or that takes no longer than 1 minute



out of combat, using the bracelet's magic to perform that activity up to 30 feet away from you. Such activities can include weapon attacks, Dexterity checks using thieves' tools, giving first aid to a dying creature, shoving a foe, opening a door, playing a short tune on a musical instrument, using a pen to write a note, or other activities deemed suitable by the GM.

The effect of your activity is translated across the distance, and any equipment you use for the activity remains in your hand but is affected or used up by the activity as normal. You must be able to see the creature or object that is the target of the activity.

You undertake an activity with the bracelet using the action the activity normally uses. However, each use of the bracelet covers only a single activity. For example, if you make multiple weapon attacks as an action, one use of the bracelet covers only one of those attacks.

CALTROPS OF ENMITY

Wondrous Item, Uncommon

These black-iron caltrops sometimes rattle in their bag of their own accord. As an action, you activate the caltrops and spread them to cover a square area that is 10 feet on a side. The color of the caltrops changes to blend in with the surface they're scattered on, requiring a successful DC 20 Wisdom (Perception) check to spot them.

For 10 minutes after the caltrops are scattered, when any creature enters the area, the caltrops move, throwing themselves under the creature's feet. Each creature moving through the area must make a DC 15 Dexterity saving throw, taking 1d8 piercing damage on a failed save or half as much damage on a successful one. A creature moving through the area at half speed has advantage on the saving throw. A creature that stops in the area must make the saving throw each time it moves again.

Taking damage from the caltrops reduces a creature's walking speed by 10 feet unless their speed has already been reduced by the caltrops. This reduction lasts until the creature regains at least 1 hit point. Once activated, the caltrops become nonmagical after 10 minutes.

DOOM KNOCKER

Wondrous Item, Very Rare

This palm-sized brass door knocker is carved in the shape of a leering demonic face, its eyes flickering with faint flame. As an action, you can affix the *doom knocker* to any door, gate, window, chest, or similar object or entryway that can be opened or closed and is at least 1 square foot in area. Doing so magically locks the entryway or object and sets a powerful magical trap upon it.



An object or entryway sealed by the *doom knocker* is more difficult to break or force open and requires a successful Strength (Athletics) check or Dexterity check using thieves' tools to open; the DC for these checks increases by 10 (minimum of DC 20 for an object or entryway that is normally easy to open). On a failed check, or if a creature tries to destroy the knocker or the object it is affixed to, a pulse of energy scours the five creatures closest to the knocker within 60 feet of it. (If more than five creatures are equally close, roll randomly to see which ones are affected.)

Each affected creature must make a DC 17 Dexterity saving throw, taking 4d10 cold, fire, force, lightning, or thunder damage (chosen by you when you affix the knocker) on a failed save, or half as much damage on a successful one. The creature that failed the check to bypass the knocker, as well as any creature that used the knocker, has disadvantage on the saving throw.

Once the *doom knocker*'s magic is triggered or bypassed, it vanishes and reappears on your person.

DUNGEONEER'S NET

Wondrous Item, Very Rare

This small *mist net* is woven of light silk and feels slightly tacky to the touch. As an action, you can throw the *dungeoneer's net* at any point you can see within 100 feet of you, whereupon it expands to cover a square area up to 20 feet on a side and fixes itself to any surfaces it can make contact with. You decide the orientation of the net, which collapses down to its undeployed form if not anchored to a surface on at least one side.

When deployed, the net is a mesh wall of thick, knotted cords spaced at 6-inch intervals. It is solid and can support up to 1,000 pounds, allowing it to be used as a climbing net or an impromptu bridge. Creatures crossing or climbing the net can do so at full speed with no risk of falling.

While you are within 100 feet of the net, you can use a bonus action to speak the net's command word to turn its cords sticky or to revert it to its normal form. While the net is sticky, any creature that enters the net's area or starts its turn there must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use their action to make a DC 20 Strength (Athletics) check, freeing themself or another creature within their reach on a success.

Creatures on opposite sides of the net have three-quarters cover against each other unless they are both within 5 feet of the net.

While deployed, the net has AC 15, 150 hit points, and immunity to poison and psychic damage. A creature making a weapon attack against the net while it is sticky must succeed on a DC 15 Dexterity saving throw or have the attack automatically miss as their weapon becomes stuck to the net. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 20 Strength (Athletics) check and succeeding.



The net can't be attacked to dislodge it where it is anchored to a surface, but a 5-foot-section of the net can be torn free from a surface with a successful DC 20 Strength (Athletics) check. Tearing the net from a surface or dealing 30 damage to it opens a 5-foot-wide gap that is difficult terrain if passed through. If the net is sticky, creatures passing through it might become restrained as described above.

If destroyed while deployed, the net reverts to its undeployed form.

Once you deploy the net, it can't be deployed again until the next dawn.

GUIDING SPOOL

Wondrous Item, Uncommon

When looked at closely, the white thread wrapped around this large wooden spool first shimmers, then fades from view. The thread released by the *guiding spool* is a magical line that you can unfurl behind you to mark your path. As an action, you can activate the spool, whereupon its thread unravels as you move.

When you activate the spool, you determine whether its thread can be seen by all creatures or only by creatures of your choice. You trail thread from the spool out behind you for up to 1 mile. At up to three points along the route, you can mentally compose a message of twenty-five words or fewer, which the thread transcribes by looping itself into writing in any language you know, which can be read by creatures that can see the thread.

The thread radiates faint transmutation magic. Because the magic that conceals the thread is not illusory in nature, effects such as truesight or the *see invisibility* spell do not reveal it. The thread can endure mild stresses and being stepped on, but it breaks if pressure is applied to it. It is not strong enough to bind or carry an object. A creature that can see the thread can break or move it. A creature that can't see the thread can detect it with a successful DC 20 Wisdom (Perception) check.

Once you activate the spool, it can't be activated again until the next dawn.

SECRET POOL CANTEEN

Wondrous Item, Rare

This bulbous leather waterskin makes no sloshing sound despite clearly being filled with liquid. As an action, you can open the canteen to pour out its contents, which cover any roughly horizontal surface in a 10-foot-square area. The area of liquid appears as a shallow puddle or wet stain, depending on the surface onto which it's poured. In reality, the surface liquid conceals a 10-foot-deep extradimensional pool of fresh, clear water, the depths of which can't be seen from above. A creature

that steps into the area of the pool must succeed on a DC 13 Dexterity saving throw or plunge into the water.

You can use the secret pool as a freshwater source in inhospitable climes, a short-term hiding place, or a longer-term hiding place for characters with the ability to breathe underwater or who use pipes or straws to access air above the pool's surface.

You can also use the pool as a dangerous water-filled pit trap by speaking a command word when the canteen is opened and poured. When a pool is created this way, a creature that steps into its area has disadvantage on the saving throw to avoid falling in. On a failed save, a creature is pulled under the water and begins to suffocate if they can't breathe underwater, and the water's surface becomes a resilient barrier. A creature can use their action to make a DC 15 Strength (Athletics) check from above or below the pool's surface, freeing themself or a creature trapped inside on a success. The pool can be dispelled with *dispel magic* (DC 16), which causes the pool to vanish and leaves any creatures or objects that were inside the pool wet and prone in the area the pool covered.

Water poured from the canteen lasts for 1 hour, then instantly evaporates. Once used, the canteen can't be used again until the next dawn.

SHADOW ROPES

Wondrous Item, Rare

These two 10-foot-long black silk cords are set with silver caps and appear to shed wisps of shadow when handled. The *shadow ropes* channel powerful extradimensional magic, allowing them to create openings in solid matter or establish a teleportation link between themselves. As an action or as part of the actions used to wield the ropes' magic (see below), you can speak a command word to magically fuse their ends together or separate them again, allowing you to create two 10-foot-circumference loops, a single 20-foot-long rope, or a 20-foot-circumference loop. The ropes are treated as silk rope if used for mundane purposes.

If the two shadow ropes are more than 10 feet from each other for more than 1 hour, one rope vanishes and reappears next to the other rope, as determined by the GM.

Shadow Passage. As an action, you can link both ropes together into a single loop and stick the loop to any surface (including non-horizontal surfaces), marking a circular area just over 6 feet across. Within that area, an extradimensional opening extends 10 feet into whatever surface the loop is placed on, creating a doorway in a wall, an alcove, a pit trap in solid ground, an opening in a floor or ceiling, and so forth. While the extradimensional opening is active, the surface's appearance



is maintained from both sides, and a Large or smaller creature that pushes through the surface within the circle disappears behind that surface. Once the loop is placed, it blends into the surface it sits on and can only be found with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

The extradimensional opening lasts for 10 minutes or until you pick up the rope. If another creature tries to touch the rope, their fingers pass through formless shadow. Any creatures or objects in the extradimensional space when the effect ends are safely ejected to an unoccupied space nearest to the surface on which the rope was placed.

Once used in this way, this property can't be used again until the next dawn.

Shadow Portal. As an action, one of the ropes can be looped to itself and placed on a surface to mark out an area just over 3 feet across. Once both ropes are placed in this way, their magic creates a teleportation portal linking the two loops for 10 minutes. A Medium or smaller creature that moves into one rope's circle appears within the other rope's circle as long as both ropes are on the same plane.

Once used in this way, this property can't be used again until the next dawn.

SILENT SCRIBE

Wondrous Item, Uncommon

This hand-sized ceramic disk has tiny, faint pen strokes across it, as if it's been written on by a tiny hand. As an action while within 30 feet of the *silent scribe*, you can mentally command it to activate and automatically record every word spoken within 30 feet of it, ignoring breaks and silences. The device scribes the words as tiny letters on its surface, up to a total of 10 minutes of speech. When filled, the disk records over itself, so that it always holds a record of the most recent 10 minutes of speech within range.

While within 30 feet of the *silent scribe*, you can mentally command it to stop recording (no action required). Its tiny writing can then be read with a magnifying glass or similar aid, or you can speak a command word to have the *silent scribe* read aloud everything it's recorded. The scribe marks when one speaker changes to another but doesn't identify who is speaking in any way. It records and reads back speech in any language, but doesn't translate it, and it leaves blanks where verbal spell components, magic item command words, true-names, and other words of power would be.

SOFT SNARE

Wondrous Item, Uncommon

This hand-sized patch of white cloth subtly shifts in your grip when first handled. By speaking the snare's command word, you transform it into any fabric-based object that can be folded or squeezed down to Small size or smaller—a potato sack, a shirt or pair of trousers, a cushion, a bedsheet, a small carpet, a handkerchief, and so forth.

When a creature interacts with the object in a manner consistent with its normal use (donning a shirt, lying on or hugging a cushion, and so forth), the object immediately unravels into a storm of threads that try to wrap the creature in a tight cocoon. When the trap is triggered, the target must succeed on a DC 13 Dexterity saving throw or be restrained. The threads simultaneously lash out to bind themselves to a solid surface or a sizeable or weighty object within 10 feet, locking the victim down and hindering any attempts to crawl or roll away. A creature restrained by the snare can use an action to make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, breaking free or slipping out of the cocoon on a success.

The *soft snare* can visually emulate any textile from rough burlap to fine silk, but it feels like an average-quality cotton cloth if handled in a way that doesn't trigger the trap. The snare can only be transformed

into objects with a specific, active function, which can't include a general action, such as picking the object up.

The *soft snare* remains in its trap form until triggered or until you used an action to speak the command word again. In any form, the snare has AC 20, 10 hit points, and immunity to poison and psychic damage. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the *soft snare* drops to 0 hit points, it is destroyed.

SUDDEN GATE

Wondrous Item, Uncommon

This small stone cube has images of gates and doors scribed into its six faces. As an action, you can throw the *sudden gate* to any location you can see within 30 feet of you, whereupon it expands to become a wall up to 15 feet on a side, inset with a closed door or gate. The wall and entryway take whatever physical appearance you decide upon when you activate the cube, allowing you to match them to adjacent walls and doors. They default to a plain stone wall and a plain wooden door otherwise.

The entryway can be opened normally by you and any creatures you designate when you activate the *sudden gate*. For other creatures, the entryway is magically locked with no visible latch, hinges, or keyhole. The entryway is impervious to damage but can be forced open with a successful Strength (Athletics) check made as an action. The DC to force the entryway depends on how long the magic of the *sudden gate* lasts, determined by you when you throw the cube:

DURATION	STRENGTH (ATHLETICS) CHECK
1 minute	DC 20
1 hour	DC 17
24 hours	DC 14



If a creature forces the entryway open, it closes at the end of their next turn unless held open.

When the effect ends, the wall and entryway vanish and the *sudden gate* reappears on your person.

SWARM RECEPTACLE

Wondrous Item, Uncommon

This fine-looking container occasionally rattles when the area around it is silent. As an action, you can touch the *swarm receptacle* and speak its command word to choose one of its four forms, transforming it into a receptacle that can hold mundane materials. Using another action, you can touch the receptacle and speak a second command word to activate it as a magical trap that conjures a swarm from the receptacle when it is opened.

The forms of the receptacle and the swarms it holds in each form are as follows:

- A smoked-glass wine carafe, which conjures a **swarm of bats**
- A whimsically patterned cookie jar, which conjures a **swarm of rats**
- An insulated hot-beverage flask, which conjures a **swarm of insects**
- A finely made screw-top wooden canister labeled "Candy," which conjures a **swarm of poisonous snakes**

When a swarm is conjured, it spills forth from the receptacle to attack any creatures within 30 feet of the receptacle for 1 minute. When the effect ends, the swarm vanishes and the receptacle reseals itself. Once the receptacle conjures a swarm, it can't be used again until the next dawn.

TALISMAN OF TRAP SENSE

Wondrous Item, Uncommon (Requires Attunement)

This cloth headband is set with a cameo showing the figure of a contemplative elf, their hand raised as if in

benediction. (The engraved figure is recognizable as a common image of Lynseda by any character who has researched the Trapmaster.)

While you wear the talisman, you have advantage on saving throws against the effects of mundane and magical traps, including *glyph of warding* and similar spells, and mundane and magical traps have disadvantage on attack rolls against you.

TRAPMASTER'S ICON

Wondrous Item, Uncommon (Requires Attunement)

Set on a fine chain, this icon takes the form of a silver padlock with a key inserted in it. The key turns of its own accord from time to time. When you fail a Dexterity check using thieves' tool while wearing the icon, you can reroll the check and use either result. Once you do so, you can't use the icon again until the next dawn.

TRAPMASTER'S TOKEN

Wondrous Item, Uncommon

This fingernail-sized metal disk is etched with shifting, rotating symbols, which resemble the tumblers of a complex lock. As an action, you can attach the *Trapmaster's token* to another object with a thin tip—a weapon, a crowbar, a walking stick, and so forth—or remove it from an object it's attached to. While the object bearing the token is on your person, you have proficiency with thieves' tools. If you already have proficiency with thieves' tools, your proficiency bonus is doubled for ability checks you make using those tools.

Additionally, as an action, you can set the tip of the object bearing the token to a lock. If the DC to open that lock with a Dexterity check using thieves' tools is equal to or less than 15 plus your proficiency bonus, the lock opens. Opening the lock in this way bypasses any trap connected to the lock that can be disabled with a Dexterity check using thieves' tools equal to or less than 15 plus your proficiency bonus, but triggers more complicated traps. Once you use this property, it can't be used again until the next dawn.

TRAPMASTER'S TOOLS

Wondrous Item, Common

These thieves' tools appear well worn and corroded, but are clearly of fine quality when handled. In addition to using the tools normally, you can speak their command word to transform them into what appears to be a set of well-worn artisan's tools, common tools or implements, or similar gear. While in the form of artisan's tools, the *Trapmaster's tools* function as those tools, allowing you to make use of your proficiency bonus on ability checks if you have the appropriate tool proficiency. In addition, the tools function as thieves' tools while in any of their

alternate forms. For example, you might pick the lock on a door while creating the appearance of carpenter's tools to repair the door.

TRAP-REAPER GLOVES

Wondrous Item, Rare

Woven from fine silver thread, these gloves are so light they go almost unnoticed when worn. While wearing the gloves, if you succeed on a saving throw against a mundane or magical trap or a trap fails an attack roll against you, you can use your reaction to magically assess and store the effect of the trap in the gloves. (The gloves don't stop the trap from being triggered to completion. You suffer the trap's effects even on a successful saving throw, and other creatures making saves against the trap gain no benefit from your use of the gloves.)

While the gloves store the essence of a trap, you can imbue that essence into an object or location similar to that which held the trap in the first place. You might move the effect of a trapped chest to a door, reproduce a *glyph of warding* in another area, and so forth (the GM determines whether the new location is suitable). The original trap is not destroyed or moved, but is magically recreated at the new location. The new trap activates in the same way as the original trap, with the same DCs to locate, bypass, or disable it. The effects of a mundane trap (a poisoned needle, a spring-loaded blade, and so forth) are reproduced as a shadowy image when the recreated trap is triggered. If the original trap targeted multiple creatures, the recreated trap targets only the creature that triggers it.

The gloves can only store the effect of one trap at a time. When you store the effect of a trap, you can't use that property of the gloves again until the next dawn, at which point any stored trap in the gloves fades away.

LYNSEDA'S LEGACY

The magic items created by Lynseda fueled her unprecedented success as a thief in more ways than one. Each of the items comprising the Tools of the Trapmaster was created to synergize with other items in the set, and as such, a character attuned to one of the Tools of the Trapmaster who has another of the tools in their possession (attuned or not) gains the following feature:

Trapmaster's Synergy. When you make a Dexterity check using thieves' tools to disarm or set a trap, an Intelligence (Investigation) check to notice or determine the workings of a trap, or a Wisdom (Perception) check to search for a trap, you can choose to gain advantage on the check. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



RESOURCES

MCDM TABLETOP SAFETY TOOLKIT

<https://mcdm.gg/SafetyToolkit>

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