

Caliyas' CHRONICLE OF RUNES



UNEARTH ANCIENT RUNIC POWER
IN THE LANGUAGES OF THE MULTIVERSE





CREDITS

Lead Designer

Tony Casper

Additional Design

Ryan Rose, Ben Stauff, Rob Gunningham

Editing & Development

Ben Stauff, Ryan Rose

Guest Artists & Designers

Abyssal Brews, Aripockily, Critical Crafting, Dungeon Scribe, Dungeon Strugglers, Loot Tavern, The Fluffy Folio, The Griffon's Saddlebag, The Mithral Canvas, Yorviing

Cover Illustrators

James Child, Javier Charro

Interior Artists

Kate Becker, Steven Bellshaw, Kevin Catalan, James Child, Daniel Comerci, Tun Cun Dun, John Carl Flores, Wouter Florusse, Daphne Gragera, Antti Hakosaari, Kyle Herring, Hiidra Studio, Forrest Imel, Marin Iurii, Jexion, Hector Jimenez, Isabella Karpińska, Jarek Madyda, Dio Mahesa, Artur Mósca, Eric Pommer, Cheto See, Dean Spencer, Bryan Syme, Vu Tân Thành, Kateryna Vitkovska, Diogo Yoshikawa

Language & Font Design

Rida Bargoute, Guillaume Boucher, Cheryl Bowman, Dante DeGraff, Frederico Schroeder

Art Direction & Layout

Tony Casper

—
Version: Alpha Playtest v0.8 © 2024 Spectre Creations

PLAYTEST FEEDBACK

Please direct feedback to hello@spectrecreations.com or the #kickstarter-general channel on the [Spectre Creations Discord server](#).

WHAT ARE RUNES?

Runes are a new category of magic items in addition to those presented in the core rulebooks. These magic-infused glyphs vibrantly glow and pulse as if breathing with a life of their own.

INSCRIBING RUNES

The creator of a rune must first inscribe the rune's symbol—in painstakingly precise detail—upon a special surface, as appropriate for the rune's language, before performing a series of esoteric rituals to infuse it with ancestral magic. The rune then lies in wait, dormant until it is ultimately transferred to a desirable object allowing its magical power to finally be fully realized.

The exact process and rituals involved are a secret tightly held by only the most esteemed magic-users, typically belonging to the runic language's predominant race or races. As such, even runes of a lesser rarity are extraordinary and exceptionally scarce among common-folk, often to the point that they are considered a fable by some—an elaborate myth that the various races use to aggrandize their magical power and history as a people.

TRANSFERRING RUNES

Though runes themselves don't require attunement, transferring them is similar to the attunement process: a creature can focus on a rune over the course of a short rest, transferring it to the type of object specified in the rune's description. This focus can take the form of repeatedly speaking the runic word aloud in its written language, tracing the symbol (either in the air or on the rune's surface), laying one's hands on the rune and the object to which it is being transferred, or some other appropriate activity.

Once the transfer is complete, the rune becomes permanently emblazoned on the object, empowering that object with new magical capabilities. Once transferred, a rune cannot be removed or transferred again, except by means of special runic magic (such as the Common-language *transfer* rune), or by a *wish* spell.

IDENTIFYING RUNES

Creatures that can read the language a rune is written in understand the literal meaning of the runic word itself (for example, "This rune says *Vanish*"), which may reveal hints about its properties. Deciphering the full capabilities of the rune, however—including the type of object required for a successful transfer—is a more intensive process and can typically only be revealed by casting the *identify* spell on the rune, or by studying it over the course of a short rest, as normal for magic items.

PLAYTEST MATERIAL - LAYOUT AND CONTENT NOT FINAL

RUNES A-Z

The tables on the following pages are designed to serve as a brief overview and quick reference for the runes in this book.

— Key —

C Common

U Uncommon

R Rare

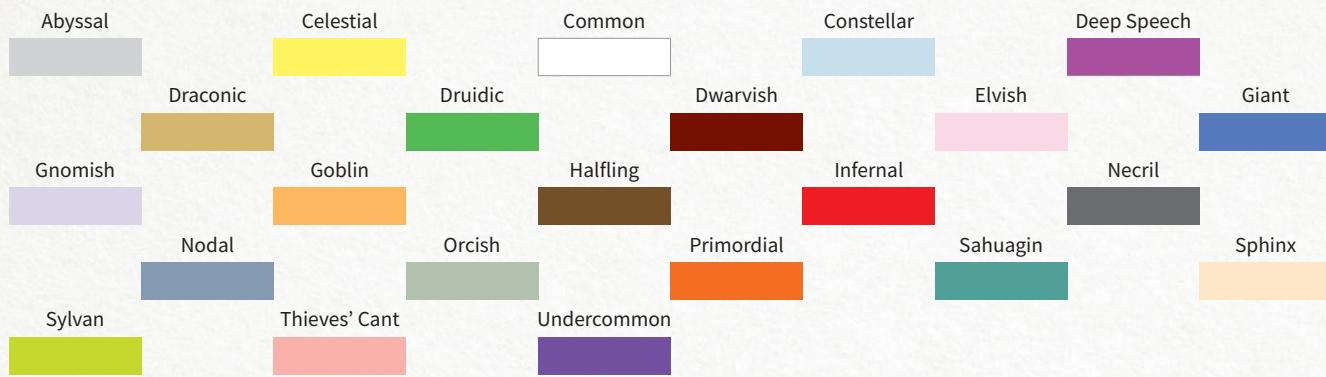
V Very Rare

L Legendary

* Varies (any)

Two letters separated by a dash (=) indicates that the rune can be any of the rarities in the given range

Two letters separated by a slash (/) indicates that the rune can be either of the specified rarities



Key	Rune Name	Language	Rarity	Transfers to any...	Page
U-V	Absorb	Primordial	Varies (uncommon- very rare)	Container of an appropriate size	152
U-L	Accursed	Constellar	Varies (uncommon- legendary)	Creature's soul	73
V	Acrimony	Constellar	Very rare	Creature's soul	73
U	Acuity	Infernal	Uncommon	Weapon	127
U	Acute	Undercommon	Uncommon	Eyewear	173
*	Activate	Goblin	Varies (any)	Magic item that can be activated as an action	117
R	Adamantine	Dwarvish	Rare	Medium or heavy armor, but not hide	96
U	Adaptable	Elvish	Uncommon	Saddle	101
C/U	Adept	Gnomish	Varies (common or uncommon)	Handwear	111
L	Aegis	Elvish	Legendary	Shield	101
U/R	Alarm	Nodal	Varies (uncommon or rare)	Timekeeping device	140
U	Alchemy	Abyssal	Uncommon	Container that can hold no more than 1 gallon	50
U	Alert	Goblin	Uncommon	Object worn on the head	117
U	Alter	Elvish	Uncommon	Clothes, light armor, or hide armor	101

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
V	Anesthesia	Constellar	Very rare	Creature's soul	73
C/U	Angler	Sahuagin	Varies (common or uncommon)	Headwear	131
R	Animal	Elvish	Rare	Worn object made of bone or hide	101
L	Antimagic	Orcish	Legendary	Jewelry worn on the head or neck	146
V	Antipode	Sylvan	Very rare	Two shields	162
L	Appall	Giant	Legendary	Weapon	105
U	Apportation	Common	Uncommon	Armwear	66
R	Appraise	Dwarvish	Uncommon	Eyewear	96
U	Aquatic	Druidic	Uncommon	Spear, trident, or object worn on the head or neck	90
U-L	Arcana	Deep Speech	Varies (uncommon-legendary)	Sentient creature's mind	77
U	Armor	Deep Speech	Uncommon	Sentient creature's mind	78
L	Army	Necril	Legendary	Banner, flag, or similar object	134
V	Arson	Infernal	Very rare	Object used to start a fire	127
V	Aspergillum	Celestial	Very rare	Club, flail, greatclub, mace, or morningstar	55
L	Assimilate	Druidic	Legendary	Spellcasting focus	90
L	Attack	Goblin	Legendary	Weapon	117
U	Avarice	Undercommon	Uncommon	Object used as currency	173
R	Balance	Sphinx	Rare	Weapon	156
C	Band	Orcish	Common	Musical instrument	146
R	Bane	Deep Speech	Rare	Sentient creature's mind	78
V	Banish	Abyssal	Very rare	Spellcasting focus	50
U	Barrage	Abyssal	Uncommon	Armwear	51
R	Barricade	Abyssal	Rare	Shield	51
U	Barrier	Primordial	Uncommon	Shield	152
V	Beam	Thieves' Cant	Very rare	Armwear	168
V	Bend	Orcish	Very rare	Armor or shield	146
V	Betrayal	Undercommon	Very rare	Tuning fork, dowsing rod, or similar object	173
R	Bewilder	Halfling	Rare	Handheld object with a reflective surface	121
V	Bind	Celestial	Very rare	Armwear	56
U	Birds	Druidic	Uncommon	Spellcasting focus	90
R	Blast	Primordial	Rare	Armwear	152
U	Blessed	Sylvan	Uncommon	Three worn objects	162

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
R	Blink	Thieves' Cant	Rare	Thrown weapon	168
R	Blood	Sahuagin	Rare	Melee weapon that deals piercing damage	131
U	Bolt	Celestial	Uncommon	Weapon or spellcasting focus	56
R	Bomb	Necril	Rare	Handheld spherical object	134
L	Bond	Primordial	Legendary	Weapon	152
R	Boom	Dwarvish	Rare	Whip or weapon that deals bludgeoning damage	96
U	Boulder	Giant	Uncommon	Fist-sized rock	108
U	Brawl	Orcish	Uncommon	Armwear	146
C	Breeze	Druidic	Common	Object used for fanning	90
C	Brightness	Abyssal	Common	Nonmagical object that sheds light	51
U	Brute	Constellar	Uncommon	Creature's soul	73
R	Bully	Goblin	Rare	Handwear	117
L	Calamity	Druidic	Legendary	Melee weapon	90
R	Call	Celestial	Rare	Wind instrument	56
R	Cantrips	Sylvan	Rare	Two spellcasting focuses	162
R	Captivate	Primordial	Rare	Tools that can be used to create a work of art	152
V	Carnage	Abyssal	Very rare	Melee weapon	51
R	Caustic	Constellar	Rare	Creature's soul	73
R	Censure	Celestial	Rare	Armor	56
C	Chance	Abyssal	Common	Object associated with chance	51
R	Charm	Draconic	Rare	Ornamental object	82
C	Chill	Necril	Common	Spellcasting focus	134
U	Climb	Thieves' Cant	Uncommon	Rope	168
V	Commune	Draconic	Very rare	Jewelry worn on the head or neck	82
V	Competency	Gnomish	Very rare	Armor or weapon	111
U	Comprehension	Dwarvish	Uncommon	Spellcasting focus	96
U	Conceal	Halfling	Uncommon	Medium or smaller object	122
U	Confront	Constellar	Uncommon	Creature's soul	73
U/V	Conjure	Primordial	Varies (uncommon or very rare)	Gemstone worth at least 10 gp	153
U	Consecrate	Celestial	Uncommon	Container	56

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U-L	Contingency	Common	Varies (uncommon-legends)	A statuette carved from ivory and decorated with gems worth at least 1,500 gp	68
U-L	Control	Common	Varies (uncommon-legends)	Object that bears a rune which requires a die roll as part of its activation	68
U	Convert	Common	Uncommon	Object that bears a rune which can deal damage	68
C	Copy	Sylvan	Common	Two writing instruments	162
C	Count	Sphinx	Common	Handwear	157
C	Countdown	Deep Speech	Common	Sentient creature's mind	78
*	Counter	Common	Varies (any)	Spellcasting focus	68
R	Cover	Orcish	Rare	Shield	146
V	Crash	Nodal	Very rare	Weapon that deals bludgeoning damage	140
R	Creation	Necril	Rare	Set of artisan's tools	134
U	Critical	Draconic	Uncommon	Weapon or spellcasting focus	82
L	Crown	Infernal	Legendary	Headwear worth at least 25,000 gp	127
V	Cunning	Goblin	Very rare	Object worn on the head	117
V	Curse	Infernal	Very rare	Handwear	127
L	Cut	Nodal	Legendary	Magical weapon	140
R	Darken	Elvish	Rare	Object worn on the head	101
U	Darkvision	Infernal	Uncommon	Eyewear	127
U	Dazzle	Sahuagin	Uncommon	Reflective object	132
R	Deafen	Draconic	Rare	Musical instrument	82
R	Debilitate	Abyssal	Rare	Melee weapon	51
V	Delete	Nodal	Very rare	Spellcasting focus	140
V	Dematerialize	Halfling	Very rare	Spellcasting focus	122
V	Desecrate	Necril	Very rare	Arcane focus or holy symbol	134
C	Desperation	Thieves' Cant	Common	Backwear	168
C/U	Detect	Common	Varies (common or uncommon)	Metal or wooden object no more than 2 feet in length	68
V	Detonate	Draconic	Very rare	Container for holding ammunition	82
U	Dim	Necril	Uncommon	Eyewear	135
V	Dipole	Sylvan	Very rare	Two pairs of footwear	162
V	Direct	Goblin	Very rare	Spellcasting focus	117
R	Disarm	Sphinx	Rare	Armwear	157

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U	Disguise	Thieves' Cant	Uncommon	Mask fashioned after a beast or humanoid	168
U-L	Disillusion	Orcish	Varies (uncommon-legendary)	Eyewear	147
U	Disk	Draconic	Uncommon	Circular object	84
R	Disorient	Druidic	Rare	Ranged weapon	91
R	Displace	Abyssal	Rare	Spellcasting focus	52
U	Distrustful	Infernal	Uncommon	Coin	128
L	Divinity	Celestial	Legendary	Altar or similar structure	58
V/L	Domination	Halfling	Varies (very rare or legendary)	Ring	122
L	Doorway	Sylvan	Legendary	Ten identical door handles	162
R	Dual	Abyssal	Rare	One-handed melee weapon	52
R	Duality	Elvish	Rare	Slashing weapon that has two opposing edges	102
L	Dungeon	Abyssal	Legendary	Three-dimensional puzzle	52
*	Duplicate	Common	Varies (any)	Object based on the targeted rune	68
U	Eager	Orcish	Uncommon	Weapon or spellcasting focus	147
U	Eavesdrop	Undercommon	Uncommon	Object worn on the head	173
U	Edged	Infernal	Uncommon	Slashing weapon	128
R	Elongate	Sylvan	Rare	Five identical rings	164
R	Encage	Thieves' Cant	Rare	Net	169
U/R	Encamp	Primordial	Varies (uncommon or rare)	Object that can be slept in	153
U	Encrypt	Nodal	Uncommon	Writing instrument	140
L	End	Halfling	Legendary	Object used for cutting	122
R	Endure	Dwarvish	Rare	Armor	96
R	Enfeeble	Sphinx	Rare	Melee weapon	157
V	Enlarge	Giant	Very rare	Melee weapon	108
V	Equestrian	Druidic	Very rare	Item of horse tack	91
V	Erupt	Primordial	Very rare	Footwear	153
V	Evaporate	Halfling	Very rare	Tiny container designed for holding liquid	122
V	Excavate	Dwarvish	Very rare	Object used to dig or mine	96
R-L	Expedite	Common	Varies (rare-legendary)	Object used for carving	69
*	Extend	Common	Varies (any)	Object that bears a rune	69

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
V	Facsimile	Necril	Very rare	Handwear	135
R	Fade	Sphinx	Rare	Backwear	157
C	Faith	Sphinx	Common	Holy symbol	157
U	Fall	Sylvan	Uncommon	Three pieces of backwear	164
U	Familiar	Undercommon	Uncommon	Small or smaller container for an animal	173
U	Favor	Elvish	Uncommon	Jewelry worn on the head or neck	102
R	Feather	Constellar	Rare	Creature's soul	73
C	File	Nodal	Common	Writing instrument	140
R	Firewall	Nodal	Rare	Key, lockpick, or set of thieves' tools	141
C	Fisheye	Undercommon	Common	Eyewear	173
C	Flare	Draconic	Common	Container for holding ammunition	84
U	Flee	Goblin	Uncommon	Armor or footwear	117
R	Flesh	Draconic	Rare	Jewelry	84
R	Flit	Goblin	Rare	Backwear	117
R	Fly	Thieves' Cant	Rare	Handheld object that is at least 3 feet long	169
C	Focus	Gnomish	Common	Book that is magical or contains written spells	112
L	Forbiddance	Gnomish	Legendary	Area no larger than 40,000 square feet	112
U	Force	Gnomish	Uncommon	Axe, hammer, or sword	112
L	Foresight	Undercommon	Legendary	Divination tool	173
V	Forge	Giant	Very rare	Shield	108
R	Forget	Halfling	Rare	Pipe	122
C	Formless	Primordial	Common	Armor or upper body garment	153
R	Fortification	Dwarvish	Rare	Shield	97
L	Fortitude	Dwarvish	Legendary	Armor or article of clothing	97
R	Fortress	Constellar	Rare	Creature's soul	73
U-L	Fount	Dwarvish	Varies (uncommon-legends)	Diamond worth at least 100 gp	97
U	Freedom	Thieves' Cant	Uncommon	Worn object made of leather	169
R	Freeze	Nodal	Rare	Tiny container designed to hold liquid	141
R	Fury	Infernal	Rare	Weapon	128
U-L	Gamble	Abyssal	Varies (uncommon-legends)	Coin purse	52
L	Gas	Thieves' Cant	Legendary	Face covering	169
L	Gate	Celestial	Legendary	Doorway or similar structure	58

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
L	Genie	Primordial	Legendary	Ring	154
R	Ghost	Nodal	Rare	Clothing or armor	141
U	Gibber	Infernal	Uncommon	Face covering	128
V	Glib	Abyssal	Very rare	Clothes or armor	53
U	Glow	Elvish	Uncommon	Ranged weapon	102
R	Gluttony	Infernal	Rare	Object worn on the head or neck	128
U-L	Gratis	Giant	Varies (uncommon-legends)	Spellcasting focus	108
C	Gregarious	Constellar	Common	Creature's soul	74
C	Guidance	Celestial	Common	Object bearing a holy symbol	58
U	Guidelight	Undercommon	Uncommon	Object designed to shed light	174
R	Haunt	Deep Speech	Rare	Sentient creature's mind	78
C	Headlamp	Dwarvish	Common	Headwear	97
U-L	Heal	Celestial	Varies (uncommon-legends)	Armwear	58
U	Healing	Goblin	Uncommon	Bottle-like container	118
U	Heavy	Goblin	Uncommon	Heavy weapon	118
R/V	Hedge	Draconic	Varies (rare or very rare)	Vehicle	84
*	Heighten	Common	Varies (any)	Object that bears a rune which forces a save	69
R	Hideaway	Thieves' Cant	Rare	Rope that is up to 60 feet long	169
U	Highlight	Halfling	Uncommon	Object worn on the head	123
R	History	Draconic	Rare	Book	85
R	Hivemind	Deep Speech	Rare	Sentient creature's mind	78
R	Hoarfrost	Sphinx	Rare	Shield	157
U	Hold	Goblin	Uncommon	Spellcasting focus	118
U-V	Hone	Dwarvish	Varies (uncommon-very rare)	Object used for smithing	97
R	Hound	Druidic	Rare	Object used with a pet dog	91
V	Hunt	Orcish	Very rare	Ranged weapon	147
U	Hurl	Giant	Uncommon	Thrown weapon	108
R	Hurry	Goblin	Rare	Spellcasting focus	118
V	Hydromancy	Druidic	Very rare	Backwear	91
R	Hypnosis	Deep Speech	Rare	Sentient creature's mind	78

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U	Identify	Halfling	Uncommon	Spellcasting focus	123
C	Impel	Primordial	Common	Crystal, orb, rod, or spellbook	154
V	Indestructible	Gnomish	Very rare	Object or structure no longer than 60 feet	112
R	Initiative	Elvish	Rare	Clothes or armor	102
L	Interplanar	Undercommon	Legendary	Clothes or armor	174
L	Invigorate	Goblin	Legendary	Bedroll	118
V	Invisibility	Thieves' Cant	Very rare	Ring	169
L	Invulnerable	Infernal	Legendary	Medium or heavy armor	128
R	Join	Halfling	Rare	Object that can link two creatures together	123
U-V	Keyring	Sphinx	Varies (uncommon- very rare)	Set of thieves' tools	157
U	Kick	Gnomish	Uncommon	Footwear	112
C	Kindle	Halfling	Common	Armwear	123
U	Knock	Giant	Uncommon	Armwear	108
U	Language	Common	Uncommon	Object that bears a rune	69
R	Lash	Primordial	Rare	Weapon	154
U	Leap	Dwarvish	Uncommon	Footwear	97
V	Learn	Sphinx	Very rare	Scroll case or spellbook	158
V	Leylines	Sphinx	Very rare	Druidic focus	158
L	Lichdom	Necril	Legendary	Amulet or object previously used as a phylactery	135
U-L	Lighten	Gnomish	Varies (uncommon- legendary)	Heavy or oversized weapon	112
R	Link	Common	Rare	Spellcasting focus	69
R	Load	Nodal	Rare	Object that measures weight	141
R	Locate	Undercommon	Rare	Compass, map, or navigator's tools	174
R	Lock	Halfling	Rare	Lock	123
V	Loop	Constellar	Very rare	Creature's soul	74
V	Lords	Dwarvish	Very rare	Jewelry that displays status	98
R	Luminosity	Undercommon	Rare	Object designed to shed light	174
*	Mage	Gnomish	Varies (any)	Magic rod, staff, or wand	112
*	Magnetize	Halfling	Varies (any)	Armwear made of metal	123
V	Mark	Infernal	Very rare	Melee weapon	129
V	Maw	Draconic	Very rare	Armwear	85
L	Maze	Deep Speech	Legendary	Sentient creature's mind	78

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
C/U	Medic	Celestial	Varies (common or uncommon)	Healer's kit	58
U	Meld	Halfling	Uncommon	Ring	124
C	Melee	Halfling	Common	Armwear	124
L	Memorialize	Gnomish	Legendary	Remains of a creature	112
R	Memorize	Elvish	Rare	Jewelry worn on the head or neck	102
R	Mint	Sphinx	Rare	Container	159
V	Mirage	Orcish	Very rare	Spellcasting focus	147
U-L	Missile	Celestial	Varies (uncommon-legends)	Spellcasting focus	58
U	Mithral	Dwarvish	Uncommon	Medium or heavy armor, but not hide	98
L	Monitor	Common	Legendary	Mirror	69
V	Mood	Undercommon	Very rare	Ring	174
U	Moonlight	Sphinx	Uncommon	Translucent spellcasting focus	159
R	Morph	Abyssal	Rare	Worn object made of bone or hide	53
V	Mute	Sphinx	Very rare	Face covering	159
C	Nature	Giant	Common	Nonmetallic ring	108
R	Necrocide	Elvish	Rare	Spellcasting focus	102
L	Necronomicon	Necril	Legendary	Spellbook with at least one 9th-level spell in it	135
*	Nullify	Common	Varies (any)	Object that bears a rune	70
L	Objectify	Halfling	Legendary	Tiny object	124
U	Obscure	Necril	Uncommon	Object	136
C	Odor	Abyssal	Common	Clothes	53
U	Opportunity	Dwarvish	Uncommon	Melee weapon	98
U-L	Overexert	Infernal	Varies (uncommon-legends)	Jewelry worn on the hand or wrist	129
U	Overgrowth	Draconic	Uncommon	Object used for farming	85
U	Overheat	Nodal	Uncommon	Spellcasting focus	142
U	Overwhelm	Deep Speech	Uncommon	Sentient creature's mind	79
R	Owlbear	Druidic	Rare	Object that incorporates bits from an owl or bear	91
U	Parity	Sahuagin	Uncommon	Two identical worn objects	132
U-L	Paste	Nodal	Varies (uncommon-legends)	Spellcasting focus	142
U	Pet	Necril	Uncommon	Collar	136

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U	Phoenix	Constellar	Uncommon	Creature's soul	74
V	Pillar	Primordial	Very rare	Staff or polearm	154
V	Pinpoint	Sylvan	Very rare	Two compasses, maps, or navigator's tools	164
U	Piper	Elvish	Uncommon	Handheld wooden object	103
R	Pit	Primordial	Rare	Object used for digging	154
C	Poison	Giant	Common	Armwear	109
V	Poltergeist	Constellar	Very rare	Creature's soul	74
R	Portend	Giant	Rare	Transparent prism or sphere	109
C	Prepare	Goblin	Common	Weapon or spellcasting focus	118
U	Presence	Orcish	Uncommon	Weapon	147
C	Pristine	Gnomish	Common	Object designed to be worn or carried	113
C	Proficiency	Draconic	Common	Armwear	85
V	Program	Nodal	Very rare	Spellcasting focus	142
U	Project	Constellar	Uncommon	Creature's soul	74
C	Prosthesis	Deep Speech	Common	Sentient creature's mind	79
R	Protection	Celestial	Rare	Shield	59
*	Pulse	Deep Speech	Varies (any)	Sentient creature's mind	79
R	Punch	Giant	Rare	Handwear	109
C	Pure	Druidic	Common	Container that can hold no more than 1 gallon	91
U/R	Quick	Thieves' Cant	Varies (uncommon or rare)	Footwear	169
R	Radiance	Elvish	Rare	Spellcasting focus	103
R	Raise	Necril	Rare	Handwear	136
R	Rampage	Goblin	Rare	Weapon	118
C	Ration	Draconic	Common	Tiny container designed to hold food	85
L	Raze	Draconic	Legendary	Handwear	85
*	Reactivate	Common	Varies (uncommon-legendary)	Armwear	70
U/V	Reactive	Goblin	Varies (uncommon or very rare)	Armwear	118
U	Ready	Giant	Uncommon	Weapon	109
R	Recall	Orcish	Rare	Spellcasting focus	147
C-L	Reclaim	Gnomish	Varies (common-legendary)	Ammunition	113

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
R	Recoil	Abyssal	Uncommon	Armor	53
R	Reconnaissance	Undercommon	Rare	Armwear	174
U	Recorder	Draconic	Uncommon	Musical instrument	86
U	Redirect	Sahuagin	Uncommon	Shield	132
V	Reef	Sahuagin	Very rare	Object that incorporates coral	132
C/R	Reflective	Dwarvish	Varies (common or rare)	Object with a reflective surface	98
R	Refresh	Nodal	Rare	Armwear	142
V	Reincarnate	Elvish	Very rare	Diamond worth at least 1,000 gp	103
R-L	Reinforce	Draconic	Varies (rare-legendary)	Clothes or jewelry	86
U	Reload	Goblin	Uncommon	Weapon with the loading property	118
U	Repetition	Sphinx	Uncommon	Spellcasting focus	159
L	Replenish	Abyssal	Legendary	Spellcasting focus	53
R	Research	Halfling	Rare	Object used to enhance vision	124
C	Resist	Dwarvish	Common	Armor	98
V/L	Resonance	Primordial	Varies (very rare or legendary)	Clothing or armor	154
U	Restful	Elvish	Uncommon	Object used for sleep	104
U	Restore	Elvish	Uncommon	Armwear	104
*	Restrict	Common	Rare	Object that bears a rune	70
R	Retain	Gnomish	Rare	Object that can be worn or carried	113
U	Retaliate	Sphinx	Uncommon	Weapon	159
R	Reversal	Constellar	Rare	Creature's soul	74
V	Revitalize	Giant	Very rare	Worn object made of bone or hide	109
V	Revive	Giant	Very rare	Armwear	109
R	Ride	Giant	Rare	Object designed to be sat upon	109
V	Rider	Primordial	Very rare	Saddle	155
U	Riddle	Sphinx	Uncommon	Spellcasting focus	159
U	Rigor	Necril	Uncommon	Footwear	137
C	Rise	Constellar	Common	Creature's soul	74
R	Ritual	Sylvan	Rare	Three spellcasting focuses	164
R	Rooted	Druidic	Uncommon	Footwear	92

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
C	Save	Nodal	Common	Spellcasting focus	142
U	Scan	Goblin	Uncommon	Eyewear	119
V	Scroll	Abyssal	Very rare	Blank scroll	54
V	Scry	Undercommon	Very rare	Object that covers only one eye	174
R	Sculpt	Celestial	Rare	Spellcasting focus	59
R	Seabeast	Sahuagin	Rare	Spellcasting focus	132
R	Seem	Gnomish	Rare	Object	113
L	Selective	Constellar	Legendary	Creature's soul	74
L	Sentience	Common	Legendary	Magic item that bears at least three runes	70
V	Shades	Gnomish	Very rare	Eyewear	113
R	Shadow	Necril	Rare	Backwear	137
C	Share	Sylvan	Common	Two identical containers	164
U-L	Sharpen	Sphinx	Varies (uncommon- very rare)	Weapon that deals piercing or slashing damage	160
U	Sheath	Thieves' Cant	Uncommon	Armor or article of clothing	169
R	Shelter	Infernal	Rare	Tiny object of material used to build structures	129
U	Shield	Deep Speech	Uncommon	Sentient creature's mind	79
R	Shift	Gnomish	Rare	Dagger, handaxe, javelin, light hammer, or spear	113
C/U	Shroud	Common	Varies (common or uncommon)	Object that bears a rune	70
U	Sight	Sylvan	Uncommon	Two pieces of headwear	164
R	Silence	Undercommon	Rare	Ranged weapon	175
V	Simultaneous	Sylvan	Very rare	Two spellcasting focuses	164
L	Skulk	Orcish	Legendary	Spellcasting focus	148
U	Skullduggery	Necril	Uncommon	Headwear	137
U	Slink	Thieves' Cant	Uncommon	Article of clothing	170
R	Slow	Giant	Rare	Footwear	109
U	Smash	Dwarvish	Uncommon	Weapon that deals bludgeoning damage	98
R	Smother	Necril	Rare	Nonmagical object designed to shed light	137
R	Snakes	Infernal	Rare	Rod, staff, or wand	129
U	Sniff	Undercommon	Uncommon	Jewelry worn on the head or neck	175
U	Soldier	Sphinx	Uncommon	Suit of heavy armor	160
U	Soundless	Necril	Uncommon	Backwear	138
V	Sow	Draconic	Very rare	Object used for farming	86

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
C	Spare	Celestial	Common	Rope that is at least 15 feet in length	59
U	Spear	Druidic	Uncommon	Thrown weapon that deals piercing damage	92
R	Spectral	Constellar	Rare	Creature's soul	75
U-L	Spell	Deep Speech	Varies <i>(uncommon-legends)</i>	Sentient creature's mind	79
U-L	Spellslinger	Goblin	Varies <i>(uncommon-legends)</i>	Spellcasting focus	119
V	Sphere	Deep Speech	Very rare	Sentient creature's mind	80
U	Spider	Thieves' Cant	Uncommon	Armwear	170
U	Sport	Orcish	Uncommon	Armwear	148
L	Statuesque	Constellar	Legendary	Creature's soul	75
R	Steadfast	Orcish	Rare	Metal armor	148
U-V	Steed	Sylvan	Varies <i>(uncommon-very rare)</i>	One suit of armor and one suit of barding	165
R	Step	Necril	Rare	Spellcasting focus	138
U	Sticky	Elvish	Uncommon	Footwear	104
V	Stillness	Orcish	Very rare	Rock	148
U	Stimulant	Infernal	Uncommon	Container designed to hold liquid	129
V	Stinger	Elvish	Very rare	Melee weapon that lacks the heavy property	104
V	Stone	Druidic	Very rare	Armor that isn't made of metal	92
R	Storm	Orcish	Rare	Banner or polearm	148
U	Stream	Nodal	Uncommon	Eyewear	142
V	Stride	Druidic	Very rare	Backwear	92
U	Strike	Primordial	Uncommon	Cloth garment	155
U	Subterranean	Undercommon	Uncommon	Nonmagical object designed to shed light	175
U	Subtle	Deep Speech	Uncommon	Sentient creature's mind	80
V	Summon	Abyssal	Very rare	Object that incorporates bits from a creature	54
R	Sunder	Giant	Rare	Adamantine or magical melee weapon	110
V	Sunflowers	Celestial	Very rare	Wooden staff, wand, or similar object	59
R	Sunlight	Celestial	Rare	Transparent prism or sphere	59
*	Supercharged	Gnomish	Varies <i>(any)</i>	Magic rod, staff, or wand with charges	113
L	Suppress	Halfling	Legendary	Object used for timekeeping	124
U	Swift	Thieves' Cant	Uncommon	Footwear	170

REFERENCE

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U	Swim	Thieves' Cant	Uncommon	Handwear	170
U	Switch	Sylvan	Uncommon	Two identical pieces of jewelry	165
U	Synchronize	Sylvan	Uncommon	Two identical pieces of jewelry	165
L	Tally	Sphinx	Legendary	Weapon	160
U	Tandem	Sylvan	Uncommon	Two pairs of footwear	165
R/V	Telepathy	Sylvan	Varies (rare or very rare)	Two identical pieces of jewelry	165
R	Tempest	Sahuagin	Rare	Spellcasting focus	132
U	Terrorize	Giant	Uncommon	Object worn on the head	110
C	Thaumaturge	Infernal	Common	Spellcasting focus	130
C	Thievery	Thieves' Cant	Common	Tiny metal object	170
U	Thorns	Druidic	Uncommon	Bag of caltrops	92
R	Thoughts	Deep Speech	Rare	Sentient creature's mind	80
U	Thrower	Dwarvish	Uncommon	Melee weapon	98
C	Tone	Elvish	Common	Musical instrument	104
C	Trail	Undercommon	Common	Footwear	175
U	Tranquilize	Celestial	Uncommon	Spellcasting focus	60
*	Transfer	Common	Varies (any)	Object based on the targeted rune	70
R	Transfigure	Infernal	Rare	Worn object made of bone or hide	130
R	Translate	Primordial	Rare	Writing instrument	155
U	Transmute	Primordial	Uncommon	Spell scroll or spellbook	155
L	Transport	Thieves' Cant	Legendary	Vehicle	170
R	Traps	Orcish	Rare	Handheld object	148
U	Treasure	Primordial	Uncommon	Container that can be locked	155
R	Truth	Deep Speech	Rare	Sentient creature's mind	80
C	Umbra	Undercommon	Common	Object worn on the head	175
U	Unblind	Constellar	Uncommon	Creature's soul	75
U	Unburden	Orcish	Uncommon	Outerwear that affixes to the shoulders	148
V	Undetectable	Deep Speech	Very rare	Sentient creature's mind	80
R	Unlock	Halfling	Uncommon	Key or lockpick	124
C	Unwind	Gnomish	Common	Tool	113
U	Vanish	Goblin	Uncommon	Backwear	119
R	Veil	Celestial	Rare	Censer	60

RUNES

Key	Rune Name	Language	Rarity	Transfers to any...	Page
U	Vigilant	Constellar	Uncommon	Creature's soul	75
U	Vigor	Celestial	Uncommon	Armor or shield made of metal	60
U	Vinegrip	Druidic	Uncommon	Simple non-finesse weapon made of wood	92
V	Virus	Nodal	Very rare	Object	143
L	Vorpal	Dwarvish	Legendary	Weapon that deals slashing damage	98
V	Wall	Deep Speech	Very rare	Sentient creature's mind	80
U	Wallop	Abyssal	Uncommon	Weapon that deals bludgeoning damage	54
V	Ward	Infernal	Very rare	Armor or upper body garment	130
C	Wave	Necril	Common	Armwear	138
V	Weakness	Undercommon	Very rare	Weapon	175
R-L	Weave	Sphinx	Varies (rare-legends)	Clothes or light armor	160
R	Wed	Sylvan	Rare	Two rings	165
L	Weird	Deep Speech	Legendary	Sentient creature's mind	80
R	Whip	Druidic	Rare	Whip, rope, or object made of wood	93
R	Whirlwind	Orcish	Rare	Weapon that deals slashing damage	149
C	Whisper	Orcish	Common	Face covering	149
U	Whisperer	Halfling	Uncommon	Jewelry worn on the head or neck	124
U	Wild	Thieves' Cant	Uncommon	Armor or article of clothing worn on the lower body	170
L	Wind	Sylvan	Legendary	Three items of horse tack	165
R	Wings	Draconic	Rare	Backwear	86
U/R	Withstand	Gnomish	Varies (uncommon or rare)	Covering for the face or head	114
C	Wizardry	Elvish	Common	Arcane focus	104
L	Wonder	Giant	Legendary	String instrument	110
V	Woods	Druidic	Very rare	Musical instrument	93
U	Workbench	Gnomish	Uncommon	Furniture	114
U	Wound	Necril	Uncommon	Weapon that deals slashing damage	138
U-V	Wrath	Infernal	Varies (uncommon-very rare)	Weapon	130
U-L	Write	Giant	Varies (uncommon-legends)	Writing instrument	110

ABYSSAL ◇ སྐྱାନ୍ତିକାରୀ

Many languages, such as Common, thrive creatively by way of the flexibility of their rules. Others, such as Giant, allow for extreme precision by way of their formality and codified structure. Abyssal, by contrast, is the language of chaos itself, lacking any rules or even a viable vocabulary that can be stored in a dictionary. In fact, Abyssal is not so much a language as a continuously evolving and devolving linguistic engine by which thoughts, emotions, and experiences are amalgamated into randomized sounds. Learning Abyssal is not possible through the study of words and grammar—such things do not permanently exist within the language. Instead, it is the ability to draw meaning from the chaos.

For many, this concept alone is fundamentally impossible to understand, but take this example. In most places that experience day cycles and weather, the sky is constantly changing, but it is always the sky. When someone speaks or writes in Abyssal, the thoughts they are communicating are like the sky, permanent yet ever-changing. Speakers of Abyssal understand this so subconsciously that the sounds being uttered and words being written no longer matter, merely the idea being communicated behind them.

CHAOTIC ORIGINS

Because the “words” in Abyssal are constantly in flux, its written language can be incredibly difficult for nonfluent speakers to identify. Almost every instance of a word is new, but the creation of Abyssal runes is actually very old. Originally stemming from the practice of harvesting souls, a demon lord would magically carve Abyssal words into the flesh of lesser demons in an attempt to bind their souls into a particular shape or form that would benefit the demon lord.

As is the way of demons, though, other demon lords would come across such demons and assert their own magic and their perceptions of the word’s chaotic meaning on the demon, changing the rune’s meaning. As more and more demon lords carved more and more runes (sometimes for the same concepts but in different forms), the runes themselves developed chaotic meanings.

RANDOMNESS

When a creature activates an Abyssal rune, it forces the rune’s magic to consider the numerous chaotic interpretations of the word’s meaning and history at that exact moment. As these are ever-changing, the results are impossible to predict perfectly. In extremely rare cases, the effect created by an Abyssal rune is unlike anything that rune has ever manifested, reflecting a momentary, chaotic shift in the meaning of the word as reflected by the rune.

CREATORS AND CUSTOMS

Like many aspects of demon culture, the creation of runes somehow manages to be clever cohesive and yet wholly chaotic. Typically, it is only demon lords that can exert the magical energy necessary to create a rune quickly or with enough concerted will that the rune binds into a meaningful word that others can interpret.

No entities actively oversee the creation of Abyssal runes. A demon lord is equally likely to use a rune created by a talented mortal as it is to create and use one itself. The important thing to all creators of Abyssal runes is that they continue to be created so that more variance and chaos can be introduced to the multiverse.

NUANCES

Because Abyssal lacks fixed words, grammar, or semantic expectations, it occasionally allows for what is referred to as “Abyssal Savantism.” This is a mindset, whether inborn or learned, that allows chaos-oriented individuals to instantly grasp the language, particularly its runes when the creature comes upon a rune that is attuned to its own beliefs.

In rare instances, a creature that doesn’t speak Abyssal may even be able to understand an Abyssal rune, demonstrating this state of mind. In almost every instance, the act of transferring the rune comes with some kind of consequence, like a mind-splitting wave of psychic energy or a period of delirium. Still, the allure for many outweighs the consequences—in the rare cases the individual even knows there are consequences to be faced.

ABYSSAL

ABYSSAL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ALCHEMY ◊ 🔬🧪⚗️

Rune (Abyssal), uncommon (transfers to any flask, jug, or similar container that can hold no more than 1 gallon of liquid)

While the container that bears this rune is filled at least halfway with a nonmagical liquid, you can use an action to touch the container and activate the rune. When you do so, the liquid is transmuted into a fluid that fills the container.

Roll on the table below to determine the fluid that is produced. If you roll a 13–20, the next time the container is opened, the effect of the spell is immediately created, centered on the container; you can open the container as part of the action used to activate the rune.

d20 Fluid

- | | |
|-------|--|
| 1 | Mayonnaise |
| 2–3 | Salt water |
| 4–5 | Fresh water |
| 6–8 | Ale |
| 9–11 | Wine |
| 12 | Fresh blood from a humanoid that died within the past 24 hours |
| 13–15 | Fog, as if from the <i>fog cloud</i> spell |
| 16–17 | Gas, as if from the <i>stinking cloud</i> spell (save DC 14) |
| 18–19 | Fog, as if from the <i>cloudkill</i> spell (save DC 13) |
| 20 | Smoke, as if from the <i>incendiary cloud</i> spell (save DC 10) |

Once activated, this rune can't be used again until the next dusk.

BANISH ◊ ດັບອຳນົດຝີ

Rune (Abyssal), very rare (transfers to any spellcasting focus)

As an action, you can activate this rune to cast the *banishment* spell (save DC 17). If the target fails its saving throw and is native to the plane of existence you're on, it is banished to a random plane of existence, instead of a harmless demiplane. Roll a d6 on the table below to determine the destination plane and subsequent effect for the banished target.

d6	Plane	Effect
1	Ethereal Plane	When the target returns, its speed is halved until the end of your next turn.
2	Elemental Plane of Air	When the target returns, it appears 20 feet above the space it left (or in the nearest unoccupied space if that space is occupied), falling if nothing is holding it aloft.
3	Elemental Plane of Earth	When the target returns, it takes 2d6 bludgeoning damage and falls prone. In addition, each space within 15 feet of it is difficult terrain until the end of its next turn.
4	Elemental Plane of Fire	While banished, the target takes 1d6 fire damage at the start of each of its turns. When the target returns, its weapon attacks deal an extra 1d6 fire damage until the end of its next turn.
5	Elemental Plane of Water	When the target returns, each creature within 15 feet of it must succeed on a DC 16 Strength saving throw or take 3d6 bludgeoning damage and fall prone. The target automatically fails this saving throw.
6	Abyss	While banished, the target must succeed on a DC 16 Wisdom saving throw at the start of each of its turns or take 2d6 psychic damage; demons automatically succeed on this saving throw. If it fails this saving throw three or more times, it is under the effect of the <i>confusion</i> spell when it returns, which lasts for 1 minute or until it succeeds on its saving throw against the spell (save DC 16).

Once activated, this rune can't be used again until it has spent 24 hours on the plane on which it was activated.

BARRAGE ◊ የሸጥናዣ

Rune (Abyssal), uncommon (transfers to any glove, gauntlet, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action to cast *eldritch blast*, using a spell attack bonus of +5. When you do so, roll a d4; the number rolled determines the number of beams created by the spell.

BARRICADE ◊ የሸጥናዣ

Rune (Abyssal), rare (transfers to any shield)

While wielding the shield that bears this rune, you can activate the rune as a bonus action, causing the shield to become reinforced with thick iron bands and enlarge by 1d4 – 1 feet. This effect lasts for 1 minute, and if the shield grows by at least 1 foot, you decide whether it becomes taller or wider. Despite its increased weight and size, the shield is magically able to be wielded with ease.

While holding the reinforced shield, you have a bonus to AC equal to the number of feet it grew. This bonus is in addition to the shield's normal bonus to AC. You also have a bonus to Dexterity saving throws equal to the total bonus to AC provided by the shield.

Once activated, this rune can't be used again until the next dusk.

BRIGHTNESS ◊ የሸጥናዣ

Rune (Abyssal), common (transfers to any lantern, torch, or similar nonmagical object that sheds light)

While holding the object that bears this rune, you activate the rune as an action. When you do so, you alter the distance to which the object sheds nonmagical light for 10 minutes. Roll a d6. For the duration, the radius of the bright light and dim light shed by the object is extended or reduced (your choice) by a number of feet equal to $5 \times$ the number rolled.

Once activated, this rune can't be used again for 1 hour.

CARNAGE ◊ የሸጥናዣ

Rune (Abyssal), very rare (transfers to any melee weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to become a conduit of destruction for 1 minute. For the duration, whenever

you kill a humanoid with the weapon, its corpse is destroyed as it explodes outward in a spray of blood.

In addition, once on each of your turns when you hit a creature with the weapon, you can choose to roll on the table below, adding the corresponding effect.

d4 Effect

- | | |
|---|--|
| 1 | The target and each creature within 10 feet of it takes 1d10 fire damage. |
| 2 | The target takes 2d8 necrotic damage, and you gain temporary hit points equal to the necrotic damage dealt. |
| 3 | The target takes 4d6 lightning damage, which then arcs toward another creature of your choice within 30 feet of the target. That creature must make a DC 16 Dexterity saving throw, taking the same amount of lightning damage on a failed save, or half as much damage on a successful one. |
| 4 | You can make another attack with the weapon as part of the same action. You have advantage on this attack roll, and the attack scores a critical hit on a roll of 19 or 20. |

Once activated, this rune can't be used again until the next dusk.

CHANCE ◊ የሸጥናዣ

Rune (Abyssal), common (transfers to any coin, die, or similar object associated with chance)

When you make an ability check using a gaming set while touching the object that bears this rune, you can activate the rune to attempt to influence the outcome of the game. When you do so, roll a d6. On a 5–6, you replace the d20 roll with a 20; on a 1–2, you replace the d20 roll with a 1.

DEBILITATE ◊ የሸጥናዣ

Rune (Abyssal), rare (transfers to any melee weapon)

Whenever you roll a 20 on an attack roll with the weapon that bears this rune, the rune's magic flares, devastating the target with a random effect. Roll on the table below to determine the effect added to the hit.

d4 Effect

- | | |
|---|---|
| 1 | The target must succeed on a DC 15 Strength saving throw or be knocked prone. |
| 2 | The target must succeed on a DC 15 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn. |
| 3 | The target must succeed on a DC 15 Intelligence saving throw or become stunned until the end of its next turn. |
| 4 | The target must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn. |

DISPLACE ◊ 

Rune (Abyssal), rare (transfers to any spellcasting focus)

While holding the spellcasting focus that bears this rune, you can use an action to activate the rune and choose one creature you can see within 30 feet of you. An unwilling target must succeed on a DC 15 Charisma saving throw to resist this effect.

If the target is affected, it is randomly teleported to an unoccupied space on the ground within 60 feet of its current location. To determine the direction the creature is teleported, roll a d8 and assign a direction to each die face. To determine the distance the creature is teleported, roll a d12; the target is teleported away from its current location a number of feet equal to $5 \times$ the number rolled. If an obstruction, such as a wall, is between the target's current location and the space it is being teleported to, it instead teleports to the near side of that obstruction.

If you roll a 1 on the d8 or d12, this rune can't be used again until the next dusk.

DUAL ◊ 

Rune (Abyssal), rare (transfers to any one-handed melee weapon)

While holding the weapon that bears this rune, you can use a bonus action to activate the rune, conjuring a weapon of searing flame in your empty hand. When you do so, roll a d20 and consult the table below to determine the type of weapon that is created.

d20	Weapon	d20	Weapon
1	Battleaxe	11	Quarterstaff
2	Club	12	Rapier
3	Dagger	13	Scimitar
4	Flail	14	Shortsword
5	Handaxe	15	Sickle
6	Javelin	16	Spear
7	Light hammer	17	Trident
8	Longsword	18	War pick
9	Mace	19	Warhammer
10	Morningstar	20	Whip

The conjured weapon is magical and lasts for 1 hour or until you dismiss it (no action required). While you wield it, you are proficient with it, and it deals an extra 1d6 fire damage on a hit.

While wielding the conjured weapon and the weapon that bears this rune in each hand, you can engage in two-weapon fighting with the weapons, even if they don't have the light property. If you aren't holding the conjured weapon at the end of a turn, it temporarily disap-

pears; you can use a bonus action on your turn to cause it to reappear in your empty hand.

Once activated, this rune can't be used again until 1 hour has passed.

DUNGEON ◊ 

Rune (Abyssal), legendary (transfers to any puzzle box, wheel cypher, or similar three-dimensional puzzle)

While holding the object that bears this rune, you can activate the rune as an action to cast *maze* on a creature you can see within 60 feet of you. When cast in this way, the spell doesn't require your concentration, and the labyrinthine demiplane where the target is banished exists within the object.

The maze is three-dimensional with multiple floors that overlap and shift over time. Roll a d4; in order to escape, the target must succeed on a number of DC 20 Intelligence checks equal to 1 + the number rolled before it accrues five failures.

If the creature fails to escape, it is trapped within the demiplane indefinitely. At the end of every 30 days, the creature can repeat the Intelligence check, escaping on a success. The creature can also escape via magic that would transport it to another plane (such as the *plane shift* spell). If you activate this rune again, if the object that bears the rune is destroyed, or if the rune is removed or disabled (such as by a *transferrune* or an *antimagic field* spell), the target immediately reappears in a random unoccupied space within 30 feet of the object.

Once activated, this rune can't be used again for a number of days equal to the number you rolled on the d4.

GAMBLE ◊ 

Rune (Abyssal), rarity varies (transfers to any coin purse)

While holding the coin purse that bears this rune, you can reach into the purse and activate the rune as an action. When you do so, roll a d100; a number of coins equal to the roll magically appear in the purse.

This rune's rarity determines the type of coins that appear: uncommon (copper), rare (silver), very rare (gold), or legendary (platinum).

Once activated, this rune can't be used again until the next dusk.

GLIB ◊ ဂျိလ်

Rune (Abyssal), very rare (transfers to any clothes or armor)

While wearing the outerwear that bears this rune, you can activate the rune as an action to cast the *glibness* spell. When you do so, roll a d4 and subtract the roll from 15. You use this result, instead of a 15, when you make a Charisma check while under the effects of the spell.

Once activated, this rune can't be used again until the next dusk.

MORPH ◊ မြန်စုံ

Rune (Abyssal), rare (transfers to any worn object made of bone or hide, such as leather armor, a fur cloak, or a shark tooth necklace)

While wearing the object that bears this rune, you can activate the rune as an action to cast the *polymorph* spell (save DC 15). If the target is affected by the spell, roll on the table below to determine the beast the creature transforms into. If the roll would result in the target transforming into a beast that is greater than the target's challenge rating (or the target's level, if it doesn't have a challenge rating), it is nonetheless transformed into that beast.

d8	Beast	d8	Beast
1	Cat	5	Triceratops
2	Frog	6	Mammoth
3	Giant rat	7	Giant ape
4	Giant centipede	8	Tyrannosaurus rex

Once activated, this rune can't be used again until the next dusk.

ODOR ◊ သွေး

Rune (Abyssal), common (transfers to any clothes, robes, or similar outerwear that isn't armor)

While wearing the outerwear that bears this rune, you can activate the rune as an action to emit an odor for 1 hour. The odor overpowers all nonmagical odors within 5 feet of you. Roll on the table below to determine the odor's scent.

d6	Scent
1	Rot and decay
2	Brimstone
3	Fresh-cut grass
4	Wine
5	Fresh fruit
6	A uniquely pleasing scent to each creature that smells it

RECOIL ◊ ပျော်ဆောင်

Rune (Abyssal), uncommon (transfers to any armor)

While wearing the armor that bears this rune, you can activate the rune as a reaction when you take damage from a creature within 5 feet of you. When you do so, the rune emits a burst of abyssal energy that sends the creature reeling. Until the start of the creature's next turn, it can't take reactions. Roll on the table below to determine the additional effect on the target.

d4 Effect

- 1 The target must succeed on a DC 13 Strength saving throw or be knocked prone.
- 2 The target must succeed on a DC 13 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn.
- 3 The target must succeed on a DC 13 Intelligence saving throw or become stunned until the end of its next turn.
- 4 The target must succeed on a DC 13 Constitution saving throw or become paralyzed until the end of its next turn.

Once activated, this rune can't be used again until the next dawn.

REPLENISH ◊ ပျော်ဆောင်

Rune (Abyssal), legendary (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action and draw energy from the Lower Planes to replenish a creature you can see within 10 feet of you. Roll on the table below and choose a target to gain the listed benefit. You can make your choice before or after your roll.

d10 Effect

- 1–3 The target regains $1d100 + 30$ hit points.
- 4–5 The target regains one use of a feature of its choice that it normally regains when it finishes a short or long rest.
- 6–7 A magic item the target is wearing or carrying that normally regains charges daily immediately regains charges as if a day had past.
- 8 The target regains the highest-level spell slot it has expended (up to 7th level).
- 9 The target gains the benefits of a short rest, including the ability to roll Hit Dice.
- 10 The target gains the benefits of a long rest.

Once activated, this rune can't be used again until the next dusk.

SCROLL ◊ 🔮

Rune (Abyssal), very rare (transfers to any blank scroll)

Anything written on the scroll that bears this rune magically vanishes after 1 minute. While holding the scroll, you can activate the rune as an action to roll on the table below. You immediately cast the corresponding spell, requiring no components. If the spell requires a saving throw, its DC is 17.

d8 Spell

- | | |
|---|-------------------------------|
| 1 | <i>chain lightning</i> |
| 2 | <i>eyebite</i> |
| 3 | <i>harm</i> |
| 4 | <i>heal</i> |
| 5 | <i>delayed blast fireball</i> |
| 6 | <i>prismatic spray</i> |
| 7 | <i>reverse gravity</i> |
| 8 | <i>sunburst</i> |

Once activated, this rune can't be used again until the next dusk.

SUMMON ◊ 🔮

Rune (Abyssal), very rare (transfers to any handheld or worn object that incorporates bones, flesh, or teeth)

While holding the object that bears this rune, you can activate the rune as an action and throw the object to a

point within 30 feet of you. When you do so, roll on the table below. Your roll determines what kind of demon is summoned, and you immediately take necrotic damage equal to $5 \times$ the number rolled as the demon feeds on your vitality; this damage ignores resistance and immunity.

d6 Demon

1	1d2 + 1 vrocks
2	1d2 hezrous
3	1d2 glabrezus
4	1 nalfeshnee
5	1 marilith
6	1 balor (50 percent chance the summoning fails)

A demon summoned in this way appears in an unoccupied space within 5 feet of the object. The demon remains for 1 hour or until your concentration ends (as if concentrating on a spell), at which point it disappears. The demon also disappears if it drops to 0 hit points.

The demon is friendly to you and your companions for the duration. Roll initiative for the demon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the demon, it defends itself from hostile creatures but otherwise takes no actions.

In addition, roll a d8. If the roll is less than the number you rolled on the d6, the rune's magic only grants you tenuous control over the demon. If your concentration ends early, the demon doesn't disappear. Instead, you lose control of the demon, it becomes hostile toward you and your companions, and it might attack. An uncontrolled demon can't be dismissed by you, and it disappears 1 hour after you summoned it.

Once activated, this rune can't be used again until the object that bears it has spent 24 hours soaking in blood.

WALLOP ◊ 🔮

Rune (Abyssal), uncommon (transfers to any weapon that deals bludgeoning damage)

When you hit a target with the weapon that bears this rune, you can activate the rune to infuse your strike with a burst of demonic power. The target must make a DC 14 Strength saving throw.

Roll a d6. On a failed save, the target is pushed a number of feet away from you equal to $5 \times$ the number rolled on the d6 and knocked prone. If the target strikes a solid object, such as a wall, it also takes extra bludgeoning damage equal to twice the number rolled on the d6. On a successful save, the target is pushed 5 feet away from you if you rolled a 4 or higher on the d6, but it suffers no other effects.

Once activated, this rune can't be used again until the next dusk.

CELESTIAL ◊ ☰

Believed to be one of the first languages of the multiverse, Celestial dates back to the very beginnings of intelligent life. There are, of course, detractors who claim this notion to be nonsense, citing the natural linguistic evolution of languages and the power words as counterpoints. However, almost all scholars agree that the language was borne from the first gods themselves, who desired to communicate with one another, and at least a few such scholars are willing to entertain the need for communication predates even the creation of the multiverse itself.

The written form of Celestial came later, when the gods could no longer count on their divine words to carry from their mouths to their subordinates with absolute certainty. Sometime after the fall of the first angels, the gods developed runic symbols and infused them with radiant light as an early-form signature. They placed these runic signatures upon holy objects, such as altars and reliquaries, so that their followers would know with the definitive truth of the words written there. Ineffable ages later, such runes are still used in similar ways, transmitting the power of the divine in the objects and structures they touch to communicate a message.

FUNCTIONALITY

Celestial runes are sustained directly by the divine magic of the creature that made them, which is often something done with differing degrees of effort. A powerful solar, for example, may take a mortal's bow and impart a rare rune as a gift with a simple touch. A supreme deity might cast her gaze upon a temple erected in service to her and concentrate for an uninterrupted minute to infuse the altar there with a rune of legendary power. However, it might take that same solar an entire year to learn to replicate the effects of that deific rune and place it upon an altar themselves.

If the creator loses its divine power, however, so too does the rune lose its magic. In ages past, the death of a deity has led to entire runic collapses, and on occasion, adventurers may even watch in horror as an angel has fallen to infernal corruption, rendering its divine gifts inert at a critical moment in the battle against devils.

CHARGES

Celestial runes are unique in their ability to store charges. Scholars debate the purpose and origin of this, but the leading theory postulates that early clerics exclusively channeled their divine power via objects that bore their deities' divine signatures.

The deities chose to mechanize this channel into the very nature of the runes, allowing their followers to restore a charge to a Celestial rune by expending a use of their Channel Divinity into it.

CREATORS AND CUSTOMS

Only creatures with a spark of divinity glowing within them are able to create Celestial runes. Typically this limits the process to true celestials, such as planetars and devas. However, on rare occasion, exalted aasimar and devout clerics of near-godly power have been known to achieve the creation of low-level Celestial runes.

Most often, Celestial runes are created by angels and deities as gifts for mortals or as a means of sending a message directly to their chosen. For example, a god of war may unleash a wave of holy power, bestowing an army of followers with censure runes as they charge into battle.

Seldom are Celestial runes hidden or guarded by their creators for extended periods of time, but there are exceptions. Mischievous and malevolent gods have been known to create runes of incredible power so that they might hide them away to use in war against another deity. In other, even rarer situations, solars and planetars may conspire against deities they have determined are acting against their own domains, developing runes to grant their most faithful servants—those who are willing to destroy corruption at the highest of levels.

NUANCES

Celestial has no formal spoken dialects, but some runes—those used to impart a divine signature—carry a unique visible quality. For example, a *heal* rune created by a god of harvest might have an earthy brown or verdant green hue that is distinctly different from the sanguine red glow of the same rune created by a goddess of blood.

Non-deities are wholly incapable of affecting such visual components of runes. As such, items that possess deific signatures are of the utmost value.

CELESTIAL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ASPERGILLUM ◊ ☰

Rune (Celestial), very rare (transfers to any club, flail, greatclub, mace, or morningstar)

This rune has 10 charges. While holding the weapon that bears this rune, you can use an action and expend 1 of the rune's charges to flick the end of the weapon toward a creature or object within 10 feet of you, splashing it with holy water, which automatically hits the target.

Alternatively, you can use an action and expend 7 of the rune's charges to cast the *witch vial*^R spell (7th-level

version), using the weapon that bears this rune in place of the vial normally required as a material component. When cast in this way, you can only use the spell's positive energy effects, and any creature that has temporary hit points from the spell also has advantage on attack rolls against undead.

This rune regains 1d6 + 4 expended charges daily at dawn.

BIND ◊

Rune (Celestial), very rare (transfers to any bracer, gauntlet, glove, or similar armwear)

This rune has 3 charges. As an action, you can expend 1 of its charges and choose one creature you can see that is standing on the ground within 30 feet of you. The target must make a DC 17 Dexterity saving throw, as several chains crackling with divine energy leap out of the ground toward its limbs.

On a failed save, the target becomes restrained by the chains and magically bound to its current space. The chains remain for 1 minute, or until the target or a creature within 5 feet of it uses its action to make a DC 16 Strength check, freeing the target on a success.

While restrained in this way, the target takes 1d8 radiant damage at the start of each of its turns, and it is unable to use its hands to perform any task, such as making a weapon attack or performing the somatic components of a spell. The chains also prevent the target from using any method of extradimensional movement, including teleportation or travel to a different plane of existence.

This rune regains 1d3 expended charges daily at dawn.

BOLT ◊

Rune (Celestial), uncommon (transfers to any weapon or spellcasting focus)

This rune has 3 charges. While holding the object that bears this rune, you can use an action to expend 1 or more of its charges to cast the *guiding bolt* spell from it, using a spell attack bonus of +5.

For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. On a hit, the mystical light glittering on the target takes the form of shimmering Celestial runes, and if the target is a fiend or an undead, it takes an extra 1d6 damage from the spell.

This rune regains 1d3 expended charges daily at dawn.

CALL ◊

Rune (Celestial), rare (transfers to wind instrument)

This rune has 5 charges. While holding the instrument that bears this rune, you can use an action to expend 1 or more of its charges and blow the instrument. In response, a number of giant eagles equal to the number of charges spent fly to your location within 10 minutes, unless you are underground or otherwise unable to be reached.

The eagles are friendly to you and your companions, and will help you for up to 4 hours. You can request that the eagles perform simple tasks, such as “fly us across this chasm,” “deliver a message for me,” or “scout out that village and report back”; however, they are under no obligation to do anything that they deem to be dangerous, including aiding you in combat.

This rune regains 1d4 + 1 expended charges every 3 days.

CENSURE ◊

Rune (Celestial), rare (transfers to any armor)

This rune has 3 charges. When you take damage from a creature you can see within 60 feet of you, you can activate the rune as a reaction to call down a searingly bright pillar of divine flame.

The creature that dealt the damage must make a DC 15 Constitution saving throw. On a failed save, the target takes 3d10 radiant damage and is blinded until the start of its next turn. On a successful save, the target takes half as much damage and isn't blinded.

This rune regains all expended charges daily at dawn.

CONSECRATE ◊

Rune (Celestial), uncommon (transfers to any bottle, flask, vial, or similar container)

This rune has 3 charges. While the container that bears this rune is filled with water, you can use an action and expend 1 of the rune's charges to turn the water into holy water.

As an action while the container is filled with holy water, you can splash its contents onto a creature within 5 feet of you to stabilize the creature, as if by the *spare the dying* cantrip. Alternatively, you can sprinkle its contents over a 5-foot-radius sphere within 5 feet of you, purifying all nonmagical food and drink in the area, as if by the *purify food and drink* spell.

This rune regains all expended charges daily at dawn.



DIVINITY ◊ 

Rune (Celestial), legendary (transfers to any altar, dais, podium, plinth, or similar structure)

When transferred, this rune has 10 charges. While kneeling within 30 feet of the object that bears this rune, you can use an action and expend any number of charges from it to activate it. When you do so, roll percentile dice and add the number of charges you expended.

On a result of 100 or higher, you become infused with the power of divinity, granting you the following benefits for 24 hours:

- Your hit point maximum increases by 100, and you gain the same number of hit points.
- You gain a flying speed of 60 feet.
- Your attacks deal an extra 2d8 radiant damage on a hit.
- You have advantage on saving throws against spells and other magical effects.

This rune gains $1d10 + 5$ charges daily at dawn, to a maximum of 50. Once activated (even if the result is less than 100), this rune can't be used again until the next dawn.

GATE ◊ 

Rune (Celestial), legendary (transfers to any archway, doorway, gate, portcullis or similar structure designed for creatures to move through)

When transferred, this rune has 10 charges. As an action while you are within 5 feet of the structure that bears this rune, you can expend 10 of the rune's charges to cast the *gate* spell, with the structure acting as the portal. When cast in this way, you can't speak the name of a specific creature to draw it through the portal unless you expend additional charges.

If you wish to draw a creature through the portal when you cast the spell, you must expend an additional number of charges equal to the challenge rating of the creature you name (minimum of 1 charge). When you do so, deities and other planar rulers can't prevent the portal created by this spell from opening in their presence or anywhere within their domains.

This rune gains $1d8 + 2$ charges daily at dawn, to a maximum of 35.

GUIDANCE ◊ 

Rune (Celestial), common (transfers to any object that bears a symbol representing a deity, a religion, or a cosmic force or concept, such as life or love)

This rune has 3 charges. While wearing or carrying the object that bears this rune, you can use an action to expend 1 or more of its charges to cast the *guidance* cantrip from it. When you do so, the spell has a range of 10 feet instead of touch.

When you cast the spell in this way, you can target a number of creatures equal to the number of charges expended. Each target can benefit from the spell once, and the spell doesn't end until all creatures targeted by it have benefited from the spell.

This rune regains $1d3$ expended charges daily at dawn.

HEAL ◊ 

Rune (Celestial), rarity varies (transfers to any bracer, gauntlet, glove, or similar armwear)

This rune has a pool of healing power that replenishes daily at dawn. The total number of hit points the rune can restore each day varies based on the rune's rarity: 10 (uncommon), 25 (rare), 50 (very rare), or 75 (legendary).

While wearing the armwear that bears this rune, you can touch a creature and activate the rune as an action, drawing healing power from the pool. When you do so, you can cause the creature to regain any number of hit points you choose, to a maximum of the amount remaining in the pool.

This magic has no effect on undead or constructs.

MEDIC ◊ 

Rune (Celestial), common or uncommon (transfers to any healer's kit)

The healer's kit that bears this rune regains 1 expended use daily at dawn, as more bandages, salves, and splints magically appear in the kit.

If the rune is of uncommon rarity, the healer's kit instead regains $1d4 + 1$ expended uses daily at dawn. In addition, you can activate the rune as a bonus action and expend 3 uses of the kit to tend to a creature. When you do so, the creature magically regains 1 hit point.

MISSILE ◊ 

Rune (Celestial), rarity varies (transfers to any spell-casting focus)

This rune has a number of charges based on its rarity: 5 (uncommon), 10 (rare), or 20 (very rare or legendary). While holding the object that bears this rune, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell. When cast in this way, the spell deals radiant damage, instead of force damage.

For 1 charge, you cast the 1st-level version of the spell. If the rune is of legendary rarity, you can instead cast the 1st- or 2nd-level version of the spell without expending any charges, and the 3rd-level version for 1 charge. You can increase the spell slot level by one for each additional charge you expend, to a maximum of 9 charges.

This rune regains expended charges daily at dawn, as determined by its rarity: $1d4 + 1$ (uncommon), $1d8 + 2$ (rare), or $2d8 + 4$ (very rare or legendary).



**PROTECTION
RUNE**

PROTECTION ◊ የቃይታውን ስልክ

Rune (*Celestial*), rare (transfers to any shield)

This rune has 3 charges. While wielding the shield that bears this rune, you can expend 1 or more charges from it as a bonus action to cast one of the following spells, targeting a creature other than yourself: *protection from energy* (3 charges), *protection from evil and good* (1 charge), *protection from poison* (2 charges), or *shield of faith* (1 charge). If a spell cast from this rune would normally require concentration, it doesn't when cast in this way.

This rune regains 1d3 expended charges daily at dawn.

SCULPT ◊ ተወስኗል

Rune (*Celestial*), rare (transfers to any spellcasting focus)

This rune has 7 charges. When you cast a spell that has an area of effect while holding the spellcasting focus that bears this rune, you can expend 1 or more of its charges.

For each charge you expend, you can create a pocket of relative safety around one creature within the spell's area. Each creature in one of these pockets automatically succeeds on its saving throws against the spell, and it takes no damage if it would normally take half damage on a successful save.

This rune regains 1d6 + 1 expended charges daily at dawn.

SPARE ◊ ተወስኑት

Rune (*Celestial*), common (transfers to any rope that is at least 15 feet in length)

This rune has 10 charges. While holding the rope that bears this rune, you can use an action and expend 1 or more of the rune's charges to activate it. When you do

so, you hurl one end of the rope at a willing creature you can see, which magically ties itself around the target. The target must be within a number of feet of you equal to $10 \times$ the number of charges you expended, and if the rope is shorter than that distance, it magically extends to that length.

The target is then pulled to an unoccupied space you choose within 5 feet of you, and if it has 0 hit points, it becomes stable if it wasn't already. The rope then returns to normal.

This rune regains 1d6 + 4 expended charges daily at dawn.

SUNFLOWERS ◊ ማሬዕላዕወን

Rune (*Celestial*), very rare (transfers to any wooden staff, wand, or similar object made of wood)

This rune has 12 charges. As an action, you can touch the object that bears this rune to the ground in an unoccupied space within 5 feet of you, creating a 5-foot cube of dense, blooming sunflowers there. The sunflowers last for 24 hours or until you use this effect again, and their area is difficult terrain.

While holding the object that bears this rune, you can use an action and expend 8 charges from it to cast the *sunburst* spell centered on the sunflowers' space; you can do so even if they are outside the range of the spell, but you must be on the same plane existence as them. When cast in this way, the spell only deals 8d6 radiant damage, instead of 12d6, but you can protect some creatures in the spell's area, making them immune to the spell's effects. To do so, you must expend 1 additional charge per creature you choose to protect. The chosen creatures instead regain hit points equal to half the damage dealt.

This rune regains 1d8 + 4 expended charges daily at dawn.

SUNLIGHT ◊ ማሬዕላዕወን

Rune (*Celestial*), rare (transfers to any crystal, orb, reliquary, or similar transparent prism or sphere)

This rune has 3 charges. While holding the object that bears this rune, you can use an action and expend 1 charge to activate it. When you do so, you create a 15-foot-radius sphere of light centered on a point you can see within 60 feet of you. This light is sunlight.

The light spreads around corners, and it lasts for 10 minutes or until you lose concentration (as if concentrating on a spell). For a creature with the Sunlight Sensitivity or Sunlight Hypersensitivity trait, the light's area is heavily obscured. Magical darkness can't end or suspend the light's effect in the area, unless the darkness was created by a spell of 6th level or higher.

This rune regains 1d3 expended charges daily at dawn.

RUNES

TRANQUILIZE ◊ ᛃᚢᚾᚄᛚᛁᛖᛖ

Rune (*Celestial*), uncommon (*transfers to any spellcasting focus*)

This rune has 5 charges. Whenever damage you deal with a spell reduces one or more creatures to 0 hit points while you're holding the spellcasting focus that bears this rune, you can choose to knock out any number of those creatures, expending 1 charge from the rune per creature you knock out. A knocked out creature falls unconscious and is stable.

If you see a creature that you knocked out in this way become conscious again while you're holding the spellcasting focus, you can expend 2 of the rune's charges as a reaction to cast the *calm emotions* spell (save DC 13), targeting only that creature. When cast in this way, the spell has a range of 120 feet, and it doesn't require your concentration.

This rune regains $1d4 + 1$ expended charges daily at dawn.

VEIL ◊ ᛃᚢᛚ

Rune (*Celestial*), rare (*transfers to any censer*)

This rune has 4 charges. While holding the censer that bears this rune, you can use an action and expend 1 of the rune's charges to cast the *fog cloud* spell, centered on the censer; the sphere of fog moves with the censer, remaining centered on it. While you are more than 5 feet away from the censer, you have disadvantage on Constitution saving throws you make to maintain concentration on the spell.

When you cast the spell in this way, you can choose to expend an additional 3 charges to cause the sphere of fog to not impede your vision, allowing you to see normally in the spell's area.

This rune regains $1d3 + 1$ expended charges daily at dawn.

VIGOR ◊ ᛃᚢᛚ

Rune (*Celestial*), uncommon (*transfers to any armor or shield made of metal*)

This rune has 4 charges. While wearing the armor or wielding the shield that bears this rune, you can use a bonus action and expend 1 or more of the rune's charges to cast the *divine might*^R spell on yourself. When cast in this way, the spell uses a spellcasting ability modifier of +3.

If you expend more than 1 charge to cast the spell, you can add the spellcasting ability modifier to multiple attack rolls before the spell ends, instead of once. You can do so a number of times equal to the number of charges expended.

This rune regains $1d3 + 1$ expended charges daily at dawn.

COMMON ◊ COMMON

Many believe the lingua franca of the multiverse was designed by the gods with the express purpose of being handed out to the many speakers, but the truth is more complex. A product of arcane translation and extensive research, Common is the summation of a wizard's life work.

Cloistered in his tower, this archmage cast *comprehend languages* at the highest level daily, and consumed every written text he could find over the course of centuries. As he worked, he analyzed the commonalities between languages, studying their eccentricities alongside their rules. When at last, he felt he could read in all languages without the spell, he turned his attention to creating a language that would be easy for all speakers to learn and read. He taught the language to his apprentices and charged them with spreading it across the multiverse.

The language we call Common is a bastardization of that wizard's work. Its rules are no longer elegant and simple, its syntax and grammar occasionally inscrutable. But the work he did still honors us, for without him, there's no telling how we would all communicate with one another so effectively and what the worlds would look like as a result.

HISTORICALLY DERIVATIVE

Given that Common is a language without a people or culture, the creation of its runes was left nebulous but still inevitable. Like the language itself, the magic of Common runes derives from analysis of other languages' runes and was put into practice by wizards who once again relied heavily upon the *comprehend language* spell.

In their analyses, the wizards determined that there was room to manipulate and alter the runes of other languages, deriving new meaning from their magical parameters. In short time, Common runes spread throughout the arcane community and outward.

COMMON MISUNDERSTANDINGS

Though the magic of Common runes seems straightforward—that application of a rune to an object bearing another changes the other—the complexities of the relations weren't so easily created. It wasn't at all uncommon for a creator to add a new Common rune to an object bearing another and triggering an arcane cascade of destruction that leveled homes and undid the nature of things.

As a result, hundreds of Common runes have been banned from creation and usage by wizards and scholars across the multiverse. Those found in this tome have been extensively tested for safety and their arcane interactions are considered understood.

CREATORS AND CUSTOMS

Theoretically, any powerful mage capable of casting *comprehend languages* and then understanding the magical powers of a given rune can devise a Common rune that might influence said rune. In practice, the creation is incredibly difficult and often destructive. Creators of such runes often sell their skills for high prices, but given that they are almost always wizards, they can occasionally be seduced by the mere concept of knowledge for the sake of knowledge and convinced to attempt a new rune.

NUANCES

While under the effects of *comprehend languages*, a creature can touch an object bearing a Common rune and learn its exact properties, as if by the *identify* spell.

It's yet unknown whether this was an intentional reference to the original creators of the language and its runes or a happy coincidence.

COMMON RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

APPORTATION ◊ APPORTATION

Rune (Common), uncommon (transfers to any bracer, gauntlet, glove, or similar armwear)

While wearing the armwear that bears this rune, you can use an action to activate the rune and choose another object you can see within 30 feet of you that bears a rune; the object must be able to be held by you, and it can't be worn nor carried by another creature. When you do so, the object teleports to your empty hand. If you don't have a hand free, the object lands at your feet.

CONTINGENCY ◊ Contingency

Rune (Common), rarity varies (transfers to any statuette carved from ivory and decorated with gems worth at least 1,500 gp)

While holding the statuette that bears this rune, you can activate the rune over the course of 10 minutes and touch another rune that has been transferred to an object you are wearing or carrying. The targeted rune—called the contingent rune—must be able to be activated as an action or a bonus action, or this effect fails. This effect also fails if the contingent rune is of a rarity that is greater than or equal to this rune's rarity.

The contingent rune activates when a certain circumstance occurs. You describe that circumstance when you activate this rune. Immediately after the circumstance is met for the first time while you are wearing or carrying the object that bears the contingent rune, that rune activates (provided it is able to), and this rune's magic ends. If the contingent rune's activation would target a hostile creature with a harmful effect (including if such a creature would be subjected to an area of effect created by that rune), the contingent rune fails to activate, and this rune's magic is wasted.

A *contingency* rune can't have more than once contingent rune at a time. If this rune is used again, the effect of the rune's previous activation ends. It also ends after 10 days have passed or if the statuette that bears this rune is ever not on your person.

Once activated, this rune can't be used again until the next dawn.

CONTROL ◊ Control

Rune (Common), rarity varies (transfers to any object that bears a rune which requires a die roll as part of its activation)

When you activate another rune on the object that bears this rune, you can simultaneously activate this rune to control some aspect of the targeted rune's effect. When you do so, you can choose the result of one die that would be rolled as part of the targeted rune's activation, instead of rolling.

If the targeted rune is of a rarity that is greater than or equal to this rune's rarity, this rune's activation fails. Once activated, this rune can't be used again until the next dawn.

CONVERT ◊ Convert

Rune (Common), uncommon (transfers to any object that bears a rune which can deal damage)

Whenever you deal damage with another rune on the object that bears this rune, you can activate this rune (no action required). When you do so, you change that instance of the damage to force damage, instead of its normal damage type.

COUNTER ◊ Counter

Rune (Common), rarity varies (transfers to any spell-casting focus)

While holding the focus that bears this rune, you can activate the rune as a reaction when you see a creature within 60 feet of you activating a rune. When you do so, you attempt to interrupt that rune's activation.

If the targeted rune is of a rarity that is less than or equal to this rune's rarity, the targeted rune's activation fails and has no effect. If the targeted rune is of a rarity greater than this rune's rarity, make an Intelligence check. The DC is based on the rarity of the targeted rune: 13 (uncommon), 15 (rare), 17 (very rare), or 19 (legendary). On a success, the targeted rune's activation fails and has no effect. If this rune causes the targeted rune's activation to fail, that rune still expends its magic as if it were activated.

Once activated, this rune can't be used again until the next dawn.

Detect ◊ Detect

Rune (Common), common or uncommon (transfers to any rod, wand, or other metal or wooden object no more than 2 feet in length)

While holding the object that bears this rune, you can use an action to instantaneously sense the presence of other runes within 30 feet of you. When you do so, you can designate any number of runes you are aware of in the area to be ignored by this effect. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If this rune is of uncommon rarity, the effect instead lasts for 10 minutes. If you sense a rune while under this effect, you can use your action to see a faint aura around any rune in the area, and you learn what language the rune is written in.

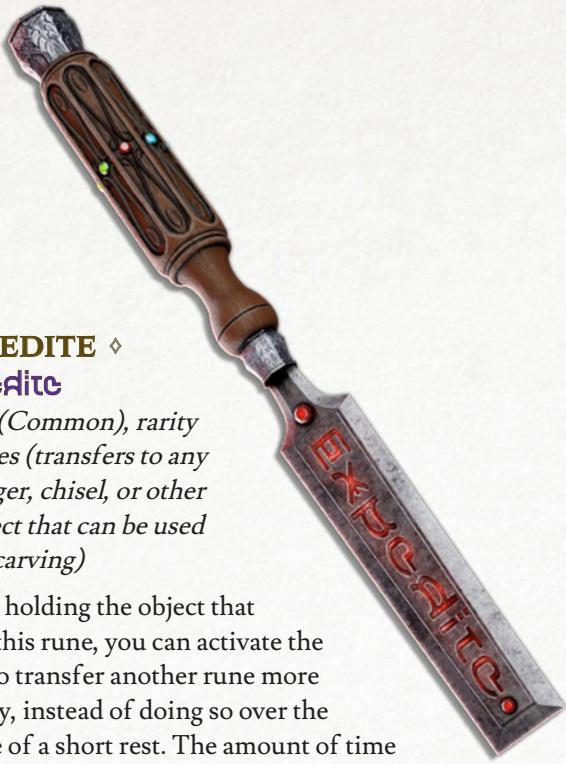
Once activated, this rune can't be used again until the next dawn.

DUPLICATE ◊ Duplicate

Rune (Common), rarity varies (transfers to any object based on the targeted rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to duplicate its effects. At the end of the short rest, this rune must be transferred to the type of object specified in the targeted rune's description, and it functions identically to that rune.

If the targeted rune is of a rarity that is greater than this rune's rarity, this transfer attempt fails. Unless this rune is destroyed, the targeted rune can't be duplicated again by another *duplicate* rune. This rune can't be used to duplicate the effects of another *duplicate* rune.



EXPEDITE ◊ Expedite

Rune (Common), rarity varies (transfers to any dagger, chisel, or other object that can be used for carving)

While holding the object that bears this rune, you can activate the rune to transfer another rune more quickly, instead of doing so over the course of a short rest. The amount of time it takes to transfer the targeted rune depends on this rune's rarity: 10 minutes (rare), 1 minute (very rare), or 1 action (legendary).

Once activated, this rune can't be used again until the next dawn.

EXTEND ◊ Extend

Rune (Common), rarity varies (transfers to any object that bears a rune)

When you activate another rune on the object that bears this rune, you can simultaneously activate this rune to extend the targeted rune's duration. When you do so, the duration of the targeted rune's effect is doubled (to a maximum of 24 hours).

If the targeted rune is of a rarity that is greater than this rune's rarity, this rune's activation fails. It also fails if the targeted rune normally creates an effect that has a duration of less than 1 minute.

Once activated, this rune can't be used again until the next dawn.

HEIGHTEN ◊ Heighten

Rune (Common), rarity varies (transfers to any object that bears a rune which forces a saving throw)

When you activate another rune on the object that bears this rune, you can simultaneously activate this rune to heighten the power of the targeted rune. When you do so, choose one creature targeted by the effect; that creature makes its saving throw with disadvantage.

Alternatively, while wearing or carrying the object that bears this rune, you can activate the rune as a reaction when a creature you can see within 60 feet of you makes a saving throw against an effect created by another rune.

When you do so, that creature makes its saving throw with disadvantage.

If the rune that created the triggering effect is of a rarity that is greater than this rune's rarity, this rune's activation fails. Once activated, this rune can't be used again until the next dawn.

LANGUAGE ◊ Language

Rune (Common), uncommon (transfers to any object that bears a rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to absorb the targeted rune's linguistic properties. At the end of the short rest, this rune transfers to the object alongside the targeted rune.

As long as the object that bears this rune is on your person, you can speak, read, and write the language the targeted rune is written in. If the targeted rune is ever removed or disabled (such as by a *nullify* or *transfer* rune), this rune ceases to function.

LINK ◊ Link

Rune (Common), rare (transfers to any spellcasting focus)

Over the course of 1 hour while you're holding the focus that bears this rune, you can create a magical link between the focus and another rune on an object you are touching. This link lasts until you use this rune to create another magical link or until you end this link as an action. It also ends early if the linked rune is ever removed from its object or disabled (such as by a *nullify* or *transfer* rune).

While the focus is linked with a rune, you can activate this rune whenever you cast a spell with a range of touch, allowing you to target a creature within 60 feet of you that is wearing or carrying the object that bears the linked rune.

MONITOR ◊ Monitor

Rune (Common), legendary (transfers to any mirror)

While touching the mirror that bears this rune, you can use an action to create a magical link between the mirror and another rune on an object you can see within 60 feet of you. This link lasts until you use this rune to create another magical link or until you end this link as an action. It also ends early if the linked rune is ever removed from its object or disabled (such as by a *nullify* or *transfer* rune).

While the mirror is linked with a rune, you can activate this rune over the course of 1 minute while touching the mirror to cast the *scrying* spell, targeting the linked rune as if it were a creature. (The rune automatically fails its saving throw against the spell.) For the duration, the mirror displays what the sensor sees, and if a creature is wearing or carrying the object that bears the linked rune, you magically know the surface thoughts of the creature—what is most on its mind in that moment.

NULLIFY ◊ Nullify

Rune (Common), rarity varies (transfers to any object that bears a rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to cancel its effects. At the end of the short rest, this rune transfers to the object alongside the targeted rune, disabling that rune's magic and causing it to become nothing more than a faint, black mark.

If the targeted rune is of a rarity that is greater than this rune's rarity, this transfer attempt fails. If this rune is ever removed or disabled (such as by another *nullify* rune or a *transfer* rune), the magic returns to the targeted rune, allowing its properties to be used once again.

REACTIVATE ◊ Reactivate

Rune (Common), rarity varies (transfers to any bracer, gauntlet, glove, or similar armwear)

While wearing the armwear that bears this rune, you can activate this rune over the course of 1 minute while touching another rune. When you do so, the targeted rune regains its magic as if it hadn't been used yet.

If the targeted rune is of a rarity that is greater than or equal to this rune's rarity, this rune's activation fails. It also fails if the targeted rune can be activated more than once per day.

Once activated, this rune can't be used again until the next dawn. This rune can't be used to make another *reactivate* rune regain its magic.

RESTRICT ◊ Restrict

Rune (Common), rare (transfers to any object that bears a rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to limit who can activate the targeted rune. At the end of the short rest, this rune transfers to the object alongside the targeted rune.

Unless this rune is removed or disabled (such as by a *nullify* or *transfer* rune), no creature other than you can activate the targeted rune.

SENIENCE ◊ Sentience

Rune (Common), legendary (transfers to any magic item that bears at least three runes)

Once transferred, the item that bears this rune gains sentience. The runes present on the item, as well as the magical properties of the item itself, serve as guidelines to inform its core identity; work with your GM to determine the alignment, personality, potential conflicts, and other characteristics for the newly sentient item.

For example, this rune could be transferred to a *staff of the woodlands* that bears the *sunflowers* rune (Celes-

tial), the *overgrowth* rune (Draconic), and the *tempest* rune (Druidic). In such a case, the item's sentience may embody the spirit of a chaotic evil green dragon that adores the warmth of sunlight and is fiercely protective of nature, ready to unleash its cataclysmic fury at a moment's notice.

The item has mental ability scores of 10, 14, and 17, assigned to its Intelligence, Wisdom, and Charisma as your GM sees fit. It has hearing and darkvision out to a range of 120 feet. The item can telepathically communicate with the creature that is wearing or carrying it. It can speak, read, and understand Common and any other language for which it possesses runes.

In addition, the item knows its history over the course of its existence: where it has been, who (if anyone) has attuned to it, any significant lore associated with it, any names it's been called by, and other details at your GM's discretion.

SHROUD ◊ Shroud

Rune (Common), common or uncommon (transfers to any object that bears a rune)

Once transferred, the object that bears this rune is covered in obscuring illusion magic. Any outward signs that might physically indicate that the object is magical (including any runes it bears) become hidden or disguised, making it appear mundane.

If this rune is of uncommon rarity, the object and its runes also appear nonmagical to spells and magical effects (such as *detect magic*) that detect magical auras.

TRANSFER ◊ Transfer

Rune (Common), rarity varies (transfers to any object based on the targeted rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to transfer the targeted rune to a new object, which must be of a type specified in the targeted rune's description. At the end of the short rest, this rune transfers to the new object alongside the targeted rune.

If the targeted rune is of a rarity that is greater than this rune's rarity, this transfer attempt fails. Unless this rune is removed or disabled (such as by a *nullify* rune or another *transfer* rune), the targeted rune can't be transferred again by another *transfer* rune.

CONSTELLAR ◊ ☽ ☾ ☽ ☽ ☽ ☽

Spoken language, at its core, can be defined as a system of sounds agreed upon by individuals to have specific meanings so that they may communicate with one another. Its development requires interaction between people, and as such, most languages evolve from communities forced to interact by geography, usually first as pidgins, then as more and more specified and distinct languages. But most of these types of languages remain fairly isolated within natural borders, such as mountain ranges and seas. To spread, a language relies on trade, conquest, and migration.

That Constellar even exists is tremendous. The vastness of the Astral Plane doesn't merely lead to isolation, it forces it. That any languages develop between people forced to interact within the Astral is linguistically surprising, but Constellar isn't secluded to one corner of the vastness. It's so ubiquitous that you would be hard-pressed to find a community in the Astral that has no speakers at all. How does such a language come about? Conquest and liberation.

CONQUERING THE STARS

Like most languages, Constellar stems from a language tree. Unlike most, it derives from something similar to Deep Speech, a language from the unknowable areas beyond the planes, brought by invading slavers. These hostile forces were responsible for all three tenets of language spread, forcing interaction by conquering peoples, retaining them as slaves to trade, and then migrating further into the Astral for millenia.

But like most slavers, they were eventually overthrown by their diverse captives, now united by their shared oppression. Having retained their cultural knowledge, their dignity, and their magical prowess, runescrivers among them recognized the ignorance of their oppressors, who, as far as anyone knew, had no runes, and began working to take advantage of that ignorance. But they had to be subtle.

SECRET SOULS

Constellar's founding runescrivers lacked weapons or armor to transfer runes to; they knew their oppressors would grow suspicious of everyday items with words written on them. Even their bodies would be scrutinized and so couldn't serve to receive the runes. The only thing that the oppressors could never see—or break—were the souls of the captives. And so, it was there the runescrivers focused.

Developing a ritual that allowed creatures to absorb a rune into their very soul, the runescrivers slowly armed the slaves with powerful and invisible weapons. As they spread, so with them spread the fires of revolt. Before

long, the oppressors were banished back to their unknown origins, and Constellar's many speakers spread back into the stars.

CREATORS AND CUSTOMS

While the ritual of rune absorption is well known and easily accomplished, the creation of Constellar runes is still a closely guarded secret among the rebel slaves' descendants. The process is said to be a deeply intimate one in which the runescriver exorcises a piece of their soul and transcribes it into a rune on an object that relates to some manual labor. Most often, these are space rocks, which were routinely mined by the slaves. Runescrivers descended from the slaves teach apprentices how to remove pieces of their soul to do so, but the process is extremely taxing, so these creators are unable to do it often and rarely part with their runes freely.

NUANCES

For as long as they have existed, Constellar runes have drawn the particular interest of necromancers, primarily liches. As the runes are transferred directly to a soul, these necromancers speculate that they can enhance the souls in a phylactery with an abundance of runes. This speculation has led to a persistent rumor in the rune-seeking community: the Galactic Phylactery. Rumored to possess more than a thousand rune-bearing souls collected from across the Astral Plane, the Galactic Phylactery—if it does in fact exist—would be perhaps the greatest trove of runic power in the multiverse.

And if it does exist, its existence begs the question, who created it and why?

COMMON

CONSTELLAR RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ACCURSED ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), rarity varies (transfers to any creature's soul)

When you become attuned to a magic item that is cursed, this rune activates, suppressing the item's negative effects. Unless this rune is removed or disabled (such as by a *nullify* rune or if you're in an *antimagic field*), you are unaffected by the item's curse until it ends.

If the magic item is of a rarity that is greater than or equal to this rune's rarity, this rune's activation fails. This rune can only suppress one magic item's curse at a time; if you attune to another cursed item, you choose which item's curse the rune suppresses.

ACRIMONY ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), very rare (transfers to any creature's soul)

When you become charmed, this rune's magic activates, piercing the charmer's mind with a toxic connection. Until the charm ends, the creature that charmed you takes 2d6 psychic damage at the start of each of its turns, and it takes an additional 2d6 psychic damage each time it makes a Charisma check against you with advantage.

ANESTHESIA ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), very rare (transfers to any creature's soul)

When you are knocked unconscious by being reduced to 0 hit points or from an effect created by a hostile creature, this rune activates. For 1 minute or until you are no longer unconscious, you gain the following benefits:

- You gain 10 temporary hit points at the start of each turn.
- You have resistance to all damage except psychic damage.
- Any critical hit against you becomes a normal hit.

BRUTE ◊ ☀️ ☂️ ☃️

Rune (Constellar), uncommon (transfers to any creature's soul)

This rune's magic is active while you have at least one level of exhaustion. While active, your exhaustion doesn't impose disadvantage on Strength or Constitution checks, Strength or Constitution saving throws, or weapon

attacks made using Strength. In addition, if your exhaustion would cause your speed to be halved, it is unaffected; if your exhaustion would cause your speed to be reduced to 0, it's halved instead.

CAUSTIC ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), uncommon (transfers to any creature's soul)

While you are poisoned, you can activate this rune as a bonus action. For 1 minute or until you are no longer poisoned, black bile oozes from your veins and onto your equipment; if you are still poisoned at the end of the duration, that condition ends for you.

While oozing, the first time you hit a target with a melee attack on your turn, the target takes an extra 1d8 acid damage. In addition, when you are hit by a melee attack, you can use your reaction to cause the target to take 1d8 acid damage.

Once activated, this rune can't be used again for 1 hour.

CONFRONT ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), uncommon (transfers to any creature's soul)

While you are frightened, you can activate this rune as a bonus action. For 1 minute or until you are no longer frightened, you don't have disadvantage on attack rolls against the source of your fear due to being frightened, and you can willingly move closer to the source of your fear.

Once activated, this rune can't be used again until the next dawn.

FEATHER ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), rare (transfers to any creature's soul)

When you begin falling, this rune activates unless you choose for it not to (no action required). When it activates, you gain the benefits of the *feather fall* spell until you land.

FORTRESS ◊ ☀️ ☂️ ☃️ ☄️ ★️ ☆

Rune (Constellar), rare (transfers to any creature's soul)

When you begin concentrating on a spell or other effect, this rune activates. Until your concentration ends, you have a +1 bonus to AC and resistance to psychic damage.

GREGARIOUS ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), common (transfers to any creature's soul)

When you transform into a beast (such as by the *polymorph* spell or a druid's Wild Shape), this rune activates. Until you revert to your normal form, you gain the following benefits:

- You can speak and read any language you know in your normal form.
- You retain your alignment, personality, and Intelligence and Charisma scores if the effect normally wouldn't allow you to.
- You retain the following proficiencies if you have them in your normal form: Arcana, Deception, History, Intimidation, Investigation, Nature, Performance, Persuasion, and Religion.

LOOP ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), very rare (transfers to any creature's soul)

Immediately after you become paralyzed or stunned, this rune activates, interrupting the current turn and duplicating the effects of the *time stop* spell. If the condition that triggered the rune ends, you lose any remaining turns granted by the spell, and the interrupted turn resumes.

Once activated, this rune can't be used again until the next dawn.

PHOENIX ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), uncommon (transfers to any creature's soul)

When making death saving throws, you don't die until you accrue four failures, rather than three. In addition, when you are returned to life (such as by *revivify*) or roll a 20 on a death saving throw, you release a wave of cleansing fire out to a radius of 30 feet as your soul is revitalized. Roll 2d6; you and each friendly creature within the area regain hit points equal to that amount, and each hostile creature in the area must succeed on a DC 13 Dexterity saving throw or take fire damage equal to half that amount.

POLTERGEIST ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), very rare (transfers to any creature's soul)

While you are invisible, you can activate this rune as a bonus action. For 10 minutes or until you are no longer invisible, you gain the following benefits:

- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

- You are considered to have a reach of 30 feet when you take the Use an Object action or otherwise interact with an object, and doing so doesn't reveal your position.
- If your invisibility would normally end when you make an attack, you can make a ranged attack with a thrown weapon or improvised weapon without ending the condition.

Once activated, this rune can't be used again until the next dawn.

PROJECT ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), uncommon (transfers to any creature's soul)

While you are grappled, restrained, or otherwise physically bound (such as by manacles), you can activate this rune as a bonus action. When you do so, your body momentarily goes limp as you begin projecting your astral form, which is tethered to your material body by a silvery cord.

Your astral form drifts to an unoccupied space you choose within 30 feet of you; it is unaffected by gravity, but it can't move through solid barriers. Your body then suddenly snaps to your astral form's space, freeing you from the effect that was hindering your movement, and your astral form returns to your body.

Once activated, this rune can't be used again until the next dawn.

REVERSAL ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), rare (transfers to any creature's soul)

When you become charmed or frightened by a creature, this rune activates. That creature must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes frightened of you until the end of its next turn, and you are no longer charmed or frightened by it. While frightened in this way, the creature can't target you with an attack or harmful effect.

Once activated, this rune can't be used again until the next dawn.

RISE ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), common (transfers to any creature's soul)

If you are prone on the ground at the start of your turn, this rune activates unless you choose for it not to (no action required). When it activates, you are instantly lifted back to your feet. Once activated, this rune can't be used again for 1 minute.

SELECTIVE ◊ ☰ ☱ ☲ ☳ ☴ ☵ ☶ ☷

Rune (*Constellar*), legendary (transfers to any creature's soul)

As an action, you can activate this rune to become blinded or deafened (your choice) for 10 minutes or un-

til you end the effect as a bonus action. For the duration, you are immune to the effects of any spell cast with a somatic component (if you chose to become blinded) or a verbal component (if you chose to become deafened).

Alternatively, immediately after an effect created by a hostile creature causes you to become blinded or deafened, you can use your reaction to activate this rune. When you do so, you gain the associated benefit until the effect causing you to be blinded or deafened ends, to a maximum of 10 minutes.

Once activated, this rune can't be used again until the next dawn.

SPECTRAL ◊ ☈ ☈ ☈ ☈ ☈ ☈

Rune (*Constellar*), rare (transfers to any creature's soul)

When you teleport, such as by the *misty step* spell, you can activate this rune (no action required). When you do so, you are invisible upon arrival at your new location. This effect lasts for 1 minute or until you make an attack or cast a spell.

Once activated, this rune can't be used again until the next dawn.

STATUESQUE ◊ ☈ ☈ ☈ ☈ ☈ ☈

Rune (*Constellar*), legendary (transfers to any creature's soul)

When you become petrified, this rune activates. Until you are no longer petrified, you ignore all effects of that condition, except your form takes on the appearance of the inanimate substance you would've normally turned into (such as stone), your weight increases by a factor of ten, and you are immune to poison and disease—although a poison or disease already in your system is suspended, not neutralized. In addition, you gain the following benefits until the condition ends:

- Any armor you were wearing is considered to be part of your form. You have a base AC equal to 2 + the AC you had when you became petrified, not including any shield you were carrying. The armor you were wearing when you became petrified can't be removed; you can't don light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.
- You have advantage on Strength saving throws and can't be knocked prone against your will.
- Your weapon attacks using Strength deal an extra 1d6 damage on a hit, and they deal double damage to objects and structures.
- You have resistance to slashing and piercing damage from nonmagical attacks that aren't adamantine.
- You are immune to any spell or effect that would alter your form, except to end the petrified condition on you.



UNBLIND
RUNE

UNBLIND ◊ ☈ ☈ ☈ ☈ ☈ ☈

Rune (*Constellar*), uncommon (transfers to any creature's soul)

When you become blinded, this rune activates. While blinded, you have blindsight out to a range of 10 feet. While using this blindsight, you have disadvantage on Wisdom (Perception) checks that rely on sight within its radius, and your attack rolls still have disadvantage.

VIGILANT ◊ ☈ ☈ ☈ ☈ ☈

Rune (*Constellar*), uncommon (transfers to any creature's soul)

When you are surprised at the start of combat, you can activate this rune (no action required). If you do, you aren't considered surprised for the purpose of effects that would normally apply to surprised creatures, such as a doppelganger's Ambusher trait. In addition, you can move on your first turn, though your speed is halved, and you can choose whether to take an action or a bonus action that turn (but not both).

Once activated, this rune can't be used again until the next dawn.



DEEP SPEECH ◊ ᛁᛉᛈᛋ ᛁᛉᛈᛋ

Unfortunately, the origins of Deep Speech remain as enigmatic as those of its creators. While many scholars have theories, none can say with any certainty how the language developed or why.

THE SOUND OF MADNESS

Deep Speech's phonology is like none other. It has the fascinating quality of being inordinately difficult to describe. What does Deep Speech sound like? No one can say for sure. The language expresses itself from the mind—perhaps evidence that the language was exclusively telepathic in its infancy—and while sound can be measured objectively, the mind is inherently subjective. How one chooses to speak Deep Speech determines how it sounds, for them, but the mind of the listening, that other being in conversation or eavesdrop, interprets it uniquely itself. It's uncanny, marvelous, and frustrating to study.

PSYCHIC OR PSYCHOSIS

Like the language itself, the origin of Deep Speech rune is unknowable. It's quite possible they predate the "discovery" of runes by dragons. What is knowable, however, is that they draw on the neurological quality of the language. Like the language, Deep Speech runes exist in the mind and produce psychic effects. Unlike most runes—Constellar being the other exception—Deep Speech runes transfer within a creature, impossible to see without magic, and imprint upon the very mind. Occasionally, this manifests during activation as glowing script on the eyes or forehead of a creature, but you could live your entire life, walking beside a person with a hundred Deep Speech runes in their brain and never know it.

CREATORS AND CUSTOMS

Alas, there is again little that can be said here. Many scholars believe that all aboleths can create a Deep Speech rune at will but choose to do so only when it grants them control over mortals. Some abberattions seem to capable of creating them while dreaming, though others admit to lacking this quality. One scholar swears on his life that he once witnessed a Swarm of Eye Stalks incapt a Deep Speech rune in a panic while battling the scholar's traveling companion. Frankly, few scholars would be surprised to learn that eating mortal brains is the fundamental ritual necessary. There simply isn't enough evidence anywhere.

NUANCES

On rare occassions, particularly creative mortals with active imaginations and irregular sleep cycles have been

said to spontaneously create Deep Speech runes in their mind. Unlike abberations, however, they can't maintain them into waking.

Recently, however, some arcanists have experimented with casting a *dream* spell on such individuals in hopes of brute forcing a manifestation that the arcanist can then observe and make real. At the time of this printing, such attempts remain unsuccessful, but who knows, perhaps someone will succeed yet.

DEEP SPEECH RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ARCANA ◊ ᛁᛉᛈ

Rune (Deep Speech), rarity varies (transfers to any sentient creature's mind)

This rune contains a spell slot, as noted in the table below, which determines the rune's rarity. You can activate the rune when you cast a spell you know or have prepared that is of a level less than or equal to the rune's spell slot. When you do so, you expend the rune's spell slot, instead of your own.

Spell Slot Level	Rune Rarity	Spell Slot Level	Rune Rarity
1st	Uncommon	5th	Very rare
2nd	Uncommon	6th	Very rare
3rd	Rare	7th	Legendary
4th	Rare	8th	Legendary

Once activated, this rune and its spell slot can't be used again until you finish a long rest.

ARMOR ◊ 

Rune (Deep Speech), uncommon (transfers to any sentient creature's mind)

As an action, you can activate this rune to create a psionic barrier that covers the surface of your body for 8 hours. For the duration, your base AC becomes 13 + your Intelligence modifier. You can use this effect 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 the AC granted by this effect.

Once activated, this rune can't be used again until the next dawn.

BANE ◊ 

Rune (Deep Speech), rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast *bane* as a 3rd-level spell (save DC 15). When cast in this way, the spell has a range of 60 feet, instead of 30, and each creature affected by the spell is connected to you by a psionic thread, which is only visible to you and creatures with truesight. Each target connected to you in this way can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

Once activated, this rune can't be used again until the next dawn.

COUNTDOWN ◊ 

Rune (Deep Speech), common (transfers to any sentient creature's mind)

As an action, you can activate this rune to mentally choose a period of time, up to 24 hours, and project an image of a clock into the minds of yourself and up to five other creatures you choose within 60 feet of you. For the duration, each affected creature can see the synchronized clock in its mind's eye if it chooses, as the clock counts down from the period of time you chose. You can use an action to end this effect early.

Once activated, this rune can't be used again until the next dawn.

HAUNT ◊ 

Rune (Deep Speech), rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast *mislead*. When cast in this way, the illusion appears as slightly pink, green, or blue (your choice) and partially translucent, making it obviously incorporeal. When cast in this way, the illusion has the ability to move through walls, and you have advantage on Charisma checks made to convince others that the illusion is an undead creature.

Once activated, this rune can't be used again until the next dawn.

HIVEMIND ◊ 

Rune (Deep Speech), very rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast the *telepathic bond* spell. The duration for this version of the spell is a number of hours equal to your Intelligence modifier (minimum of 1 hour).

When cast in this way, each target affected by the spell can also telepathically share images, and they can speak and read every language that at least one target of the spell knows. In addition, the targets are immune to effects that would sense their emotions or detect their alignment, and a creature that attempts to read the thoughts of one of the targets instead hears an incomprehensible babbling of overlapping thoughts.

Once activated, this rune can't be used again until you finish a long rest.

HYPNOSIS ◊ 

Rune (Deep Speech), rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to project a wave of psionic drowsiness in a 30-foot cone. Each creature within the cone (ignoring unconscious creatures) must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute or until it takes damage.

Once activated, this rune can't be used again until the next dawn.

MAZE ◊ 

Rune (Deep Speech), legendary (transfers to any sentient creature's mind)

As an action, you can activate this rune and choose a creature you can see within 60 feet of you to make an Intelligence saving throw. The save DC for this effect is similar to that of the *scrying* spell, using your knowledge of the target to your advantage. Using a base of 15, consult the table in *scrying* to determine the DC of the spell.

On a failed save, a creature's consciousness is locked within its mind as if by a *maze* spell, though its body remains paralyzed in its current space for 1 minute. If it uses an action to attempt to escape, the DC for the Intelligence check equals that of the save DC above, instead of DC 20. On a successful save, a creature takes 6d10 psychic damage and is knocked prone by the mental assault.

Once activated, this rune can't be used again until the next dawn.

OVERWHELM ◊ የፋይፋ

Rune (*Deep Speech*), uncommon (transfers to any sentient creature's mind)

As an action, you can activate this rune to target one creature you can see within 30 feet of you, flooding its mind with overwhelming sensory experiences (such as strobing lights, loud sounds, and noxious smells). The target must succeed on a DC 13 Wisdom saving throw or fall prone as it roils in discomfort, becoming incapacitated and unable to stand up for 1 minute or until your concentration ends (as if concentrating on a spell). At the end of each of the target's turns, and each time it takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Once activated, this rune can't be used again until you finish a short or long rest.

PROSTHESIS ◊ የፋይፋ

Rune (*Deep Speech*), common (transfers to any sentient creature's mind that is missing some or all of a body part)

As an action, you can activate this rune to manifest a fully functional body part on yourself (for example, an eye, ear, hand, arm, leg, or tail), which replaces a lost body part. The body part is a semitransparent but tangible creation of magical force, which can be colored as you like, and it functions identically to the part it replaces. The manifested body part remains until you use an action to cause it to vanish, until you activate the rune again, or until you die.

PROSTHESIS
RUNE



PULSE ◊ የፋይፋ

Rune (*Deep Speech*), rarity varies (transfers to any sentient creature's mind)

As an action, you can activate this rune to unleash a blast of psionic energy in a 30-foot cone originating from you. Each creature in the cone must make an Intelligence saving throw. On a failed save, the target takes psychic damage and becomes stunned for the duration; it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on the saving throw takes half as much damage and isn't stunned.

The save DC, damage, and duration for the effect are determined by the rune's rarity, as shown in the table below.

Rarity	Save DC	Damage	Duration
Uncommon	13	2d6	1 round
Rare	15	4d6	1 minute
Very rare	16	8d6	1 minute
Legendary	17	12d6	10 minutes

Once activated, this rune can't be used again until the next dawn.

SHIELD ◊ የፋይፋ

Rune (*Deep Speech*), uncommon (transfers to any sentient creature's mind)

As a bonus action, you can activate this rune to project a psychic barrier around a creature you can see within 60 feet of you. For the next minute, the creature has a +2 bonus to AC and resistance to psychic damage.

Once activated, this rune can't be used again until the next dawn.

SPELL ◊ የፋይፋ

Rune (*Deep Speech*), rarity varies (transfers to any sentient creature's mind)

While this rune is being transferred, you must also be reading a *spell scroll* that bears a spell of 1st level or higher that is on your class's spell list. If the *spell scroll* is of a rarity that is greater than or equal to this rune's rarity, the transfer attempt fails.

If the rune is transferred successfully, the scroll crumbles to dust and you learn the spell that was written on it, allowing you to cast that spell with any spell slots you have. It counts as a spell from your class, but it doesn't count against the number of spells you know or can prepare each day. If this rune is ever removed or disabled (such as by a *nullify* rune or if you're in an *antimagic field*), you are considered to not know the spell until the rune's magic is restored.

SPHERE ◊ 

Rune (*Deep Speech*), very rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast *resilient sphere* (save DC 16). For the duration, you can use a bonus action on each of your turns to mentally move the sphere up to 20 feet in a direction of your choice, or up to 10 feet if the creature or object enclosed in the sphere is Large; if the sphere is moved into the air, an enclosed creature can't move it by pushing against the sphere's walls, and the sphere hovers in place until you move it again. When the spell ends, the sphere floats gently back to the ground if it is aloft and then disappears.

Once activated, this rune can't be used again until you finish a long rest.

SUBTLE ◊ 

Rune (*Deep Speech*), uncommon (transfers to any sentient creature's mind)

Whenever you cast a spell, you can activate this rune to cause the spell to psionically manifest. When you do so, it requires no verbal or somatic components, and it requires no material components, unless they indicate a cost or are consumed by the spell.

Once activated, this rune can't be used again until you finish a long rest.

THOUGHTS ◊ 

Rune (*Deep Speech*), rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast the *detect thoughts* spell (save DC 15). When cast in this way, the spell has a duration of 10 minutes, instead of 1 minute, and you can shift your attention to another creature's thoughts once on each of your turns without using your action. In addition, a target doesn't know that a creature probed into its mind until the spell ends, though it doesn't automatically know that you were the one who did so.

Once activated, this rune can't be used again until you finish a long rest.

TRUTH ◊ 

Rune (*Deep Speech*), rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast *zone of truth* (save DC 15). When cast in this way, the radius increases to 60 feet.

In addition, you can attempt to forcibly compel a creature you believe to be answering evasively to instead answer with the whole truth. As an action, you can force such a creature to make a DC 15 Intelligence saving throw. On a failed save, the creature must answer the

next question posed to it truthfully and completely. On a successful save, the spell immediately ends.

Once activated, this rune can't be used again until the next dawn.

UNDETECTABLE ◊ 

Rune (*Deep Speech*), very rare (transfers to any sentient creature's mind)

You can't be unwillingly targeted by divination magic or perceived through magical scrying sensors; this benefit also extends to any equipment you are wearing or carrying. In addition, you are immune to effects that would sense your emotions, detect your alignment or creature type, or read your thoughts.

PARTITION ◊ 

Rune (*Deep Speech*), very rare (transfers to any sentient creature's mind)

As an action, you can activate this rune to cast the *wall of force* spell. When cast in this way, you can only form the barrier in the shape of a flat surface made up of ten 10-foot-by-10-foot panels. For the duration, you can use an action to cause the wall to disappear and immediately reform it again, as detailed in the spell's description, but still only as a flat surface.

Once activated, this rune can't be used again until the next dawn.

WEIRD ◊ 

Rune (*Deep Speech*), legendary (transfers to any sentient creature's mind)

As an action, you can activate this rune probe the mind of a creature within 120 feet of you, instantly plumbing its depths as if by the secondary effect of *detect thoughts* to learn its deepest fears. Once learned, you can immediately cast *weird* (save DC 17), targeting that creature. When cast in this way, the target has disadvantage on its saving throws against the spell, and the illusion is visible to creatures within 120 feet of it, though it is clearly an illusion.

Once activated, this rune can't be used again until the next dawn.

DRACONIC ◊ የወጪ ቤት

Sometimes called the language of magic itself, Draconic rivals Celestial as the oldest extant language. Some believe it originated with Khaylûs, the cosmic dragon deity that lords over the infinite expanse of time and space, as a tool to communicate intimately with their children, beyond the prying ears of other deities. Others have proposed that the language exists outside the boundaries of time—a product of the magical origins of the multiverse; proponents of this theory point to the fact that all draconic creatures are born with the innate ability to understand their native tongue, never needing to be taught the language.

Both lend credence to an remarkable facet of Draconic: it does not change. Though its speakers can be found all across the planes, often even in isolation, the core language has only ever wandered beyond its historical confines in the dialectical branch known as Serpentine, which was invented with great conviction by creatures who felt spurned by dragonkind.

Regardless of its origin, Draconic has become synonymous with magic. Many of the verbal components associated with arcane magic find their roots in Draconic, and before the advent of runes, all magic circles and arcane texts were written in Draconic. This isn't because the spells were invented by dragons, but rather because the ancient language itself is suffused with the magic of the multiverse.

MAGIC MANIFESTED

As is often the case with magic, the impetus for the first Draconic runes—and therefore all runes, as Draconic were the first—arose as a radical and absolute solution to theft. Though her name has been forgotten, the story recounted among dragons through the ages tells of an ancient green dragon that returned to her lair and found all but one copper piece plundered.

In order to protect the horde she vowed to rebuild, she touched her snout to the copper piece and willed powerful and ancient magics into it, imprinting it with a word only she would recognize as meaningful. Should her thief ever take that coin, she'd find it and know where to direct her wrath.

This progenitor of runes then taught the practice to her wyrmlings, who later sold and bartered the practice away to others. Over time, it spread such that any dragonkin could imbue the items they valued most, such as sculptures, gold pieces, and other magical artifacts, with the words and magic of their tongue. As time soldiered on, other creatures and cultures mimicked the practice, adapting it to their languages—and thus, all runes grew to have power and meaning.

ANCIENT AWAKENING

All magic takes time to manifest due in large part to the transfer of energy from one source to another, whether it be from the ancient and infinite well of the multiverse or the body of a single sorcerer. Often, more powerful magics require more time to create or recharge, regardless of the strength of their casters and creators.

Draconic runes draw magic from the ancient source first tapped into by the forebears. For dragons, this is an easily tapped well, requiring only a moment's concentration. For others, however—those not as in tune with the history of dragons and their inherent connection to the magic of the multiverse—whose only source of connection to such magic is a rune that they didn't create, this bridge is thin and timid. It takes time to tap into it.

Though the dragons could choose to alter their ancestral runes to match the tendencies of others and make their activation more readily accessible, they unanimously agree not to (one of the few things they agree on), hoarding their magic for their own benefit in the never-ending battle against those who seek only to steal their power.

CREATORS AND CUSTOMS

True dragons, undead dragons, and humanoids of draconic descent are the only creatures currently capable of producing a Draconic rune, though some believe that a sufficiently talented cleric of the Dragon Domain or a creature with other powerful draconic ties may one day find the means to do so. Some mages believe that anyone able to speak the language should be capable, though, and if only dragons chose to share the technique, the multiverse could be filled with the majesty of Draconic runes.

NUANCES

Perhaps its most interesting nuance, Draconic has never changed across time. The words, script, and runes all remain identical according to the accounts of the most ancient dragons and the archaeological record.

But recently, some runic scholars have discovered another intriguing aspect. As Draconic runes are always imbued on objects of value, we have a tremendous wealth of items of various worths to compare. It now appears that the more valuable an item, the more powerful runes of the same rarity appear when compared to objects of lesser value. More study is warranted, but it's a tremendous discovery for the Seekers, one that may send us into the depths of a dracolisk's lair to learn more.

DRACONIC RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

CHARM ◊ ፳፻፲፻

Rune (Draconic), rare (transfers to any charm, trinket, or other ornamental object, such as a piece of jewelry)

After speaking to a creature for at least 1 minute, you can activate this rune to attempt to beguile the creature. To do so, the object that bears this rune must be on your person, and the creature you're speaking to must be able to understand you.

When you activate this rune, the target must succeed on a DC 15 Wisdom saving throw or become charmed by you for 1 hour, until it is attacked or damaged, or until it witnesses an ally being attacked or damaged. If the target succeeds on its saving throw, it has no hint that you tried to charm it.

Once activated, this rune can't be used again until the next dawn.

COMMUNE ◊ ፳፻፭፻

Rune (Draconic), very rare (transfers to any circlet, necklace, or other piece of jewelry worn on the head or neck)

While wearing the jewelry that bears this rune, you can activate the rune over the course of 1 minute to cast the *commune* spell. When cast in this way, the being you contact can be a deity, divine proxy, or any other entity that possesses a similar degree of knowledge and power, such as an ancient dragon or a warlock patron. If the being you attempt to contact is hostile toward you or not familiar with you, it can choose to deny your attempt at contact, causing the spell to fail.

Once activated, this rune can't be used again until 2 days have passed.

CRITICAL ◊ ፳፻፷፻

Rune (Draconic), uncommon (transfers to any weapon or spellcasting focus)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute to sharpen your critical instincts with the object for the next 10 minutes. If the object is a weapon, your attacks with it score a critical hit on a roll of 19 or 20; if the object is a spellcasting focus, you score a critical hit on a roll of 19 or 20 when you make a spell attack while holding it.

Once activated, this rune can't be used again until the next dawn.

DEAFEN ◊ ፳፻፵፻

Rune (Draconic), rare (transfers to any musical instrument)

After playing the instrument that bears this rune for at least 1 minute, you can activate the rune to cast the *silence* spell. When cast in this way, the sphere has a radius of 60 feet, and it moves with you, remaining centered on you. Despite being deafened, creatures entirely inside the sphere continue to hear your instrument's music telepathically. The spell ends early if you stop playing the instrument.

Once activated, this rune can't be used again until the next dawn.

DETONATE ◊ ፳፻፻፻

Rune (Draconic), very rare (transfers to any crossbow bolt case, quiver, or similar container for holding ammunition)

When you hit a target with an attack using a piece of ammunition drawn from the container that bears this rune, you can activate the rune to infuse the ammunition with explosive energy. When you do so, the target suffers the attack's normal effects, and the ammunition becomes embedded in the target.

Over the course of the next minute or until your concentration ends (as if concentrating on a spell), the explosive energy infused within the ammunition swells. At the end of the minute, or when your concentration ends, the ammunition detonates in a fiery explosion.

When the ammunition detonates, each creature in a 15-foot-radius sphere centered on the target must make a DC 16 Dexterity saving throw. The explosion's base damage is 6d6; if at the start of your turn each round the ammunition has not yet detonated, the damage increases by 2d6. A creature caught in the explosion takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners, damages objects in the area, and ignites flammable objects that aren't being worn or carried.

The target or a creature within its reach can use its action to attempt to manually remove the ammunition before it has detonated. The creature attempting to do so must make a DC 16 Dexterity (Sleight of Hand) check. On a success, your concentration on the effect ends, and the creature can remove the ammunition and throw it before it detonates. After the ammunition travels 30 feet or when it strikes a creature or a solid object or surface (such as the ground), it detonates.

Once activated, this rune can't be used again until the next dawn.

RUNES

DISK ◊ ドラコニクス

Rune (Draconic), uncommon (transfers to any circular object that is no more than 3 feet in diameter or 1 inch thick, such as a dinner plate or a round shield)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute to cast the *floating disk* spell. When cast in this way, the object gains the effects of the spell, rather than the spell creating a plane of force. In addition, the spell lasts until you dismiss it as an action or until it is dispelled.

FLARE ◊ フラーレ

Rune (Draconic), common (transfers to any crossbow bolt case, quiver, or similar container for holding ammunition)

While wearing or carrying the container that bears this rune, you can activate the rune over the course of 1 minute to infuse the container with shimmering light for the next 10 minutes. For the duration, the container sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

In addition, when you draw a piece of ammunition from the lit container and shoot, throw, or otherwise launch the ammunition into the air (rather than at a target), you can cause the ammunition to shed bright light in a 30-foot radius and dim light for an additional 30 feet. You choose the color of the light when you draw the ammunition from the container, and it sheds this light for 1 minute. Once you cause a piece of ammunition to shed light in this way, you can't do so again for 1 minute.

Once activated, this rune can't be used again until the next dawn.

FLESH ◊ フラッシュ

Rune (Draconic), rare (transfers to any piece of jewelry)

While wearing the jewelry that bears this rune, you can activate the rune over the course of 10 minutes to channel restorative magic into a petrified creature you can see within 10 feet of you. Doing so requires your concentration for the duration (as if concentrating on a spell). At the end of the 10 minutes, all effects on the target that are causing it to be petrified end.

Once activated, this rune can't be used again until 3 days have passed.

HEDGE ◊ ハッジ

Rune (Draconic), rare or very rare (transfers to any land or water vehicle)

While operating the vehicle that bears this rune, you can activate the rune over the course of 1 minute to cast the *magic circle* spell. When cast in this way, the vehicle gains the effects of the spell, rather than creating a cylinder of magical energy, and if the rune is of very rare rarity, the spell has a duration of 8 hours.

In addition, when a creature is summoned or created by magic within the vehicle while creatures of its type are prevented from leaving, you learn the creature's alignment and true name, and if it has an Intelligence of 4 or higher, you can communicate with it telepathically as if you shared a language, even if it wouldn't normally be able to do so.

Once activated, this rune can't be used again until the next dawn.



FLESH
RUNE

HISTORY ◊ የተለያዣ

Rune (Draconic), rare (transfers to any book or spell-book)

While holding the book that bears this rune, you can activate the rune over the course of 1 hour to cast the greater *identify*^R spell. When cast in this way, you can target any object you have seen in the past 3 days, rather than one you are touching.

Once cast, blank pages in the book become filled with the information revealed by the spell; you can choose for the information to be written in either Draconic or a language of your choice that you know. In addition to the normal information revealed by the spell, the book possesses information regarding whether the object is or has ever been part of a dragon's hoard, the names of any dragons that it has belonged to, and the location of those dragons' lairs, if any.

Once activated, this rune can't be used again until 3 days have passed.

MAW ◊ ገዢ

Rune (Draconic), very rare (transfers to any bracer, gauntlet, glove, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune over the course of 1 minute to transform your arm into a terrifyingly lifelike red dragon head. When-

ever you take the Attack action while the dragon head remains, you can replace any of your attacks as part of that action with a bite attack using the dragon head; this attack is a melee weapon attack, with which you are proficient. If you hit with it, you deal piercing damage equal to 1d12 + your Strength modifier plus an extra 1d6 fire damage.

You can also use an action to cause the dragon head to exhale a 30-foot cone of fire. When you do so, each creature in the area must make a DC 16 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one. Once you use the dragon head in this way, you can't do so again until 1 minute has passed.

The dragon head remains for up to 8 hours, after which your arm reverts to its normal form. Your arm also reverts if you die, or if you choose to end the transformation early as a bonus action.

OVERGROWTH ◊ የይዋሮች

Rune (Draconic), uncommon (transfers to any scythe, shovel, sickle, or similar object used for farming)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute while touching the object to an unoccupied space on the ground that

is difficult terrain. Doing so requires your concentration for the duration (as if concentrating on a spell).

At the end of the 10 minutes, you can target an area on the ground that includes the space you were touching. The targeted area is a rectangle, and each of its sides can be no more than 100 feet in length. Difficult terrain in that area now costs twice as much extra movement. For example, if the area originally required a creature moving through it to spend 2 feet of movement for every 1 foot it moves, it now requires 4 feet of movement for every 1 foot the creature moves.

Once activated, this rune can't be used again until the next dawn.

PROFICIENCY ◊ ተሸያጻልተዋዣ

Rune (Draconic), common (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune over the course of 10 minutes while holding a tool. For the next 8 hours, you are considered proficient with that tool for any ability check you make using it. This effect ends early if the tool is ever more than 30 feet away from you.

Once activated, this rune can't be used again until the next dawn.

RATION ◊ የጽሑፍ

Rune (Draconic), common (transfers to any mess kit or other Tiny container designed to hold food)

As an action, you can touch the container that bears this rune to activate the rune, causing a meal to begin magically forming within it. When activated, choose one of the following options:

- The meal is a ration of dry foods (such as jerky, dried fruit, hardtack, and nuts), which forms over the course of 1 minute.
- The meal is a ration of fresh foods (such as baked bread, hot soup, juicy meat, and fresh fruit), which forms over the course of 10 minutes.

This meal provides enough nourishment to sustain a creature for one day, and it vanishes if it isn't consumed within 12 hours (if it's dry food) or 1 hour (if it's fresh food).

Once activated, this rune can't be used again until the next dawn.

RAZE ◊ የጽሑፍ

Rune (Draconic), legendary (transfers to any gauntlets, gloves, or similar handwear)

While wearing the handwear that bears this rune, you can activate the rune over the course of 1 hour while touching the ground to cast the *earthquake* spell with a

range of 5 miles. When cast in this way, the affected area increases to a 1-mile-radius circle, and structures in contact with the ground in the area take 100 bludgeoning damage, instead of 50, when you cast the spell and at the start of each of your turns until the spell ends.

In addition, a total of 40d6 fissures open throughout the spell's area (instead of 1d6), and fires started as a result of this spell's destruction can't be extinguished by nonmagical means. Smoke created by such fires lingers over the spell's area, up to a height of 1,000 feet; it lasts until 8 hours after the fires are extinguished, and causes the area to be heavily obscured. A strong wind created by a spell or magical effect that blows through the area for at least 10 minutes causes the area to be only lightly obscured, and if it blows through the area for another 10 minutes, the area's visibility returns to normal.

Once activated, this rune can't be used again until 3 days have passed.

RECORDER ◊ ΨΓΛΥΨΙΨ

Rune (Draconic), uncommon (transfers to any musical instrument)

After playing the instrument that bears this rune for at least 1 minute, you can activate the rune to telepathically record a message of 25 words or less. The message remains recorded until it is triggered or until a new message is recorded via this rune.

Once you have recorded a message in this way, you can use an action while playing the instrument at a later time to trigger the message's playback. The message is then telepathically communicated in your voice to each creature you choose, provided the creature can hear the instrument; other creatures only hear the instrument's normal sound.

Once activated, this rune can't be used again until the next dawn.

REINFORCE ◊ ΨΓΤΛΨΓΨ

Rune (Draconic), rare (+1), very rare (+2), or legendary (+3) (transfers to any piece of clothing or jewelry)

While wearing the object that bears this rune, you can activate the rune over the course of 10 minutes, to bolster your innate defenses. For the next 12 hours, you gain a bonus to AC as determined by the rune's rarity, provided you aren't wearing armor.

Once activated, this rune can't be used again until the next dawn.

SOW ◊ ΗΥΥΙ

Rune (Draconic), very rare (transfers to any scythe, shovel, sickle, or similar object used for farming)

While holding the object that bears this rune, you can activate the rune over the course of 1 hour to cast either

anti-blight^R (1 action version, centered on yourself) or *blight*, using a spell save DC of 16. When you cast *blight* in this way, you target every plant (including magical plants and plant creatures) that is on the ground within 300 feet of you.

When you activate the rune, you also learn the size and current location of any creature in contact with the ground in the area, but not the creature's identity. In addition, you can choose up to ten creatures you can see. While the creatures remain within the affected area, they gain the benefits of the *pass without trace* spell and are unaffected by nonmagical difficult terrain; if you cast *anti-blight*, they are also unaffected by the difficult terrain created by that spell.

Once activated, this rune can't be used again until the next dawn.

WINGS ◊ ΥΙΤΛΒΥ

Rune (Draconic), rare (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune over the course of 1 minute to manifest a pair of spectral dragon wings for up to 1 hour, which sprout from your back. For the duration, you have a flying speed of 60 feet, and you have advantage on saving throws against the Frightful Presence of dragons. This effect ends early if you die, or if you dismiss the wings as a bonus action.

Once activated, this rune can't be used again until the next dawn.

DRUIDIC

Little is known about the secret language of druids, at least outside its circles. While the language's meaning can be gleaned by magic—when noticed, that is—the language itself is inscrutable to those without access to nature's magic, which makes it utterly unique.

This is, of course, because the language is magical in and of itself. The words and scripts are manifestations of primordial energies that are akin to the arcane energy of Power Words. When druids draw magic from nature, they do so using its own natural language, Druidic. How, then, could Druidic have formed? Was it developed by druids seeking to speak with nature? Did nature somehow develop it to speak with Druids? In either case, why can't others learn the words without also forming a bond with nature?

INSTANT ARRIVAL

After extensive research and much bribery, this author did eventually find a druid willing to speak to the origins of Druidic runes, if not to the origins themselves. Under sworn anonymity, this archdruid speculated that Druidic runes came into being almost simultaneously with those of Draconic. When the green dragon who invented them harnessed ancient magics to do so, she awakened nature's awareness to the process and power.

Not to be outdone by her own denizens, nature converted many of the existing druidic writings carved into branches and leathers immediately into runes. Suddenly, druids of all circles saw some of their items become magic relics of inspiring power, and with these powers, druids were able to grow the natural places of the world, taking it back from some of the draconic and giant encroachment.

NATURE'S CHOSEN

As Druidic runes spread, however, it became clear to users that the secretive nature of its language had extended into the runes. Where anyone could activate a rune, it was obvious that those who could speak its language had a greater control over and access to its power, which is seen occasionally in druidic spellcasting as well.

The reasonable conclusion is that nature chose to give its warriors an advantage over those that might wield her power with less devotion.

CREATORS AND CUSTOMS

Druidic runes are unique in that they are mostly at the whims of nature. Any Druidic word carved or scrawled upon an object might be chosen by nature and transformed into a rune. It does seem that archdruids and strong natural beings have a greater success rate—maybe one in ten-thousand compared to the one in one mil-

lion—than do others who happen to know how to write in Druidic, so there is some credence to a theory regarding strength of connection to nature, but by and large, most existing Druidic runes came into being the moment nature chose to create them. As such, the transfer of a Druidic rune is a prized ceremony among many of its circles.

NUANCES

On rare occasions, druids of different circles have been known to activate Druidic runes with varied result. For example, a druid of the Circle of the Land might activate the Birds rune and create a flock of seagulls if the druid has chosen coast as its terrain or a flock of puffins if they chose arctic. Likewise, a druid of the Circle of the Calamity might create a murder of crows.



DRUIDIC RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

AQUATIC

Rune (Druidic), uncommon (transfers to any mask, necklace, or other object worn on the head or neck)

While wearing the object that bears this rune, you can activate the rune as a bonus action to gain the ability to breathe underwater for 1 hour. If you can speak Druidic, you also grow webbing between your fingers and toes for the duration, gaining the following additional benefits:

- The effect lasts for a number of hours equal to your proficiency bonus, rather than 1 hour.
- You gain a swimming speed equal to your walking speed.
- Your weapon attacks suffer none of the penalties of underwater combat.
- Damage you deal ignores a creature's resistance to fire damage as a result of being underwater.

This effect ends early if the object that bears the rune is removed from your head or neck. Once activated, this rune can't be used again until the next dawn.

ASSIMILATE

Rune (Druidic), legendary (transfers to any circlet, earring, or other jewelry worn on the head)

While wearing the jewelry that bears this rune, you can activate the rune as an action to cast the *dominate monster* spell (save DC 18). If the target fails its saving throw, you learn the full details of its statistics and the properties of any magic items it is wearing or carrying.

If you can speak Druidic, and the target has a challenge rating equal to your level or lower, you can immediately end your concentration on the spell to cast *shapechange* (no action required), taking the form of the creature you had dominated. If that creature is wearing or carrying any magic items, you gain magical copies of those items, which last for the duration of the spell. When cast in this way, you can't use an action to assume a different form during the spell's duration, as it normally allows. Until the spell ends, the creature you had dominated has disadvantage on any ability checks it makes to convince others that you are impersonating it and it is who it appears to be.

Once activated, this rune can't be used again until the next dawn.

BIRDS

Rune (Druidic), uncommon (transfers to any spell-casting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast the *conjure animals* spell. When cast in this way, you summon a single flock of birds of your choice, which uses the statistics for a swarm of ravens.

If you can speak Druidic, you can instead choose to cast the *polymorph* spell on yourself when you activate the rune. When you do so, you transform into the flock of birds, instead of summoning it.

Once activated, this rune can't be used again until the next dawn.

BREEZE

Rune (Druidic), common (transfers to any feather, fan, palm frond, or similar object used for fanning)

While holding the object that bears this rune, you can activate the rune as an action to create an instantaneous line of moderate wind that is 30 feet long and 10 feet wide, originating from you in a direction of your choice. Objects in the area that aren't being worn or carried and that weigh no more than 3 pounds are pushed to the end of the line. The wind extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 25 percent chance to extinguish them.

If you can speak Druidic, the wind can instead push objects that weigh no more than 10 pounds and it has a 50 percent chance to extinguish protected flames.

Once activated, this rune can't be used again until the next dawn.

CALAMITY

Rune (Druidic), legendary (transfers to any melee weapon)

The weapon that bears this rune deals an extra 1d6 lightning damage on a hit. While holding the weapon, you can activate the rune as a bonus action to imbue the weapon with the rage of an elemental tempest for 10 minutes. For the duration, the first time you hit a target with the weapon on a turn, it deals an extra 1d6 cold damage, 1d6 fire damage, and 1d6 thunder damage—in addition to the extra 1d6 lightning damage it normally deals.

If you can speak Druidic, you can cause any of the extra damage granted by this rune to be cold, fire, lightning, or thunder damage, in any proportion you choose. For example, you could choose for the weapon to deal an extra 1d6 fire damage on a hit (instead of lightning), and while the rune is active, you could choose for the weapon to deal an extra 2d6 lightning damage and 2d6 thunder

damage the first time you hit a target on a turn (instead of its normal distribution of damage types).

Once activated, this rune can't be used again until the next dawn.

DISORIENT

Rune (Druidic), rare (transfers to any ranged weapon)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action to cast the *flash bang* spell (save DC 15). If you can speak Druidic, you can choose for the spell's effects to be invisible and silent; the spell doesn't erupt in a burst of radiant energy and doesn't release a concussive clap. When you do so, the spell deals psychic damage, instead of radiant or thunder damage.

Once activated, this rune can't be used again until the next dawn.

EQUESTRIAN

Rune (Druidic), very rare (transfers to any bit, bridle, reins, saddle, or other item of horse tack)

As an action, you can touch the object that bears this rune to activate it, summoning a fey spirit within 5 feet of you. The spirit takes the form of a Large quasi-real, horselike creature equipped with the object that bears the rune, duplicating the effect of the *phantom steed* spell. When cast in this way, the spell has a duration of instantaneous and only ends if you use an action to dismiss it, if the steed takes any damage, or if you activate the rune again.

If you can speak Druidic, the summoned steed has immunity to nonmagical bludgeoning, piercing, and slashing damage. In addition, whenever it is targeted by an attack or effect while you're mounted on it, you can use your reaction to cause any damage or effects inflicted to be redirected to you instead.

HOUND

Rune (Druidic), rare (transfers to any ball, collar, or similar object used with a pet dog)

While holding the object that bears this rune, you can activate the rune as an action to cast *faithful hound*. When cast in this way, the hound can be visible if you choose for it to be, it can alert you to the presence of creatures of any size, and it has an attack bonus of +7.

If you can speak Druidic, the hound is also able to speak Druidic, and it can communicate with your telepathically, even if you are unconscious. It has an Intelligence of 6, a Wisdom of 13, and a Charisma of 8.

Once activated, this rune can't be used again until the next dawn.

HYDROMANCY

Rune (Druidic), very rare (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune as an action to cast the *control water* spell. For the duration, you gain a swimming speed equal to your walking speed and can breathe underwater while you're within the area. Once activated, this rune can't be used again until the next dawn.

If you can speak Druidic, the spell gains the following additional benefits:

- The area of water you choose can be a cube up to 300 feet on a side, rather than 100 feet.
- You can designate a new area of water to affect that is within 300 feet of you as an action on each of your turns.
- Up to six other creatures of your choice gain the ability to breathe underwater as long as they remain in the area.

OWLBEAR

Rune (Druidic), rare (transfers to any object that incorporates fur or feathers, claws, teeth, or bones from a bear, an owl, or an owlbear)

While holding or wearing the object that bears this rune, you can activate the rune as an action to cast the *polymorph* spell (save DC 15). When you do so, the target transforms into your choice of one of the following creatures: black bear, brown bear, giant owl, owl, or owlbear. An unwilling creature still makes a saving throw to avoid the effect as usual.

If you are a druid, you can instead activate the rune when you use your Wild Shape feature to transform into one of the creatures listed above, even if you would not normally be able to do so. When you transform in this way, you don't expend a use of Wild Shape. All other restrictions and rules of Wild Shape apply as normal.

Once activated, this rune can't be used again until the next dawn.

PURE

Rune (Druidic), common (transfers to any bottle, water-skin, or similar container that can hold no more than 1 gallon of liquid)

While holding the object that bears this rune, you can use an action to activate the rune, causing the contents of the container to be purified, as if by the *purify food and drink* spell. If you speak Druidic, you can instead activate the rune as an action to cause the empty container to fill with clean water.

Once activated, this rune can't be used again until the next dawn.

ROOTED

Rune (Druidic), uncommon (transfers to any pair of boots, shoes, or similar footwear)

While wearing the footwear that bears this rune, you have advantage on ability checks and saving throws against being pushed, pulled, or knocked prone.

If you can speak Druidic, you can activate a special property of this rune as a reaction when you would be pushed, pulled, knocked prone, or otherwise forced to move against your will while on the ground. When you do so, a flurry of vines rise up and momentarily wrap around your lower body, preventing the effect from causing you to move in any way in any way. Once activated, this property of the rune can't be used again until the next dawn.

SPEAR

Rune (Druidic), uncommon (transfers to any javelin, spear, or similar thrown weapon that deals piercing damage)

When you take the Attack action while wielding the weapon that bears this rune, you can activate the rune to replace any of your attacks with a special attack. When you do so, you point the tip of the weapon at a target you can see within 120 feet of you, magically launching it at the target. Make a ranged weapon attack against the target using your Dexterity modifier for the attack roll. On a hit, the target takes piercing damage equal to 1d6 plus your Dexterity modifier. Immediately after the attack, the launched tip vanishes and reappears atop the weapon.

If you can speak Druidic, the weapon that bears this rune is considered to have the finesse property.

STONE

Rune (Druidic), very rare (transfers to any armor that isn't made of metal)

While wearing the armor that bears this rune, you can use an action to activate the rune and cast *stoneskin* on yourself (no concentration required).

If you can speak Druidic, you can instead activate the rune as part of an action or bonus action you use to transform into a beast, such as by Wild Shape or the *polymorph* spell. When you do so, in addition to casting *stoneskin* on yourself, you gain a +2 bonus to your AC for the duration of the spell or until you revert to your normal form.

Once activated, this rune can't be used again until the next dawn.

STRIDE

Rune (Druidic), very rare (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can use a bonus action to activate the rune and cast the *tree stride* spell. For the duration, your speed increases by 10 feet and moving through nonmagical difficult terrain costs you no extra movement. Once activated, this rune can't be used again until the next dawn.

If you can speak Druidic, you gain the following additional benefits for the duration of the spell:

- The spell doesn't require your concentration; it lasts for its full duration or until you choose to end it early as a bonus action.
- Immediately before you enter a tree via the spell, you can choose another creature you can see within 30 feet of you. Once before the end of that creature's next turn, it can magically enter the same tree and step out of your same destination tree, as if also by the *tree stride* spell.

THORNS

Rune (Druidic), uncommon (transfers to any bag that contains at least 20 caltrops)

When you use an action to spread the caltrops contained within the bag that bears this rune, you can activate the rune to cover the caltrops in razor-sharp barbs and poisoned thorns. When you do so, they deal 2d4 piercing damage and 2d4 poison damage on a failed save, instead of the 1 piercing damage normal for caltrops.

If you can speak Druidic, the area covered by the caltrops doubles to a 10-foot square. In addition, creatures must succeed on a DC 13 Intelligence (Investigation) check to discern the caltrops' presence; otherwise, they appear to be nothing more than natural foliage.

Once activated, this rune can't be used again until the next dawn.

VINEGRIP

Rune (Druidic), uncommon (transfers to any simple melee weapon that doesn't have the finesse property and is wholly or partially made of wood)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to cast *shillelagh* on the weapon; it gains the benefits of the spell even if it isn't a club or quarterstaff. When you do so, vines sprout from the wood of the weapon, weaving around it and your hand. For the duration, you can't throw the weapon, be disarmed of it, or otherwise let go of it.

If you can speak Druidic, the weapon is further empowered by primal magic when you activate the rune. For the duration of the spell, it gains a +1 bonus to any attack and damage rolls made with it.

WHIP

Rune (Druidic), rare (transfers to any whip, length of rope, or handheld object made entirely of wood, such as a club or quarterstaff)

When you take the Attack action while holding the object that bears this rune, you can activate the rune to transform the object into a thick, thorny vine until the end of your turn. The vine is a simple melee weapon with which you are proficient; it has the finesse property and a reach of 15 feet.

When you hit a target with the vine, it deals slashing damage equal to 1d4 plus the ability modifier you used for the attack roll, plus an extra 1d4 piercing damage. In addition, if the target is Large or smaller, you can pull it up to 10 feet closer to you.

If you can speak Druidic, you gain the following additional benefits:

- The vine's reach increases to 30 feet.
- You can use your Wisdom modifier, instead of Strength or Dexterity, for the vine's attack and damage rolls.
- The vine's damage dice increase based on your level: d6s (5th–10th level), d8s (11th–16th level), or d10s (17th level or higher).
- On a hit, if the target is Huge or smaller, you can pull it up to 25 feet closer to you.

WOODS

Rune (Druidic), very rare (transfers to any musical instrument)

While holding the instrument that bears this rune, you can activate the rune as an action to serenade the surrounding landscape with a song of growth. All normal plants in a 100-foot radius centered on you become thick and overgrown. A creature moving through the area must spend 2 feet of movement for every 1 foot it moves, provided there are plants in that space.

In addition, choose up to ten unoccupied spaces on the ground within the area. A 5-foot-diameter tree that is 30 feet tall springs from each space. If a creature would be surrounded on all sides by the trees (or the trees and another solid surface), that creature can make a DC 16 Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the trees.

The trees are objects that can be damaged and thus breached. Each tree has AC 13 and 50 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. Reducing a tree to 0 hit points destroys it. If a tree isn't destroyed within 10 minutes, it takes root and becomes

a mundane living tree, provided it is standing on earth that can support a tree.

If you can speak Druidic, you gain the following additional benefits:

- A creature moving through the area must spend 3 feet of movement for every 1 foot it moves.
- You can choose up to fifteen unoccupied spaces to create trees.
- Each tree has AC 15 and 60 hit points.

Once activated, this rune can't be used again until the next dawn.

DWARVISH ◊ ደዢኒሻያ

Much like dwarves themselves, the bedrock upon which their language was founded extends deep into the storied past of the multiverse. In its earliest days, Dwarvish was made up of sounds similar to shifting rocks, flowing magma, and other environmental phenomena—not unlike the dialects of Primordial. This more distinctive (though imprecise) form of communication was so unassuming that when whispered in the deep mines, Dwarvish could easily be mistaken for the natural movement of stone and other tectonic processes by those who didn't speak the language. But just as dwarves have refined the ores from their mountainous homes throughout the ages, their language too was tempered through generations of refinement until it arrived at its more formalized and modern sound, now largely recognizable across the planes.

Believed to be among the first written languages of the Material Plane, Dwarvish has evolved much since it was first chiseled into tunnel walls, stone tablets, and metallic plates—a historic fact that can still be observed thanks to the durability of such surfaces. The gradual yet monumental shift in their spoken tongue resonated with dwarven linguists, prompting them to emulate its development in their script. Spellings became more efficient, which had an impact on pronunciation; grammar rules became more rigorous, which solidified the cadence of dwarven speech; and even the letters—once characteristically angular as a result of being etched into rock and metal—have become less rigid in shape in all but the most ancient kingdoms.

MINING FOR MAGIC

As runes began to spread through the Outer Planes, dwarves recognized their value and had the mettle to be among the first mortal races to attempt to create runes of their own—something many planar outsiders at the time believed to be impossible. However, much like the gems and metals they drew from their mountains, dwarf leaders saw the prospect of Dwarvish runes as an opportunity ripe for financial gain. With the perseverance of miners and smiths instilled in them by their ancestors, several clans began picking away at various approaches to rune creation, attempting to pry secrets one by one from the veins of magic that suffuse the multiverse.

The most sagacious dwarves identified a few runic languages they felt most resembled the arcane power they were trying to tap into—primarily Giant and Primordial—and eventually one clan struck gold. It is said that this discovery is what finally drove the development of Dwarvish into stasis, in both its written and spoken forms, halting the incremental evolution that had been taking place for millenia.

TAPPED VEINS

Mirroring their own resilience and hardiness, the runic power dwarves channel allows each of their runes to have a chance of retaining its magic even after it is activated. Accessing this property of Dwarvish runes is colloquially referred to as tapping the runic vein (or simply “tapping”). In dwarven culture, excessive tapping is viewed as bad luck, just as it would be to fully harvest a mine's resources.

CREATORS AND CUSTOMS

Empowered by their stout build, most dwarven industries traditionally revolve around nonmagical work; however, those who pursue the field of runecrafting are invariably people with a frightening degree of arcane aptitude. These master crafters are known as runesmiths or runemasons (depending on the surface upon which they inscribe their runes).

While many wizards and other practitioners of magic train for this vocation, dwarves who master the trade are rare—in fact, there are seldom more than a few such living dwarves capable of this undertaking at a time. Some have even gone so far as to claim that the only dwarves capable of creating their kin's runes are those with a direct lineage to the clan that first unearthed the Dwarvish runic system.

Furthermore, dwarven masters are exceedingly guarded about the practice, taking on no more than one or two apprentices in their entire lifetime. Despite this, dwarves take great pleasure in gifting runes to their friends of different races, often using them as a cherished symbol that the individual is honored as one of their own.

NUANCES

Recent study of Dwarvish has revealed that there may be some isolated clans capable of unlocking novel runic magic. Dwarves who have resided on different planes and in disparate regions for thousands of years—such as asteroid dwarves, azerbloods, and duergar—may develop unique forms of Dwarvish with dramatic dialectal alterations. The resulting phonetic and semantic drift has been shown to allow for runes to take hold that were previously thought to be inaccessible (or were never even thought of at all).



VORPAL
RUNE



DWARVISH RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ADAMANTINE ◊ ፻፷፻፻፻፻፻፻፻፻

Rune (Dwarvish), rare (transfers to any medium or heavy armor, but not hide)

While wearing the armor that bears this rune, you can activate the rune as a bonus action to magically reinforce the armor with adamantine for 10 minutes. For the duration, the armor grants you a +1 bonus to AC, and any critical hit against you becomes a normal hit.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

APPRASE ◊ ፻፻፻፻፻፻፻

Rune (Dwarvish), uncommon (transfers to any pair of glasses, goggles, or similar eyewear)

While wearing the eyewear that bears this rune, you can activate the rune whenever you make an Intelligence check to discern the monetary value of an object, or whenever you make a Wisdom (Insight) check to determine if someone is trying to scam or swindle you. When you do so, you gain advantage on the roll.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

BOOM ◊ >፻

Rune (Dwarvish), rare (transfers to any whip or weapon that deals bludgeoning damage)

Once per turn when you hit a target with the weapon that bears this rune, you can activate the rune to cause



APPRAISE
RUNE

the weapon to release a burst of sonic energy, dealing an extra 3d8 thunder damage to the target. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone; if the target is an object or structure the thunder damage is doubled.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

COMPREHENSION ◊ ፻፻፻፻፻፻፻፻

Rune (Dwarvish), uncommon (transfers to any spell-casting focus)

While holding the focus that bears this rune, you can activate the rune as an action. For the next 10 minutes or until the rune is activated again, you can understand the literal meaning of one written language of your choice, but you must be touching the surface on which the words are written while reading it. This effect doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

ENDURE ◊ ፻፻፻

Rune (Dwarvish), rare (transfers to any armor)

When you make a death saving throw, this rune activates. If you roll a 1, you only suffer one failure, instead of two. If you roll a 2–9, you don't gain a success or a failure. If you roll a 10–14, you gain one success, as normal. If you roll a 15 or higher, you treat the roll as a 20.

Once activated, roll a d6. On a roll of 4 or lower, this rune can't be used again until the next dawn.

EXCAVATE ◊ ፻፻፻፻፻፻

Rune (Dwarvish), very rare (transfers to any miner's pick, shovel, war pick, set of miner's tools, or similar object used to dig or mine)

As an action, you can use the object that bears this rune to strike the ground at a point within 5 feet of you and activate the rune. This effect fails if the ground isn't made of earth, stone, or a similar material. A 15-foot cube of the material, originating from the struck point, immediately rises 15 feet up, hovering just above the ground around it and leaving a pit beneath it.

Choose a space you can see within 60 feet of you. The cube immediately flies in a straight line to that space and then drops to the ground. A creature in the cube's path must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage, isn't knocked prone, and is pushed to an unoccupied space outside the cube's path.

If a prone creature is fully within the cube's space where it lands, that creature is restrained beneath the

cube and begins suffocating. A creature can use its action to make a DC 15 Strength check, pulling itself or another creature within its reach to an unoccupied space outside the cube on a success. The cube can also be damaged and destroyed (AC 15, 15 hit points, resistance to piercing and slashing damage, immunity to poison and psychic damage). Reducing the cube to 0 hit points causes it to crumble into dust, freeing any creatures restrained beneath it.

Once activated, roll a d6. On a 4 or lower, this rune can't be used again until the next dawn.

FORTIFICATION ◊ JHÑPÄLJLÄTÄYMA

Rune (Dwarvish), rare (transfers to any shield)

While holding the shield that bears this rune, you can use an action to activate the rune and doff the shield, touching it to the ground at a point within your reach. The shield then transforms into a 20-foot-long, 10-foot-tall, 6-inch-thick wall made of stone. The wall appears in any orientation you choose—horizontally, vertically, or diagonally—but part of it must be in contact with the point you touched the shield to. If the wall would cut through a creature's space, the creature is pushed to one side of the wall (its choice).

The wall is an object made of stone that can be damaged and thus breached. Each 5-foot-by-5-foot section of the wall has AC 15 and 30 hit points. Reducing a section to 0 hit points destroys it and might cause connected sections to collapse at the GM's discretion.

The shield remains transformed for 10 minutes or until you use an action to touch the wall and cause it to revert to its shield form. It also reverts early if every section of the wall is destroyed. When it reverts, you can choose to instantly don the shield if you are within reach of the wall; otherwise, it appears on the ground in the nearest unoccupied space to the final section of the wall that was destroyed.

Once activated, roll a d6. On a 4 or lower, this rune can't be used again until the next dawn.

FORTITUDE ◊ JHÑPÄLÄVÄYC

Rune (Dwarvish), legendary (transfers to any armor or article of clothing)

While wearing the object that bears this rune, the rune activates when damage would reduce you to 0 hit points, causing you to drop to 1 hit point instead. The rune also activates if you are subjected to an effect that would kill you instantaneously without dealing damage (such as *power word kill*), negating the effect against you instead.

Once activated, roll a d6. On a roll of 1, this rune can't be used again until the next dawn.

FOUNT ◊ JHÑVÄA

Rune (Dwarvish), rarity varies (transfers to any diamond worth at least 100 gp)

While holding the object that bears this rune, you can activate the rune as an action to regain one expended spell slot. The level of the spell slot is determined by the rune's rarity: 1st level (uncommon), 2nd level (rare), 4th level (very rare), or 5th level (legendary). If you don't have an expended spell slot of that level, you instead regain an expended spell slot of the highest level below the spell slot level you would normally regain from this rune.

Once activated, roll a d6. On a 4 or lower, this rune can't be used again until the next dawn.

HEADLAMP ◊ TÆRÝΛRÝRÝ

Rune (Dwarvish), common (transfers to any circlet, helmet, mask, or similar headwear)

While wearing the headwear that bears this rune, you can use an action to activate the rune, causing the headwear to shed bright light in a 30-foot cone and dim light for an additional 30 feet. This effect lasts for 10 minutes or until you use a bonus action to end it early. It also ends early if you are no longer wearing the headwear.

Once activated, roll a d6. On a 1 or lower, this rune can't be used again until the next dawn.

HONE ◊ THÄC

Rune (Dwarvish), rarity varies (transfers to any anvil, set of smith's tools, or similar object used for smithing)

While holding a metal weapon to the object that bears this rune, you can activate the rune over the course of 1 minute, imbuing the weapon with magic for the next hour.

If this rune is of common rarity, the weapon becomes magical for the duration. Otherwise, it becomes magical and gains a bonus to its attack and damage rolls for the duration, unless it is a magic weapon that already has a bonus to those rolls. This bonus is based on the rune's rarity: +1 (uncommon), +2 (rare), or +3 (very rare).

Once activated, roll a d6. On a roll of 4 or lower, this rune can't be used again until the next dawn.

LEAP ◊ AÆRÝ

Rune (Dwarvish), uncommon (transfers to any boots, shoes, or similar footwear)

When you jump while wearing the footwear that bears this rune, you can activate the rune (no action required). When you do so, your long jump is up to 30 feet and your high jump is up to 15 feet for that jump, regardless of whether or not you had a running start. As long as you fall no more than 60 feet from the peak of the jump, you land on your feet and take no falling damage.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

LORDS ◊ ለዕዘንግ

Rune (Dwarvish), very rare (transfers to any crown, signet ring, or similar jewelry that displays status)

While wearing the object that bears this rune, you can activate the rune as an action to cast *spirit guardians*; this version of the spell doesn't require concentration but has a duration of 1 minute. When you do so, the spirits manifest as the ghostly forms of fallen dwarven lords and ladies wielding hammers and the damage is bludgeoning instead of radiant or necrotic.

Once activated, roll a d6. On a 3 or lower, this rune can't be used again until the next dawn.

MITHRAL ◊ ተጥናል

Rune (Dwarvish), uncommon (transfers to any medium or heavy armor, but not hide)

The armor that bears this rune becomes infused with a mithral alloy, causing it to be more resilient and lighter than usual. The armor can't be broken by nonmagical means, and its weight is halved. If it is chain, splint, or plate, your speed isn't reduced if you don't meet the armor's Strength requirement.

In addition, while wearing or touching the armor, you can activate the rune as an action to fully transform the armor into pure mithral for 10 minutes. For the duration, the armor doesn't impose disadvantage on your Dexterity (Stealth) checks if it normally would, and you can doff the armor as an action or don it in 1 minute.

Once activated, roll a d6. On a 3 or lower, this rune can't be used again until the next dawn.

OPPORTUNITY ◊ ዘመኑንግድ

Rune (Dwarvish), uncommon (transfers to any melee weapon)

When you make an opportunity attack with the weapon that bears this rune, you can activate the rune to make a second attack with the weapon against the provoking creature as part of the same reaction.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

REFLECTIVE ◊ አረጋግጣት

Rune (Dwarvish), common or rare (transfers to any mirror or object with a similarly reflective surface)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute to transform the object into any type of sword of your choice. It remains in this form for 1 hour or until you end the effect early. You are considered proficient with this weapon while you wield it, and its blade is polished to a mirror finish.

If this rune is of rare rarity, the weapon is magical, and you have advantage on attack rolls made with it while in bright light.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

RESIST ◊ እርምጃ

Rune (Dwarvish), common (transfers to any armor)

While wearing the armor that bears this rune, you can activate the rune as a bonus action to cast the *resistance* cantrip on yourself.

Once activated, roll a d6. On a 3 or lower, this rune can't be used again until the next dawn.

SMASH ◊ ፍጥነት

Rune (Dwarvish), uncommon (transfers to any weapon that deals bludgeoning damage)

When you deal damage to an object or structure with the weapon that bears this rune, you can activate the rune to double the damage dealt.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

THROWER ◊ ትክክለኛ

Rune (Dwarvish), uncommon (transfers to any melee weapon)

When you make an attack with the weapon that bears this rune, you can activate the rune to instead throw the weapon at a target within 120 feet of you. Make a ranged weapon attack against the target, using your Strength modifier for the attack and damage rolls.

On a hit, the target suffers the normal effects of the attack, and it must succeed on a DC 13 Strength saving throw or be knocked prone. Immediately after the attack, the weapon flies back to your hand.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

VORPAL ◊ ታደሰ

Rune (Dwarvish), legendary (transfers to any weapon that deals slashing damage)

When you attack a creature that has at least one head with the weapon that bears this rune and roll a 20 on the attack roll, you can activate the rune to cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

A creature is immune to this effect if it's immune to slashing damage, doesn't have a head or need a head, has legendary actions, or the GM decides the creature is too big for its head to be cut off with the weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

ELVISH ◊ የኤልችያ

Though younger than many languages, Elvish is widely regarded as the first language to capture the full emotional range of sentient beings. Its construction and songlike inflections allow for the expression of emotion in a way that is unmatched by the more pragmatic languages that preceded it—many of which had to evolve over the course of thousands of years to truly evoke feeling.

Elves drew upon Sylvan, adapting and refining the language of their fey ancestors to carry readers and listeners on a journey that is best characterized as poetic and musical (and occasionally long-winded). Elvish texts are notoriously flowery, often employing thousands of words where a mere sentence or two could convey the message in more practical languages.

These key aspects of the language are personified by its people. Among the longest-living mortals, elves often meander through life, stopping in unexpected places before continuing to destinations unknown, growing along the way. It is not unexpected, therefore, that their language and the runes they eventually created would do the same.

LIFE, LONG, LASTING

Relative to its inception, Elvish took an unusually long amount of time to adopt the magic of runes. With so much that could be said about life, the first elven runescibes—who learned from the courts of the archfey themselves—worried that imbuing magic into a single word would detract from its nuance and history. They feared a world in which their children might believe that the majesty of the elven tongue could be condensed down into a single word rather than encompassing all things that word is, has been, and ever may be.

It should come as no surprise, then, that these wizened runescibes decided to build a metaphorical scaffold into their runes, whereupon the runic word is composed within a line of prose (or several). This magical construction allows their runes to advance and develop as the user grows—whether that be growing in power, age, or some other aspect of life.

TRANSCENDENTAL

Elvish runes are noted to display a near-sentient level of awareness. While they aren't believed to be truly capable of independent thought, the act of transferring an Elvish rune imparts it with a magical connection to the memory of long-passed elven ancestors. Through this connection, Elvish runes become intimately aware of their user's mental, physical, and spiritual states, allowing them to detect major changes and draw upon that energy, matching the user's advancement.

For the long-lived elves, this change is most prevalent

with age: a rune belonging to an adolescent elf will transcend to further stages as its owner reaches adulthood and beyond. For most adventurers, however, the runes typically transcend alongside significant advancements in the user's power as they achieve milestones throughout their journeys.

CREATORS AND CUSTOMS

While the artistry of the Elvish language is, in many ways, inherent to people of elven culture, far more is required to become a scribe of Elvish runes. The metaphysical awareness needed to preemptively anticipate extraordinary changes in the psyche of people is rare. Typically, only the most journeyed elves can have such an empathic appreciation of change. As such, elves have treated runescribing as a sagely activity done in the final years of one's life.

Elder elves will train recent retirees in the practice over the course of a decade or more. When complete, the training allows them to develop runes—which often take years themselves to work out—that they can pass to the youngest members of their community as a gift of wisdom and power. After a runescibe has passed three or four on, they reciprocate the practice, teaching it to a recent retiree. As such, it's very rare for a young elf or one still actively adventuring to learn the practice.

NUANCES

Theoretically, the ability of Elvish to convey what sentient beings are capable of feeling is infinite. This has led to a great deal of research into crafting the perfect literary work that could feasibly unlock power tantamount to deification.

There have long been murmurings that such an epic poem indeed exists, known as the *Ballad of Transcendence*. However, this is regarded by most other races as elven propaganda, and more charitably by scholars as mere myth.

ELVISH

ELVISH RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ADAPTABLE ◊ የዕላማንቸዽ

Rune (Elvish), uncommon (transfers to any saddle)

While a creature with appropriate anatomy to serve as a mount is wearing the saddle that bears this rune, a creature that is riding the mount can use a bonus action to activate the rune. When the rider does so, the mount gains either a climbing speed or a swimming speed equal to its walking speed for 1 hour (the rider chooses which speed when it activates the rune).

- If the rider is 5th level or higher, the mount instead gains both a climbing speed and a swimming speed for the duration.
- If the rider is 11th level or higher, difficult terrain doesn't cost the mount extra movement for the duration.
- If the rider is 17th level or higher, the mount also gains a flying speed for the duration.

Once activated, this rune can't be used again until the next dawn.

AEGIS ◊ የፋይስ

Rune (Elvish), legendary (transfers to any shield)

While wielding the shield that bears this rune, you have advantage on saving throws against spells and other magical effects.

- If you are 5th level or higher, you take no damage if you succeed on a saving throw against a spell or magical effect that would normally deal half damage on a success.
- If you are 11th level or higher, friendly creatures within 10 feet of you also receive the benefits of this rune.
- If you are 17th level or higher, friendly creatures within 30 feet of you also receive the benefits of this rune.

ALTER ◊ የዘመንግስት

Rune (Elvish), uncommon (transfers to any clothes, light armor, or hide armor)

While wearing the object that bears this rune, you can activate the rune as an action to cast the *alter self* spell. When cast in this way, the spell doesn't require concentration; you can choose to end it early as an action.

If you choose the Natural Weapons option for the spell, you can use your Dexterity modifier, instead of Strength, for the attack and damage rolls of your unarmed strikes.

- If you are 5th level or higher, the damage die for your unarmed strikes increases to a d8.
- If you are 11th level or higher, the damage die for your unarmed strikes increases to a d10.
- If you are 17th level or higher, the damage die for your unarmed strikes increases to a d12.

Once activated, this rune can't be used again until the next dawn.

ANIMAL ◊ የገዢያዊያ

Rune (Elvish), rare (transfers to any worn object made of bone or hide, such as leather armor, a fur cloak, or a shark tooth necklace)

While wearing the object that bears this rune, you can activate the rune as an action to cast the *conjure animals* spell. When cast in this way, one beast of your choice appears; the beast can have a challenge rating up to your proficiency bonus.

Once activated, this rune can't be used again until the next dawn.

DARKEN ◊ የወቅታዊያ

Rune (Elvish), rare (transfers to any helmet, glasses, or other object worn on the head)

While wearing the object that bears this rune, you can use an action to activate the rune, shedding magical darkness in a 10-foot-radius sphere centered on the object for 1 minute. This effect ends early if you are no longer wearing the object. While the darkness remains, you can see through it as if it were nonmagical darkness.

- If you are 5th level or higher, the size of the sphere can be increased up to a 15-foot radius.
- If you are 11th level or higher, the size of the sphere can be increased up to a 20-foot radius.
- If you are 17th level or higher, the size of the sphere can be increased up to a 30-foot radius.

Once activated, this rune can't be used again until the next dawn.

DUALITY ◊

Rune (Elvish), rare (transfers to any slashing weapon that has two opposing sharp edges, such as a great-sword or longsword)

While holding the weapon that bears this rune, you can use a bonus action to activate the rune and infuse the two edges of the weapon with conflicting energies for 1 minute. When activated, choose one of the damage type pairs from the table below, or roll to determine it.

d6	First Edge	Second Edge
1	Acid	Poison
2	Bludgeoning	Piercing
3	Cold	Fire
4	Force	Psychic
5	Lightning	Thunder
6	Necrotic	Radiant

When you hit a target with an attack using the infused weapon on your turn, choose the edge with which you hit it. If that edge hasn't been used to hit a target this turn, your attack deals an extra 1d6 damage of the type associated with that edge.

- If you are 11th level or higher, the extra damage dealt by the infused weapon increases to 1d8. In addition, when you take damage of a type associated with one of the weapon's edges, you can use your reaction to gain resistance to the triggering damage until the end of the turn.
- If you are 17th level or higher, the extra damage dealt by the infused weapon increases to 1d10. In addition, you have resistance to both damage types from the pair you selected.

Once activated, this rune can't be used again until the next dawn.

FAVOR ◊

Rune (Elvish), uncommon (transfers to any circlet, necklace, or other jewelry worn on the head or neck)

While wearing the jewelry that bears this rune, you can activate the rune



FAVOR
RUNE

when you make an ability check, attack roll, or saving throw. When you do so, you gain a bonus to the roll equal to half your level (rounded up). You can wait until after you roll the d20 before deciding to activate the rune, but must decide before the GM says whether the roll succeeds or fails.

Once activated, this rune can't be used again until the next dawn.

GLOW ◊

Rune (Elvish), uncommon (transfers to any ranged weapon)

As a bonus action, you can activate this rune to cause the weapon to vibrantly glow a color of your choice for 1 minute. While glowing, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

In addition, once per turn when you hit a target with an attack with the glowing weapon, you can cause the target to shed dim light in a 5-foot radius until the end of your next turn. While shedding this light, the target can't benefit from being invisible.

- If you are 5th level or higher, when you cause a target to shed this light, it also takes 1d6 radiant damage.
- If you are 11th level or higher, once before the weapon stops glowing, you can cast the *branding smite* spell from it.
- If you are 17th level or higher, when you cause a target to shed this light, it takes 2d6 radiant damage, instead of 1d6.

Once activated, this rune can't be used again until the next dawn.

INITIATIVE ◊

Rune (Elvish), rare (transfers to any clothes or armor)

While wearing the object that bears this rune, you have a bonus to your initiative rolls equal to your proficiency bonus.

MEMORIZE ◊

Rune (Elvish), rare (transfers to any circlet, necklace, or other jewelry worn on the head or neck)

If you finish a long rest while wearing the jewelry that bears this rune, your ability to retain spells is magically increased. If you have a Spellcasting feature that allows you to prepare spells when you finish a long rest, you can prepare an additional number of spells equal to your proficiency bonus. These additional spells are lost if the jewelry is removed.

NECROCIDIE ◊

Rune (Elvish), rare (transfers to any spellcasting focus)

As an action, you can activate this rune to unleash a wave of energy that is toxic to nearby undead. When



you do so, each undead within 30 feet of you must make a DC 15 Constitution saving throw. On a failed save, the creature is instantly destroyed if it has a challenge rating of 1/2 or lower; otherwise, it takes 2d6 necrotic damage. On a successful save, the creature takes half as much damage, but is otherwise unaffected. This damage ignores resistance and immunity, and a creature that has total cover from you is not affected.

- If you are 5th level or higher, the save DC increases to 15.
- If you are 11th level or higher, the save DC increases to 16, and a creature that fails its saving throw is instantly destroyed if it has a challenge rating of 1 or lower; otherwise, it takes 3d6 necrotic damage.
- If you are 17th level or higher, the save DC increases to 17, and a creature that fails its saving throw is instantly destroyed if it has a challenge rating of 2 or lower; otherwise, it takes 4d6 necrotic damage.

Once activated, this rune can't be used again until the next dawn.

PIPER ◊ 7ð7óþ

Rune (Elvish), uncommon (transfers to any handheld wooden object that is no more than 6 feet in length, such as a flute, a quarterstaff, or a wand)

While holding the object that bears this rune, you can use an action to activate the rune and cast the *animal friendship* spell.

- If you are 5th level or higher, the spell is cast as a 3rd-level spell, and it has a range of 40 feet.
- If you are 11th level or higher, the spell is cast as a 5th-level spell, and it has a range of 50 feet.

- If you are 17th level or higher, the spell is cast as a 7th-level spell, and it has a range of 60 feet.

Once activated, this rune can't be used again until the next dawn.

RADIANCE ◊ þ ȝiðþeigjóð

Rune (Elvish), rare (transfers to any spellcasting focus)

As an action, you can activate this rune to unleash a wave of radiance that repels those who abhor powerful light. Until the end of your next turn, the spellcasting focus that bears this rune sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

When you activate the rune, each creature within 60 feet of you that is either undead or has the Sunlight Sensitivity or Sunlight Hypersensitivity trait must make a DC 15 Constitution saving throw. Creatures within 30 feet of you make this saving throw with disadvantage, and creatures that are immune to effects that turn undead automatically succeed.

On a failed save, a target must immediately use its reaction, if available, to move as far as its speed allows away from you. If it is still within 60 feet of you at the start of its next turn, it must spend its turn trying to move as far away from you as it can, using its action to Dash or escape from an effect that is preventing its movement, if necessary.

- If you are 5th level or higher, the save DC increases to 15.
- If you are 11th level or higher, the save DC increases to 16, and a target also takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.
- If you are 17th level or higher, the save DC increases to 17, and a target that fails its saving throw is also blinded until the end of its next turn.

Once activated, this rune can't be used again until the next dawn.

REINCARNATE ◊ þ ȝiðþeigjóð

Rune (Elvish), very rare (transfers to any diamond worth at least 1,000 gp)

While holding the diamond that bears this rune, you can activate the rune as an action to cast the *reincarnate* spell. When you do so, you can roll the d100 on the GM's behalf.

- If you are 11th level or higher, you can reroll the d100 once; if you do so, you must use the new roll.
- If you are 17th level or higher, you can reroll the d100 twice, and you can choose from any of the three results.

Once activated, this rune can't be used again until it has spent 3 nights under the light of the moon.

RUNES

RESTFUL ◊ *þrýfylf*

Rune (Elvish), uncommon (transfers to any bedroll, blanket, undergarment, or other object used for sleep)

Whenever you finish a long rest while using or wearing the object that bears this rune, you regain an additional number of Hit Dice equal to your proficiency bonus.

RESTORE ◊ *þrýfhþó*

Rune (Elvish), uncommon (transfers to any bracer, gauntlet, glove, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action to cast the *lesser restoration* spell. Depending on the level of the creature that activates the rune, casting the spell in this way grants the following additional benefits:

- If you are 5th level or higher, the target also regains hit points equal to your level.
- If you are 11th level or higher, the condition you end as part of the spell can also be either charmed or frightened.
- If you are 17th level or higher, the spell ends all diseases and conditions afflicting the target that it is capable of ending, instead of only one.

Once activated, this rune can't be used again until the next dawn.

STICKY ◊ *rþöycþ*

Rune (Elvish), uncommon (transfers to any boots, shoes, or other footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action to cast the *spider climb* spell on yourself. The spell ends early if the footwear is removed.

- If you are 5th level or higher, the spell doesn't require concentration when cast in this way.
- If you are 11th level or higher, the spell's duration increases to 8 hours.
- If you are 17th level or higher, you can't be pushed, pulled, or knocked prone against your will for the duration of the spell, provided your feet are on a surface.

Once activated, this rune can't be used again until the next dawn.

STINGER ◊ *rþörgþóp*

Rune (Elvish), very rare (transfers to any melee weapon that lacks the heavy property)

While holding the weapon that bears this rune, you can use an action to activate the rune and cast *wing blade*.^R When you do so, the spell doesn't require concentration, and you can immediately make two attacks with the weapon. For the duration of the spell, the weapon

flies back to your hand immediately after making a ranged attack with it.

- If you are 11th level or higher, the spell's duration increases to 10 minutes, and the range of the weapon's thrown property increases to 60/120.
- If you are 17th level or higher, the spell's duration increases to 1 hour, and your attacks with the weapon deal an extra 1d10 force damage on a hit, instead of 1d6.

The spell ends early if you are more than 60 feet away from the weapon for 1 minute or more. You can also choose to end it at any time (no action required).

Once activated, this rune can't be used again until the next dawn.

TONE ◊ *tþrjó*

Rune (Elvish), common (transfers to any musical instrument)

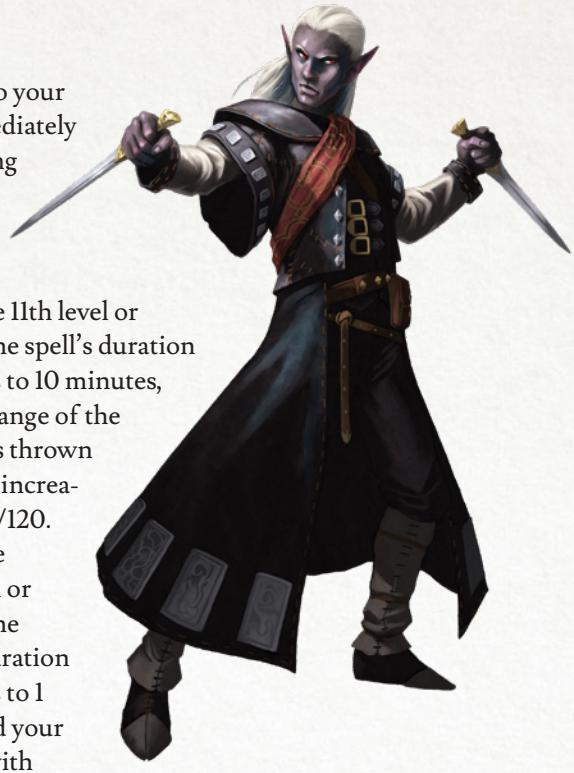
The musical instrument that bears this rune magically always plays in tune. In addition, while playing the instrument, you can use an action to activate the rune, causing the instrument to boom up to three times as loud as normal, as if by the *thaumaturgy* spell.

- If you are 5th level or higher, you can cause it to boom up to five times as loud as normal.
- If you are 11th level or higher, you can cause it to boom up to seven times as loud as normal.
- If you are 17th level or higher, you can cause it to boom up to ten times as loud as normal.

WIZARDRY ◊ *vþrþifþóp*

Rune (Elvish), common (transfers to any arcane focus)

While holding the arcane focus that bears this rune, you can activate the rune as an action to cast a cantrip of your choice from the wizard spell list. Whenever you cast a cantrip in this way, the result of any damage roll you make for it can't be less than a number equal to your level. Once activated, this rune can't be used again until the next dawn.



GIANT ◊ ᛃᚢᚾᛃ

With more words than any other known language, the Giant tongue is not only of giants but giant in and of itself. While the reasons for this are varied, the central fact remains: the hierarchy within giant culture establishes several avenues by which individuals experience complexly different lives. A cloud giant, for example, needs a far different vocabulary to describe life among the clouds than a storm giant needs to describe life below the sea—and this doesn't even begin to account for the near-inexplicable lexicon of hill giants.

In any other society, such variable experience would lead to a language tree; hill giants would use a dialect related to that of storm giants but distinctly different. But the hierarchy and cultural strictness of the giants keeps their language adaptable in a way that is easily identified as being core to the Giant language. It's been noted that the language feels designed to encourage the creation of new words in ways that other languages are not, as if its creators expected this eventuality.

RUNIC ORIGINS

As is true of many languages, the physical markings used in Giant far precede the origin of Giant runes. The archaeological record and the giants themselves tell us that storm giants created the first magic-infused runes using their language, and as is often the case in the history of giants, they were borne from hierarchical and bureaucratic needs during ancient wars.

Storm giants found that they needed a way to send durable missives to the cloud and fire giants fighting on their respective front lines. Drawing on tempestuous magic, their generals created pillar-like stamps, called rune presses, upon which they imprinted powerful symbols.

When it was necessary to send magical reinforcement and authority down the ranks, these storm giants would infuse the rune presses with a surge of lightning and smash them into massive boulders and stone slabs, which their roc mounts could then deliver to specified locations like carrier pigeons. Ages later, the practice was adapted and propagated throughout the hierarchy, allowing all giants of requisite power to create such rune presses.

PREREQUISITES

Soon after the storm giants devised their runic methods, they realized that any creature who possessed an object stamped by their rune presses could benefit from their power—an unconscionable possibility that they could not allow to persist, as unworthiness is anathema to giants. To control this, the giants began interweaving precise parameters into the magical enchantments bestowed upon their rune presses, restricting the usage of such Giant runes to only those deemed worthy by their creator.

CREATORS AND CUSTOMS

As expected in giant culture, runemakers possess a tightly controlled and esteemed role, and one is only granted the station by completing arduous apprenticeships and passing strict trials. Of course, the manner of these tests differ between giantkin. Where a storm giant may undergo a century of training and deeply philosophical examinations, a hill giant may need only prove it can read, write, and consume in excess of a dozen axe beaks in one sitting.

Regardless of their trials, once instated, runemakers guard their rune presses and the runic magic they bear with obstinate jealousy. They recognize the dangers that might break loose should a rune press fall into hands capable of removing their magical parameters or altering them. Still, in rare moments, giants higher up the hierarchy have been known to make exceptions and remove prerequisites, gifting these altered runes to those they feel are worthy, despite not meeting the rune's requirements.

NUANCES

While there are no formal dialects within Giant, speech patterns do differ between giant classifications. No individual word may seem foreign to those who speak the language, but particular giants are drawn toward phrases that reflect their culture and history.

Differences in the construction of rune presses are especially of note. For example, a storm giant's runes are often precisely carved and obsessively polished. Fire giants, on the other hand, tend to create harsh metallic rune presses that could be used to slice as well as smash.

Runic scholars often enjoy a pastime of analyzing Giant runes to determine which class of giant created it, and some are avid collectors of particular varieties.

GIANT RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

APPALL ◊ ᛃᚢᚾᛃ

Rune (Giant), legendary (transfers to any weapon)

You can only activate this rune if you are proficient in the Intimidation skill. While holding the weapon that bears this rune, you can use an action to activate the rune and cast *power word stun* (save DC 18). When cast in this way, the spell uses a somatic component (pointing the weapon at the target) instead of a verbal component.

In addition, make a Charisma (Intimidation) check. The target is affected by the spell if it has a number of

Giant





hit points less than or equal to 150 + twice the result of the check.

Once activated, this rune can't be used again until the next dawn.

BOULDER ◊ 🔳▢▢▢▢▢

Rune (Giant), uncommon (transfers to any sling bullet, pebble, or similar fist-sized rock)

You can only activate this rune if you have proficiency in the Athletics skill. When you make an attack using the object that bears this rune—either by throwing it or hurling it with a sling—you can activate the rune to cause the object to magically enlarge into a Huge boulder midair. You are considered proficient with this attack, and you can use either your Strength or Dexterity modifier (your choice) for its attack and damage rolls.

On a hit, the magical boulder deals 2d10 bludgeoning damage to the target, adding your ability modifier to the damage roll as normal. Hit or miss, the target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 1d10 bludgeoning damage. Immediately after the attack, the object reverts to its normal form and teleports back to your empty hand or the container you drew it from (your choice).

Once activated, this rune can't be used again until the next dawn.

ENLARGE ◊ 🔳▢▢▢▢▢

Rune (Giant), very rare (transfers to any melee weapon)

You can only activate this rune if you have a Strength score of 19 or higher. While holding the weapon that bears this rune, you can activate the rune as a bonus action to cause the weapon to double in size for 1 minute. This effect ends early if you let go of the weapon.

For the duration, the weapon gains the heavy property if it doesn't already have it (but is otherwise magically able to be wielded with ease), and the weapon's base damage dice are doubled. This benefit doesn't apply to any additional damage the weapon deals, such as from a paladin's Divine Smite or the fire damage from a *flame tongue*.

Once activated, this rune can't be used again until 1 hour has passed.

FORGE ◊ 🔳▢▢▢

Rune (Giant), very rare (transfers to any shield)

You can only activate this rune if you are proficient with smith's tools. While wielding the shield that bears this rune, you can use an action to activate the rune and cast *fire shield* (warm shield only). When cast in this way, the spell has a duration of 1 hour, instead of 10 minutes, and it ends early if you are no longer wielding the shield.

Once activated, this rune can't be used again until the next dawn.

GRATIS ◊ 🔳▢▢▢▢▢

Rune (Giant), rarity varies (transfers to any spellcasting focus)

You can only activate this rune if your spellcasting ability score is greater than or equal to a certain number based on the rune's rarity, as noted in the table below.

While holding the spellcasting focus that bears this rune, if you cast a spell that has a material component with a cost below the gp value that corresponds to the rune's rarity, you can activate the rune to ignore that material component for this casting of the spell. If the spell's description requires the object typically used as the material component in order for the spell to function (such as the *magic jar* spell), the rune creates a transient replica of the object made of shimmering force that lasts for the duration of the spell.

Rune Rarity	Minimum Ability Score	Value of Component Ignored
Uncommon	15	25 gp or less
Rare	17	100 gp or less
Very rare	19	300 gp or less
Legendary	21	1,000 gp or less

Once activated, this rune can't be used again until 2 days have passed.

HURL ◊ 🔳▢▢▢

Rune (Giant), uncommon (transfers to any thrown weapon)

You can only benefit from this rune if you have a Strength score of 17 or higher. When you throw the weapon that bears this rune, the normal and long ranges of the weapon are doubled.

KNOCK ◊ 🔳▢▢▢▢▢

Rune (Giant), uncommon (transfers to any gauntlet, glove, or similar handwear)

You can only activate this rune if you are proficient with thieves' tools. While wearing the handwear that bears this rune, you can use a bonus action to activate the rune and cast the *knock* spell, tapping your hand on the target object.

Once activated, this rune can't be used again until the dusk.

NATURE ◊ 🔳▢▢▢▢▢

Rune (Giant), common (transfers to any non-metallic ring, such as one made of leather, rope, or wood)

You can only activate this rune if you have proficiency in the Nature or Survival skill, or if you have proficiency with the herbalism kit. While wearing the ring that bears this rune, you can activate the rune as a bonus action to cast the *druidcraft* cantrip.

POISON ◊ ☠

Rune (Giant), common (transfers to any bracer, gauntlet, glove, or similar armwear)

You can only activate this rune if you are proficient with alchemist's supplies or the poisoner's kit. While wearing the armwear that bears this rune, you can use an action to activate the rune and cast the *poison spray* cantrip, using your spell save DC. When cast in this way, the spell has a range of 30 feet.

Once activated, this rune can't be used again for 1 minute.

PORTEND ◊ ☰

Rune (Giant), rare (transfers to any crystal, orb, reliquary, or similar transparent prism or sphere)

You can only activate this rune if you have a Wisdom score of 17 or higher. While holding the object that bears this rune, you can activate the rune over the course of 1 minute to cast the *divination* spell. When cast in this way, you can ask a follow-up question to seek clarity, to which the GM also offers a truthful reply.

Once you activate this rune, you also gain a glimpse of an exemplary event in your near future. Once before the next dawn when you miss with an attack roll or fail a saving throw, you can choose to hit your target or succeed on the save instead.

Once activated, this rune can't be used again until the next dawn.

PUNCH ◊ ☠

Rune (Giant), rare (transfers to any gauntlet, glove, or similar handwear)

You can only activate this rune if you have a Strength score of 15 or higher. While wearing the handwear that bears this rune, you can activate the rune as an action to create a disembodied Medium hand in an unoccupied space you can see on the ground within 60 feet of you. The hand is a perfect—albeit enlarged—replica of your own. It lasts for 1 minute, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has an AC equal to your Strength score and hit points equal to half your hit point maximum. If it drops to 0 hit points, it disappears. It has a Strength of 20 (+5) and a Dexterity of 10 (+0). The hand is tangible and fills its space.

When you activate the rune and as a bonus action on your subsequent turns, you can move the hand up to 30 feet along the ground or a climbable surface and then use it to punch a target within 5 feet of it. Make a melee weapon attack for the hand, using an attack bonus of +8. On a hit, the target takes 2d8 + 5 bludgeoning damage.

Once activated, this rune can't be used again until the next dawn.

READY ◊ ☺

Rune (Giant), uncommon (transfers to any weapon)

You can only benefit from this rune if you have a feature that allows you to make multiple attacks as part of the Attack action, such as Extra Attack or the Thirsting Blade invocation. When you take the Ready action to ready an attack, you can attack twice with the weapon that bears this rune, instead of once, when the reaction is triggered.

REVITALIZE ◊ ☰

Rune (Giant), very rare (transfers to any worn object made of bone or hide, such as leather armor, a fur cloak, or a shark tooth necklace)

You can only activate this rune if you have a Constitution score of 15 or higher. While wearing the object that bears this rune, you can activate the rune as an action to decrease your exhaustion level by 1.

Once activated, this rune can't be used again until the next dawn.

REVIVE ◊ ☰

Rune (Giant), very rare (transfers to any pair of bracers, gauntlets, gloves, or similar armwear)

You can only activate this rune if you have a good alignment. While wearing the armwear that bears this rune, you can activate the rune to cast the *raise dead* spell, requiring no material components. When you cast the spell in this way, the target doesn't take any penalty to its attack rolls, saving throws, or ability checks as a result of coming back from the dead.

Once activated, this rune can't be used again until 7 days have passed.

RIDE ◊ ☺

Rune (Giant), rare (transfers to any chair, saddle, or similar object designed to be sat upon by one creature)

You can only activate this rune if you are at least 2 feet taller than the object that bears this rune. While sitting on the object, you can use an action and activate the rune to cause the object to lift off the ground and hover beneath you, allowing you to ride it through the air. For 1 hour, the object has a flying speed of 50 feet, after which point it glides gently to the nearest surface capable of supporting it and stops hovering.

Once activated, this rune can't be used again until the next noon or midnight.

SLOW ◊ ☱

Rune (Giant), rare (transfers to any boots, shoes, or other footwear)

You can only activate this rune if you have a Dexterity score of 15 or higher. While wearing the footwear that

RUNES

bears this rune, you can activate the rune as an action to cast the *slow* spell (save DC 15). For the duration of the spell, your walking speed increases by 10 feet.

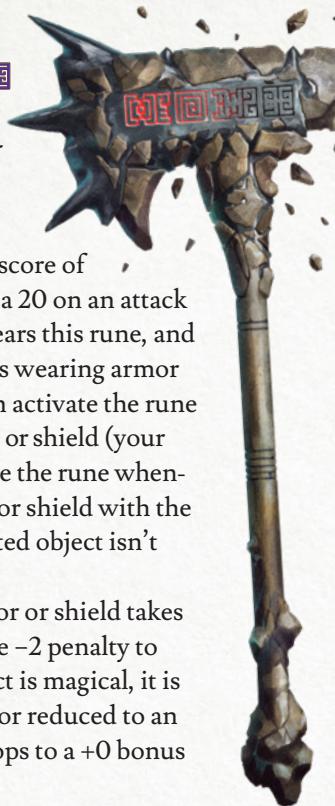
Once activated, this rune can't be used again until the next dawn.

SUNDER ◊ ☰□☰☰☰

Rune (Giant), rare (transfers to any adamantine or magical melee weapon)

You can only activate this rune if you have a Strength score of 17 or higher. When you roll a 20 on an attack roll with the weapon that bears this rune, and the target is a creature that is wearing armor or wielding a shield, you can activate the rune to sunder the target's armor or shield (your choice). You can also activate the rune whenever you hit a suit of armor or shield with the weapon, provided the targeted object isn't being worn or carried.

When you do so, the armor or shield takes a permanent and cumulative -2 penalty to the AC it offers. If the object is magical, it is immune to this effect. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed by this effect.



TERRORIZE ◊ ☱☰☰☰☰

Rune (Giant), uncommon (transfers to any circlet, helmet, or other object worn on the head)

You can only activate this rune if you have an evil alignment. When a creature you can see within 120 feet of you makes a saving throw against being frightened, you can activate this rune as a reaction to impose disadvantage on the roll. If the creature fails its saving throw, it takes 2d8 psychic damage as its mind is flooded with horrific sights and sounds.

Once activated, this rune can't be used again until 1 hour has passed.

WONDER ◊ ☱□☰☰☰

Rune (Giant), legendary (transfers to any lute, lyre, or other string instrument)

You can only activate this rune if you are proficient with the instrument it's been transferred to. While holding the instrument that bears this rune, you can activate the rune as an action to begin a captivating performance. When you do so, you speak its command phrase and cast the *prismatic wall* spell (save DC 17).

On your subsequent turns, you must use your action to continue your performance or the spell ends. Crea-

tures you designate to be unaffected by the wall must sing along with your performance or lose that benefit.

In addition, when a creature fails its saving throw against one of the spell's effects, it can use its reaction to choose another willing creature it can see within 30 feet of it. That creature immediately makes the same saving throw, which replaces the original result, possibly changing the outcome.

Once activated, this rune can't be used again until the next dawn.

WRITE ◊ ☱☰☰☰

Rune (Giant), rarity varies (transfers to any ink pen, quill, or other writing instrument)

You can only activate this rune if you have proficiency with calligrapher's supplies. While holding the object that bears this rune, you can activate the rune over the course of 1 minute and write on a surface within your reach. When you do so, you can produce the effect corresponding to the rune's rarity or one corresponding to a lower rarity, as noted in the following table.

Rarity	Effect
Uncommon	You cast the <i>illusory script</i> spell. You write the name of a creature you know. If the creature is on the same plane of existence as you, its ears begin to buzz with an annoying ringing sound, and it must make a DC 15 Intelligence saving throw. On a failed save, the creature has muddled thoughts for 10 minutes. During that time, it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Rare	You cast the <i>sending</i> spell. When cast in this way, the message always arrives, even if the target is on a different plane of existence than you, and it can be up to one-hundred words long, instead of twenty-five.
Very Rare	You write the name of a creature you know. If the creature is on the same plane of existence as you, you cast the <i>dominate monster</i> spell on it (save DC 17).
Legendary	Once activated, this rune can't be used again until the next dawn.

GNOMISH ◊ გომიშული

Much like its speakers, the Gnomish language manages to strike a jovial balance between structure and whimsy. With precise grammatical rules that are difficult to break and straightforward to comprehend, the syntax encourages craftsman-like integrity. This precision is juxtaposed against its phonetic traditions, which are described by some as quaint and by others as ludicrous.

As similarly seen in Abyssal, there is very little continuity in pronunciation from word to word. While the letter order of a word and the grammatical structure of a sentence remain steadfast, a speaker may pronounce a word entirely differently to another similarly spelled one without any cause for concern or confusion among its fluent speakers. The result is a language that is almost universally regarded as being easier to read than to vocalize for non-native speakers.

Though it may seem that referring to an entire language as fundamentally silly would be quite rude, this quality is actually one of its most celebrated facets within gnomish society. Where elves might focus on the quality of emotion expressed through their poems and songs, gnomes encourage spoken word poetry that plays with stress and enunciation to such an extent that the stanzas are akin to puzzles, requiring listeners to unravel the words beneath.

POETIC PUZZLES

When runic practices began to develop among various humanoid cultures, gnomes struggled with early adoption. Many of the gnomes most invested in the process wanted to ensure the runes captured their phonetic flexibility and sought to recreate the intellectual challenges presented by their poetry, but they found little success.

Ultimately, it was decided that the “puzzle” aspect would lie in the creation of the rune itself. Hidden in the depths of the gnomish runemaking process is a requirement that the creator devise a clever and unique passage or phrase (often in the form of a riddle or pun), repeatedly uttering it aloud and ruminating on it all the while.

PERMANENCE

While the creation of these runes requires a creative and poetic approach, their effects conversely exemplify the structure and precision of Gnomish grammar. Once the runemaker has thoroughly reflected on the puzzle of their chosen text, the rune’s magic is manifested, permanently encapsulating the underlying solution—perfect and immutable.

CREATORS AND CUSTOMS

Due to the mentally exhaustive process involved, there is a strong correlation between a runemaker’s creative (and

indeed intellectual) capacity and their ability to craft such a rune. The more complex the puzzle is, the more fulfilling its solution will be, and thus the rune too will reflect this heightened linguistic power.

In theory, this allows anyone to craft a Gnomish rune, but the reality tends to be quite different. First, to craft the puzzle, the creator need not only devise a witty bit of text; they must also have an impeccable comprehension of the Gnomish language, which is rarely found outside of those fully immersed in gnomish culture.

Another emergent phenomenon of Gnomish runes is that they’re almost all crafted within a well-used workspace, such as the creator’s shop, desk, or even tavern. Some gnomes say their runes start out as idle musings and doodles made while working, and it’s only later that they realize they’ve begun creating a new rune.

NUANCES

Though not all detailed here, Gnomish runes are largely responsible for many renowned magic items, primarily due to their quality of permanence and the gnomish focus on crafting. For example, prior to the development of these runes, *+1 weapons* and *armor* were far less common, and *immovable rods* were among the rarest items in the multiverse. Some even believe that gnomes are predominantly responsible for the proliferation of magically enhanced adventurers and some of the consequences that has wrought.

GNOMISH RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune’s description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ADEPT ◊ გეგუნი

Rune (Gnomish), common or uncommon (transfers to any gauntlets, gloves, or similar handwear)

The creature who transfers this rune chooses one type of tool. While wearing the handwear that bears the rune, you are considered proficient with the chosen tool.

If the rune is of uncommon rarity and you are already proficient with the chosen tool, your proficiency bonus is doubled for any ability check you make that uses the tool.

COMPETENCY ◊ გლოგებები

Rune (Gnomish), uncommon (transfers to any armor or weapon)

While wearing the armor or holding the weapon or shield that bears this rune, you are considered proficient with it, even if you otherwise don’t have proficiency with that type of armor or weapon.

WITHSTAND ◊ ດິຈຸລະຫຼາດທະບາຍ

Rune (*Gnomish*), uncommon or rare (*transfers to any headband, mask, scarf, or other covering for the face or head*)

While wearing the covering that bears this rune, you can tolerate temperatures as cold as -25 degrees Fahrenheit or as hot as 150 degrees Fahrenheit without needing to make a saving throw to resist the effects of extreme cold or extreme heat.

If the rune is of rare rarity, you are instead immune to the effects of extreme cold and extreme heat.

WORKBENCH ◊ ແຕກະໂຄດເລື່ອ

Rune (*Gnomish*), uncommon (*transfers to any desk, table, workbench, or similar piece of furniture*)

When you transfer this rune, you form a magical bond between the furniture that bears the rune and a set of artisan's tools of your choice that are on your person.

As an action while you and the furniture are on the same plane of existence, you can hold the bonded tool and activate this rune. When you do so, the furniture and any nonmagical objects on top of it or on the ground beneath it appear in the nearest unoccupied space on the ground within 5 feet of you. If no space is available, this activation fails.

You can activate the rune again as an action to dismiss the furniture, returning it to its original location.

were present when the rune was transferred. If other nonmagical parts of the original body (such as bones or hair) have been separated from the remains that bear this rune, they instantly turn to ash.

While the remains are transformed in this way, the creature the statue depicts can't be returned to life, except by a *wish* spell, at which time this rune is destroyed. In addition, a creature that spends 10 minutes in remembrance, contemplation, or a similar state of recognition within 5 feet of the statue gains 2d10 temporary hit points and has advantage on saving throws against being frightened for the next 24 hours.

PRISTINE ◊ ፻፻፻፻፻፻፻፻

Rune (Gnomish), common (transfers to any armor, clothing, weapon, or other object that is designed to be worn or carried)

The object that bears this rune becomes impeccably clean and can't be soiled by nonmagical means, as it repels all mundane contaminants, such as blood, dirt, and oil.

RECLAIM ◊ ፻፻፻፻፻፻፻፻

Rune (Gnomish), rarity varies (transfers to any ammunition)

After firing the ammunition that bears this rune, you can use a bonus action within the next minute to cause it to teleport back into your empty hand or the container you drew it from (your choice).

If the rune was transferred to a piece of magical ammunition, and it is of a rarity that is greater than that of the ammunition, it reinforces the ammunition's magic. If the ammunition would normally become nonmagical after hitting a target, it instead remains magical, but its magical properties are suppressed until the next dawn.

RETAIN ◊ ፻፻፻፻፻፻፻

Rune (Gnomish), rare (transfers to any object that can be worn or carried)

While wearing or carrying the object that bears this rune, it can't be removed from your person by nonmagical means unless you allow it to be, even if you are incapacitated or dead. In addition, if you are holding the object, you can't be disarmed of it.

SEEM ◊ ፻፻፻፻፻፻

Rune (Gnomish), rare (transfers to any object)

When you transfer this rune to an object, choose an object of a similar weight and size (no more than 10 percent lighter, heavier, larger, or smaller). The object that bears this rune looks, feels, smells, sounds, and tastes identical to your chosen object. If either the object that bears this rune or the chosen object has internal mechanisms, such as those of a pocket watch or a pistol, the mechanisms remain inert,

unless both objects have the same mechanism. For example, a pocket watch that is turned into a pistol can't tell time or fire, but a pocket watch that is turned into a cuckoo clock can tell time but not emit a bird and whistle.

The chosen object passes basic inspection, but a creature with truesight or a creature that spends 1 minute inspecting it and succeeds on a DC 15 Intelligence (Investigation) check discerns that it is a magical replica.

SHADES ◊ ፻፻፻፻፻፻፻፻

Rune (Gnomish), very rare (transfers to any pair of glasses, goggles, or other eyewear)

The lens or lenses of the eyewear this rune is transferred to become darkened (though still transparent) and shield your eyes from effects that create light. While wearing the eyewear, you can't be blinded by visual effects, such as from the *color spray* or *sunburst* spells, and you are unaffected by the Sunlight Sensitivity trait if you have it. In addition, you have advantage on saving throws against any effect that requires you to see the origin of the effect, such as a medusa's Petrifying Gaze.

SHIFT ◊ ፻፻፻፻፻፻፻

Rune (Gnomish), rare (transfers to any dagger, handaxe, javelin, light hammer, or spear)

When you make a ranged attack using the weapon that bears this rune, you can activate the rune to cause the weapon to grow as it flies toward the target, transforming into a larger weapon based on its normal form: a greataxe (handaxe), greatsword (dagger), maul (light hammer), or pike (javelin or spear). You make the attack roll using the properties of the thrown weapon, but on a hit, you use the larger weapon's damage dice for the damage roll. Immediately after the attack, the weapon reverts to its normal form and flies back to your hand. You can activate this rune no more than once per turn.

SUPERCHARGED ◊ ፻፻፻፻፻፻፻፻፻

Rune (Gnomish), rarity varies (transfers to any magic rod, staff, or wand that has charges which are regained daily)

This rune must be of a rarity greater than or equal to that of the object to which it is being transferred, or the transfer attempt fails. An object that bears this rune has an extra 3 charges, and it regains 1d3 additional charges each day.

UNWIND ◊ ፻፻፻፻፻፻፻

Rune (Gnomish), common (transfers to any tool)

Your time spent using the tool that bears this rune isn't considered a strenuous activity for the purpose of a short or long rest, even if it normally would be.

WITHSTAND ◊ ດິຈຸລະຫຼາດທະບາຍ

Rune (Gnomish), uncommon or rare (transfers to any headband, mask, scarf, or other covering for the face or head)

While wearing the covering that bears this rune, you can tolerate temperatures as cold as -25 degrees Fahrenheit or as hot as 150 degrees Fahrenheit without needing to make a saving throw to resist the effects of extreme cold or extreme heat.

If the rune is of rare rarity, you are instead immune to the effects of extreme cold and extreme heat.

WORKBENCH ◊ ແຕກະໂຄດເລື່ອ

Rune (Gnomish), uncommon (transfers to any desk, table, workbench, or similar piece of furniture)

When you transfer this rune, you form a magical bond between the furniture that bears the rune and a set of artisan's tools of your choice that are on your person.

As an action while you and the furniture are on the same plane of existence, you can hold the bonded tool and activate this rune. When you do so, the furniture and any nonmagical objects on top of it or on the ground beneath it appear in the nearest unoccupied space on the ground within 5 feet of you. If no space is available, this activation fails.

You can activate the rune again as an action to dismiss the furniture, returning it to its original location.

GOBLIN ◊ ゴブリン

Goblinoids are most often defined by their cultural hierarchy, nimbleness of both body and morality, and swarm mentalities in combat. Whether goblin, bugbear, pterogoblin, or any other breed of goblinoid, they tend to form groups that practice the whole over the individual, creating hierarchy to establish means of success, and organize themselves efficiently, if chaotically, to achieve goals.

The goblin language is no different. With hierarchical suffices, flexible syntax, and an expansive lexicon, the goblin language is extremely complex, perhaps even chaotic to the untrained. And yet, when spoken fluently, it is one of the most efficient languages in this tome. No individual syllable is wasted. Hierarchical suffixes quickly establish relationships; flexible syntax allows subject, verb, and object order to carry implicit meaning when rearranged; and the incredible wealth of words allows for precision. What may take three or four complex sentences to establish in Common might be communicated in a single simple Goblin sentence. What might take six or seven words to communicate, might instead take one compound word utilizing prefixes and suffixes.

Its written form goes even further. While most languages in this tome are bicameral—meaning having an uppercase and lowercase written form—Goblin is quadcameral with standard upper and lowercases as well as a nomen case for naming leaders and the even more complex trophy case.

TROPHY CASE

While no individual should ever be measured by the sum of its culture's deeds, there is no ignoring goblinoids' historical obsession with victory, trophies, and treasure. Culturally speaking, goblins like trophies. Linguistically, this also proves true in the case of runes.

Whether the process was intentional or a result of the language itself is unknown, but Goblin is unique in that its runic script has its own cameral case: the trophy case. While words can be written in trophy case outside of runes—most often to represent a significant detail, event, or treasure in a written account—runes only activate when carved in the trophy case, and often only when carved on a trophy won by the runecarver, a sort of magical linguistic resonance intertwining the rune and the item.

EFFICIENCY EXEMPLIFIED

Whether a product of the language, the cultural nimbleness, or a quality inherent to the magic, Goblin runes always prioritize efficiency, most often in combat. When activated, the runes grant their users swiftness that defies time. Much like the comparison between the Common and Goblin, what might take a common person six seconds takes a user of a goblin rune a fraction of that time.

CREATORS AND CUSTOMS

Many goblinoid cultures have a hierarchical tradition of runecarvers. One earns the right to learn the practice, then earns the right to practice. Most often, these runecarvers show signs of magical affinity, but others earn the apprenticeship through feats that benefit the community.

Runecarvers themselves, however, are not always capable of producing runes. More often than not, a runecarver only gains the ability to create a rune after winning a major victory for the community and earning a trophy on which the rune can be carved.

As this can be extremely difficult, runecarvers rarely part with the runes they create, instead choosing to transfer copies of the rune to trophies won by other members of the community during moments of great accomplishment.

NUANCES

Rumors persist of Goblin runes written in the nomen case instead of the trophy case. If one is to believe these rumors—and let it be known that this author has never seen proof of such things—then these runes are carved on the skulls of rival warlords, leaders, and archmages. The runes, which are names of either the conquering goblinoid or the defeated rival, offer incredible power more akin to an artifact than a legendary rune, and are rumored to contain a level of sentience.

GOBLIN

GOBLIN RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ACTIVATE ◊ የዕድገት ስምምነት

Rune (Goblin), rarity varies (transfers to any magic item with a property that can be activated as an action)

This rune must be of a rarity greater than or equal to that of the magic item to which it is being transferred, or the transfer attempt fails. While wearing or carrying the magic item that bears this rune, you can activate the rune as a bonus action to activate a property of the item that would normally require an action to use, such as casting a spell from the item.

Once activated, this rune can't be used again until the next dawn.

ALERT ◊ የዕድገት ስምምነት

Rune (Goblin), uncommon (transfers to any goggles, helmet, or other object worn on the head)

If you are surprised at the beginning of combat while wearing the object that bears this rune, the rune's magic activates when you roll initiative, unless you are incapacitated by something other than nonmagical sleep. Once activated, you can take a reaction before your first turn as normal, and on your first turn you still get a move, an action, or a bonus action; you get only one of the three.

ATTACK ◊ ተጨማሪ መሬት

Rune (Goblin), legendary (transfers to any weapon)

Once on each of your turns, when you make an attack with the weapon that bears this rune as part of your action or bonus action, you can make one additional attack with that weapon as part of the same action.

BULLY ◊ የዕድገት ስምምነት

Rune (Goblin), rare (transfers to any bracers, gauntlets, gloves, or similar handwear)

While wearing the handwear that bears this rune, you can activate the rune as a bonus action to make a shove attack. In addition, you have advantage on ability checks you make to resist being shoved by a creature that is your size or smaller.

CUNNING ◊ የዕድገት ስምምነት

Rune (Goblin), very rare (transfers to any helmet, glasses, or other object worn on the head)

When you take the Dash, Disengage, Dodge, or Hide action while wearing the object that bears this rune, you

can activate the rune to enhance your ability to evade certain mental effects. Until the start of your next turn, you have advantage on Intelligence, Wisdom, and Charisma saving throws. If you are subjected to an effect that allows you to make one of these saving throws to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Once activated, this rune can't be used again for 1 minute.

DIRECT ◊ የዕድገት ስምምነት

Rune (Goblin), very rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can mentally issue commands to a creature under your control, such as from the *animate dead* or *unseen servant* spell. If the effect granting you control over the creature normally requires you to use an action or bonus action to issue commands to it, you can instead do so at any time on your turn (no action required).

FLEE ◊ የዕድገት ስምምነት

Rune (Goblin), uncommon (transfers to any armor or footwear)

When you take the Dash action or use your action to escape a grapple and succeed, you can choose to activate this rune as part of that action to magically enhance your elusiveness until the end of your turn. For the duration, your movement doesn't provoke opportunity attacks, difficult terrain costs you no extra movement, and you are immune to effects that are causing your speed to be reduced (such as from the *ray of frost* spell), provided your speed isn't 0.

Once activated, this rune can't be used again until the next dawn.

FLIT ◊ የዕድገት ስምምነት

Rune (Goblin), rare (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune as a reaction when you would be hit by an attack. When you do so, the backwear briefly transforms into a pair of batlike wings, which whisk you away, causing the attack to miss. You immediately fly to an unoccupied space within 30 feet of you without provoking opportunity attacks. The backwear then reverts to its normal form.

Once activated, this rune can't be used again until the next dawn.

HEALING ◊ የዕድገት ስራ

Rune (Goblin), uncommon (transfers to any bottle, flask, vial, or similar container)

While holding the container that bears this rune, you can activate the rune as part of the action used to drink or administer a magical potion from the container. If the potion causes a creature to regain hit points, any dice rolled to determine the number of hit points regained are treated as having rolled their maximum value.

Once activated, this rune can't be used again until the next dawn.

HEAVY ◊ የዕድገት ስራ

Rune (Goblin), uncommon (transfers to any heavy weapon)

A Small creature wielding the weapon that bears this rune doesn't have disadvantage on attack rolls with it as a result of its heavy property.

In addition, when you score a critical hit with an attack using the weapon, you can activate the rune to roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. Once activated, this property of the rune can't be used again until the next dawn.

HOLD ◊ ተወቃድ

Rune (Goblin), uncommon (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune when you take the Ready action in combat to ready a spell. When you do so, you can continue to hold its energy for up to 1 minute, instead of until the start of your next turn (maintaining concentration on the spell as normal); you can release it with your reaction whenever the trigger occurs in that minute. While concentrating on the spell before its trigger occurs, you have a +5 bonus to any Constitution saving throws you make to maintain your concentration on the spell.

Once activated, this rune can't be used again until the next dawn.

HURRY ◊ ተወቃድ

Rune (Goblin), rare (transfers to any spellcasting focus)

When you begin casting a spell as a ritual while holding the focus that bears this rune, you can activate the rune to reduce the amount of time required to perform the ritual. When you do so, the spell takes only 1 minute longer to cast than normal, instead of 10 minutes longer.

Once activated, this rune can't be used again until the next dawn.

INVIGORATE ◊ የዕድገት ስራ

Rune (Goblin), legendary (transfers to any bedroll)

While lying upon the bedroll that bears this rune, you can use an action to activate the rune. When you do so, you gain the benefits of a long rest, even if you've already benefited from a long rest in the past 24 hours.

Once activated, this rune can't be used again until 7 days have passed.

PREPARE ◊ ተወቃድ

Rune (Goblin), common (transfers to any weapon or spellcasting focus)

When you take the Ready action and choose an action that involves using the object that bears this rune, you can specify two circumstances, instead of one, that will trigger your reaction.

RAMPAGE ◊ የዕድገት ስራ

Rune (Goblin), rare (transfers to any weapon)

When you reduce a creature to 0 hit points with an attack using the weapon that bears this rune, you can activate the rune (no action required). When you do so, you gain 2d10 temporary hit points, which last until the start of your next turn, and you can immediately move up to your speed and make an additional attack with the weapon. You have advantage on the attack roll for this additional attack, and on a hit, the attack deals one extra die of damage.

Once activated, this rune can't be used again until the next dawn.

REACTIVE ◊ የዕድገት ስራ

Rune (Goblin), uncommon or very rare (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, if a trigger would allow you to take a reaction, but you have already used your reaction this round, you can activate the rune to take a second reaction. Once activated, this version of the rune can't be used again until the next dawn.

Alternatively, if this rune is of very rare rarity, it automatically activates whenever you roll initiative. Once within the next minute, if a trigger would allow you to take a reaction, but you have already used your reaction this round, you can take a second reaction.

RELOAD ◊ የዕድገት ስራ

Rune (Goblin), uncommon (transfers to any weapon with the loading property)

Immediately after you make a ranged attack with the weapon that bears this rune as part of the Attack action, you can activate the rune to cause another piece of ammunition to teleport into the loaded position in the weapon. You can only activate this rune once on each

of your turns, and the ammunition must be stored in a container on your person (such as a crossbow bolt case) or this effect fails.

If you would normally be able to make another attack as part of this action (such as via the Extra Attack feature), you can make that attack with the magically loaded ammunition, despite the normal limitations of the weapon's loading property.

SCAN ◊ የሚገኘውን በዚህ ማረጋገጫ

Rune (Goblin), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune to take the Search action as a bonus action. Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check as part of the Search action in combat, you have advantage on the check if you haven't moved since the end of your last turn.

SPELSSLINGER ◊ ተከታታለ በዚህ ማረጋገጫ

Rune (Goblin), rarity varies (transfers to any spell-casting focus)

While holding the focus that bears this rune, you can activate the rune when you cast a spell as a bonus action on your turn. When you do so, you can ignore the normal rules regarding casting spells as a bonus action, allowing you to cast another spell during the same turn of 1st level or higher; the maximum level of other spells you can cast this turn is based on the rune's rarity, as detailed in the table below.

Rune Rarity	Maximum Spell Level
Uncommon	1st
Rare	3rd
Very rare	5th
Legendary	7th

Once activated, this rune can't be used again until the next dawn.

VANISH ◊ የሚገኘውን በዚህ ማረጋገጫ

Rune (Goblin), uncommon (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune as a reaction when you take damage from a hostile creature. When you do so, you become invisible until the end of your next turn and can immediately move up to your speed. While invisible in this way, anything you are wearing or carrying is also invisible, your steps make no sound, and you leave behind no tracks or other traces of your passage. This invisibility ends early if you attack or cast a spell.

Once activated, this rune can't be used again until the next dawn.

HALFLING ◊ ՏԵՐԵՐՈ

When asked why the Halfling language came about, a halfling scholar once said that no other languages have an adequate soul. It's an interesting claim, primarily because Halfling really didn't have to come into being. Unlike Elvish or Dwarvish, which grew from a need for their communities to communicate, halflings came into the multiverse later and largely integrated immediately into the cities and villages where other languages were already being spoken. Even if these original halfling settlers had possessed their own language or languages prior to integration, there would've been little practical reason for them to be maintained.

To understand how it arose, then, we must return to the question of soul. Halflings, despite being largely integrated into other communities, have always had a tendency to gather in places of comfort: by hearths, around fires, even under hills. In these places, they then eat and tell stories, often passing things between them as they do. While all races do this, halflings will largely tell you it is essential to their well-being, to their very souls. So while Halfling shares a roots with Elvish and Dwarvish, it only pulls from their most evocative and soulful storytelling elements. More than any language, it is one for community and storytelling.

RUNES

STORYTELLERS AND SECRETS

By the time the Halfling language was its own unique linguistic entity, the script was already well into its development. Speakers quickly found that the stories being told around these hearths needed to be recorded—after all, halflings spent as much time relaxing alone as they did in social gatherings—and so secretaries that could listen to the sotry and capture it in writing became a fixture of these gatherings, scribbling away in the corners.

It was this penchant for recording that led to the first Halfling runes. The story, so it goes, was that a halfling secretary ran out of parchment right at the climactic end to a story being told around a campfire. With no recourse, the secretary touched a friend on the shoulder, asked for their knife, and, hand still on the friend, carved the next word of the story into the stump they sat upon. Suddenly, the word glowed.

A TOUCH OF LUCK

Whether this origin story is entirely true, no one can say, but the story's elements coincide well with the creation of halfling runes and their effects. Carved into comfortable gathering places, such as hearths, doors, tree stumps, the runes are obvious for their glow.

In practice, Halfling runes require the user to touch another creature or object to deliver their magic.



CREATORS AND CUSTOMS

The legacy of storytelling persists with the creation of Halfling runes. To this day, the runes must be created during a community gathering, while a story is being told, and relate to that story. What's fascinating about the process is the spontaneity. A hundred secretaries might prepare to record a story, waiting for the moment, when they feel they might evoke the creation of a rune by carving the next word in the story into a suitable place. Sometimes, one of them will get it right. Most times, the gathering site becomes a carpenter's nightmare. There seems to be no guaranteed strategy for success.

Of course, there are secretaries—and all Halfling rune-carvers are called such—with higher success rates than others, and it's not uncommon for young halflings, eager to find adventure, to follow these secretaries from place to place, waiting for them to find success so that they can transfer the rune to bring on their next adventure.

NUANCES

While the tone of their creation might have been friendly, Halfling runes have certainly evolved to be much more fearsome. By some luck—or design—the users of Halfling runes fail to provoke opportunity attacks from their targets.

Some scholars point to the halfling people themselves for this convenience. While halflings have always been integrated into community, they have a tendency to pass into the shadows when they desire, a naturally stealthy people. It makes sense, then, that they would pass out of notice after delivering a lethal touch.

HALFLING RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

BEWILDER ◊ የፋይኬንፋ

Rune (Halfling), rare (transfers to any glass, mirror, or other handheld object with a reflective surface)

While holding the object that bears this rune, you can activate the rune as an action and touch a creature with the object. When you do so, you cast the *confusion* spell (save DC 15), which only affects that creature. A creature that can't see automatically succeeds on this saving throw.

Once activated, this rune can't be used again until the next dawn.



RUNES

CONCEAL ◊ ፳፻፷፻፻

Rune (Halfling), uncommon (transfers to any Medium or smaller object)

While wearing or carrying the object that bears this rune, you can touch the rune as an action to activate it, causing the object to become invisible. Though the object can't be seen without the assistance of an effect like *see invisibility* or *truesight*, it can still be physically interacted with, and it gains no other special benefits. The object remains invisible until you use an action to activate the rune again, or until you are no longer wearing or carrying the object.

DEMATERIALIZE ◊ ዓ፻፷፻፻፻፻

Rune (Halfling), very rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action and touch the focus to a nonmagical object or a creation of magical force, such as the wall created by *wall of force*. If the target is Huge or smaller, it shatters into fragments of arcane energy and is destroyed; otherwise, this effect destroys a 15-foot-cube portion of it. A magic item is unaffected by this rune's magic.

Once activated, this rune can't be used again until the next dawn.

DOMINATION ◊ ዓ፻፷፻፻፻፻፻

Rune (Halfling), very rare or legendary (transfers to any ring)

While wearing the ring that bears this rune, you can activate the rune as an action and touch a creature to cast the corresponding spell on the target, determined by the rune's rarity: *dominate person* (very rare; save DC 16) or *dominate monster* (legendary; save DC 18). If you or creatures that are friendly to you are fighting the target, it doesn't have advantage on the saving throw if it can't see you when you activate the rune. While dominated in this way, spectral runes visibly encircle the target's neck, wrists, and ankles, or otherwise hover around it if it doesn't have suitable body parts.

Once activated, this rune can't be used again until the next dawn.

END ◊ ቅ፻

Rune (Halfling), legendary (transfers to any knife, pair of scissors, or similar object used for cutting)

While holding the object that bears this rune, you can activate the rune as an action and touch a creature with the object to cast *power word kill* on the target.

Once activated, this rune can't be used again until 7 days have passed.

EVAPORATE ◊ ዓ፻፷፻፻፻፻፻

Rune (Halfling), very rare (transfers to any waterskin, vial, or similar Tiny container)

While holding the object that bears this rune, you can use an action to activate the rune and touch a creature to cast *gaseous form* on it. When cast in this way, you can target an unwilling creature; the creature must succeed on a DC 16 Charisma saving throw or be affected by the spell.

While the creature's gaseous form is within 5 feet of you, you can use a bonus action to magically contain it within the object that bears this rune with no means of escape except a *wish* spell or teleportation magic. While contained, the creature has full cover and is deafened and blinded; if the object is made of glass, the creature is instead only deafened.

While holding the object that bears this rune with a creature contained in it, you can use a bonus action to release the creature into an unoccupied space within 5 feet of you.

Once activated, this rune can't be used again until the next dawn.

FORGET ◊ ዓ፻፷፻፻፻፻

Rune (Halfling), rare (transfers to any pipe)

While holding the pipe that bears this rune, you can activate the rune as an action and touch a creature. The target must succeed on a DC 15 Intelligence saving throw or its memory of the last 10 minutes becomes hazy; it can't remember specific words spoken or actions taken by itself or other creatures around it, unless those actions were directly harmful to itself or its allies. The target is unaware it has been affected by this rune's magic.

Once activated, this rune can't be used again until the next dawn.



FORGET
RUNE

HIGHLIGHT ◊ ᛟ

Rune (*Halfling*), uncommon (*transfers to any glasses, goggles, or similar eyewear*)

While wearing the eyewear that bears this rune, you can activate the rune as an action and touch a creature to cast the *faerie fire* spell (save DC 14), which only affects that creature. When cast in this way, the spell doesn't require your concentration, but the target can repeat the saving throw at the end of each of its turns, ending the spell early on a success.

Once activated, this rune can't be used again until the next dawn.

IDENTIFY ◊ ᛗ

Rune (*Halfling*), uncommon (*transfers to any spellcasting focus*)

While holding the focus that bears this rune, you can activate the rune as an action and touch the focus to an object. If the object is a magic item, you learn its properties, as if by the *identify* spell.

Once activated, this rune can't be used again until the next dawn.

JOIN ◊ ᛖ

Rune (*Halfling*), rare (*transfers to any rope, manacles, or similar object that can link two creatures together*)

While wearing or carrying the object that bears this rune, you can use an action to activate the rune and touch two creatures, joining them together. An unwilling creature can avoid the effect with a successful DC 15 Dexterity saving throw. For 1 hour, the affected creatures gain the following effects:

- When the creatures roll initiative, they share the same initiative count (the creature who activated this rune chooses which result they use).
- The creatures have the same speeds, which is calculated as the average of each speed the creatures possess. For example, if one creature has a flying speed of 30 feet and the other creature has no flying speed, the creatures instead both have a flying speed of 15 feet.
- The creatures can't move more than 5 feet away from each other.

Once activated, this rune can't be used again until the next dawn.

KINDLE ◊ ᛘ

Rune (*Halfling*), common (*transfers to any bracers, gauntlets, gloves, or similar armwear*)

While wearing the armwear that bears this rune, you can use an action to activate the rune and touch a Tiny flammable object that is nonmagical, causing it to ignite.

When lit in this way, the target magically burns for twice as long as normal (to a maximum of 8 hours).

LOCK ◊ ᛜ

Rune (*Halfling*), uncommon (*transfers to any lock, such as one on a door, box, chest, set of manacles, or padlock*)

As an action, you can touch the lock that bears this rune, activating the rune to magically lock it, as if by the *arcane lock* spell. The lock remains under this effect for 24 hours, or until you use an action to touch it again and end the effect early. The effect can still be dispelled or suppressed as normal.

Once activated, this rune can't be used again until the next dawn.

MAGNETIZE ◊ ᛔ

Rune (*Halfling*), rarity varies (*transfers to any bracer, gauntlet, or similar armwear made of metal*)

While wearing the armwear that bears this rune, you can activate the rune as an action and extend your hand to pull an object you can see toward you, provided it is at least partially made of metal. The maximum size of the object and the maximum distance out to which you can target objects with this effect are determined by the rune's rarity, as shown in the table below.

Rune Rarity	Maximum Object Size	Maximum Distance	Save DC
Common	Tiny	30 feet	10
Uncommon	Small	60 feet	13
Rare	Medium	90 feet	15
Very rare	Large	120 feet	16
Legendary	Huge	300 feet	17

The object immediately flies to your hand, unless it is being worn or carried by a creature. Such a creature must succeed on a Strength saving throw (using the corresponding DC shown in the table above) to prevent the object from being pulled. If the creature wearing or carrying the object is larger than the maximum object size for the rune, it automatically succeeds on this saving throw.

On a failed save, the object is pulled away from the creature and flies to your hand (if the creature was carrying the object), or the creature is pulled to an unoccupied space within 5 feet of you (if the creature was wearing the object).

Once activated, this rune can't be used again until the next dawn.

MELD ◊ ፩፻፻

Rune (Halfling), uncommon (transfers to any ring)

While wearing the ring that bears this rune, you can use a bonus action to activate the rune and touch a nonmagical object or surface that is made of the same material as the ring and is large enough to fully contain your body. When you do so, you and your equipment meld with the object or surface, as if by the *meld into stone* spell. This effect lasts for up to 1 hour; until it ends, the object or surface in a 15-foot cube originating from where you touched it has resistance to all damage.

Once activated, this rune can't be used again until the next dawn.

MELEE ◊ ፩፻፻፻

Rune (Halfling), common (transfers to any gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune whenever you cast a spell or create an effect that requires you to make a ranged spell attack. When you do so, you instead make a melee spell attack with a range of touch for that use of the spell or effect.

OBJECTIFY ◊ ፩፻፻፻፻፻

Rune (Halfling), legendary (transfers to any Tiny object)

While holding the object that bears this rune, you can use an action to activate the rune and touch a creature to cast *true polymorph* on it, using only the spell's Creature into Object option. When cast in this way, an unwilling creature makes its saving throw with disadvantage if it can't see you when you activate the rune. Moreover, the creature reverts to its normal form when the spell ends, even if you concentrated on it for the full duration.

Once activated, this rune can't be used again until the next dawn.

RESEARCH ◊ ፩፻፻፻፻

Rune (Halfling), rare (transfers to any eyewear, magnifying glass, or other held or worn object used to enhance vision)

While wearing or carrying the object that bears this rune, you can use an action to activate the rune and touch a book, scroll, or other object or surface upon which text has been written. While you maintain contact with the target, you magically learn the details of the written text—as if you had read it while under the effect of a *comprehend languages* spell—at a rate of 50 words per second (approximately 10 pages per minute).

If you are a wizard and the target being touched has a spell recorded on it, the time you must spend to copy a spell from it into a spellbook is halved.

SUPPRESS ◊ ፩፻፻፻፻፻

Rune (Halfling), legendary (transfers to any hourglass, pocketwatch, or similar object used for timekeeping)

While holding the object that bears this rune, you can use an action to activate the rune and touch a creature, object, or surface within your reach. All spells and other magical effects that are affecting the target when you activate this rune are suppressed for 1 hour.

If the target is a creature that was summoned or created by a spell or magical effect with a non-instantaneous duration (such as *conjure elemental*), it must succeed on a DC 18 Charisma saving throw or temporarily wink out of existence. After 1 hour, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied, provided the spell or effect that summoned or created it hasn't ended.

Once activated, this rune can't be used again until the next dawn.

UNLOCK ◊ ፩፻፻፻፻

Rune (Halfling), uncommon (transfers to any key or lockpick)

As an action, you can insert the key or lockpick that bears this rune into a lock (such as one on a door, box, chest, set of manacles, or padlock), activating the rune to unlock it, as if by the *knock* spell. When activated, instead of a loud knock, the lock only emanates with a brief click that is audible out to 30 feet.

Once activated, this rune can't be used again until the next dawn.

WHISPERER ◊ ፩፻፻፻፻

Rune (Halfling), uncommon (transfers to any circlet, earring, necklace, or other jewelry worn on the head or neck)

While wearing the jewelry that bears this rune, you can use an action to activate the rune and touch a beast or monstrosity with an Intelligence of 5 or lower. When you do so, you gain the ability to magically comprehend and verbally communicate with the target for 10 minutes, as if by the *speak with animals* spell.

Once activated, this rune can't be used again until the next dawn.

INFERNAL ◊ ስፋይፌል

Dating back to their origins, devils have been obsessive about the importance of codified rules and contracts in their society. Though these fiends may be regarded as the embodiment of evil, they fundamentally crave the unforgiving, rigid structure of written law. It is reasonable to surmise that nothing coming from a devil's tongue can be relied upon as truthful, but it's understood that part of what drives them to relentlessly adhere to these values is that their eternal enemies—demons of the Abyss—represent chaos incarnate, and this dichotomy fuels them and gives meaning to their existence.

Unlike their fiendish opposites, who employ crude and erratic methods of corrupting mortal souls into their demonic ideal, devils employ proven strategies of lawful trickery, most often by bargaining with the person in question. These deals are orderly and verbose but appear to satisfy the desires of both parties, and in some cases may even seem to more heavily benefit the mortal. Without fail though, the meticulously crafted contract presented is designed to favor the devil in the end.

Their language itself reflects these same fastidious principles. Devised by the greatest archdevils of the age, Infernal inflicts complex rules of syntax and mystifying semantic norms upon its users, making it nearly impossible to precisely translate into simpler languages like Common. This is often the root cause of unwitting folk being deluded into thinking the terms of a devilish pact are fair and beneficial to them.

DEVIOUS DEALINGS

Lacking the diligence to create their own script from scratch, demons stole the devils' alphabet and defiled it, turning it into something virtually unrecognizable for their own language. In fact, this occurred with such haste after the Infernal writing system was completed that there have long been suspicions one of the archdevils who helped develop the language bargained with a powerful demon, selling their work for some dastardly reward.

While this alone infuriated the devils, a particularly clever demon lord then took it upon themselves to beat their fiendish foes to the punch, crafting the first runes of the Lower Planes in their new Abyssal script. This incensed the residents of the Hells, hurdling them into a period of fierce turmoil, which culminated in a scapegoat being dethroned and banished.

Though this verdict quelled much of the upheaval, it wasn't until a plot was hatched to swindle their abyssal adversaries that the archdevils regained a grasp over their denizens. After all, their work laid the foundation upon which the demons developed their runic system, so it was only just that they steal back from their rivals to refine and perfect their own runes.

FINE PRINT

The rulers of the Hells channeled their wrath into their work, cleansing the Abyssal runic system of its lawless stench as they converted it back into Infernal. As one might expect, the devils' runic system implants an underhanded secret within each rune that only native speakers of their tongue can circumvent—a curse.

In much the same way as their contracts are oft constructed, these curses are designed to guarantee that any non-devil who activates an Infernal rune suffers a consequence, ensuring that the demons and mortals they deal with never get the upper hand on them with the magic of their own language.

CREATORS AND CUSTOMS

Only archdevils and those whom they grant express written permission (usually their generals and other fiendish nobility) have the ability to create Infernal runes. These devils keep their runes quite literally close to the chest, scribing them into their own flesh.

Should mortals wish to get their hands on an Infernal rune, these are the most common options: kill a rune-carved devil or make a deal with one. Both approaches come with their own unique sets of challenges and neither comes without repercussions.

NUANCES

Through less-than-humane methods of study—if one can muster a modicum of sympathy for beings that personify the chaotic manifestation of evil—some scholars have discovered a secondary nature to Infernal runes' curses. Should a demon attempt to transfer one, the rune instantly bursts into flames, turning itself and the prospective rune-bearing object to ash; not only that, but the curse marked within the rune is instead imprinted directly upon the demon that attempted the transfer, perpetually plaguing it with devilish torment.

It is believed that, beyond simply wanting to punish their foremost foes' hubris, this malediction serves the greater utilitarian purpose of discouraging any devils from making another such deal like the one that led to the demons stealing their script in the first place.

INFERNAL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ACUITY ◊ ᛐƿerw

Rune (Infernal), uncommon (transfers to any weapon)

The creature who transfers this rune to a weapon chooses either Intelligence, Wisdom, or Charisma. When you make an attack with the weapon, you can use the chosen ability, instead of Strength or Dexterity, for the attack and damage rolls.

Curse. When you score a critical hit with the weapon, you take psychic damage equal to the ability modifier you used for the attack.

ARSON ◊ ᛀƿile

Rune (Infernal), very rare (transfers to any flint, tinderbox, or other object used to start a fire)

While holding the object that bears this rune, you can activate the rune as an action. When you do so, choose a structure you can see within 120 feet of you that has a base that is no larger than a 100-foot square, immolating the structure in hellfire. The structure takes 50 fire damage and 50 necrotic damage.

If the structure is reduced to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is restrained by the burning rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the escape DC to be higher or lower, depending on the nature of the rubble. A restrained creature takes 1d6 fire damage at the start of each of its turns for the next minute. On a successful save, the creature takes half as much damage and isn't knocked prone or restrained.

Once activated, this rune can't be used again until the next dawn.

Curse. If you can see fire while carrying the object that bears this rune, you can't use your movement to move in any direction other than toward the source of the fire. If you can see multiple sources of fire, you must move toward the largest one.

CROWN ◊ ᛘᛄ

Rune (Infernal), legendary (transfers to any crown, helmet, or similar headwear worth at least 25,000 gp)

While wearing the headwear that bears this rune, you can use an action to activate the rune. When you do so, your skin reddens, devilish horns sprout from your head, and you gain the following benefits:

- You have resistance to cold, fire, and poison damage, and you are immune to exhaustion as well as being charmed, frightened, or poisoned.
- You have advantage on saving throws against spells and other magical effects.
- You can speak telepathically to any creature you can see within 120 feet you.
- You can speak, read, and write Infernal, and you can understand the meaning of any written contract you see, regardless of whether you can normally read the language the contract is written in.
- Devils that are aware of you believe you are an archdevil, unless they have legendary actions. As a bonus action, you can cast the *command* spell (save DC 20) from the headwear, targeting any affected devil.

These effects last for 1 hour, and they end early if the headwear is removed from your head. Once activated, this rune can't be used again for 7 days.

Curse. For the duration of this rune's effects, any archdevil on the same plane of existence as you is aware you are impersonating an archdevil; it knows your location, and you can't be hidden from it by any means. In addition, when this rune's effects end, any archdevil on the same plane of existence as you can use its action to teleport to an unoccupied space within 60 feet of you.

CURSE ◊ ᚦƿale

Rune (Infernal), very rare (transfers to any gauntlets, gloves, or other handwear)

While wearing the handwear that bears this rune, you can activate the rune as an action to cast *bestow curse* (save DC 17) as a 5th-level spell on a creature you touch.

Curse. If the target fails its save, you must also make a saving throw against the spell. On a failed save, you are subjected to the same effect for the spell's duration, as if the target had cast the spell on you, and you can't use this rune again until the spell ends.

DARKVISION ◊ ᚦƿarȝeþeȝi

Rune (Infernal), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you have darkvision out to a range of 60 feet; if you already have darkvision from another source, its range increases by 30 feet. In addition, you can see normally in darkness,

both magical and nonmagical, to a distance equal to the range of your darkvision.

Curse. Once you put on the eyewear that bears this rune, you become cursed. While cursed in this way, you have disadvantage on saving throws against being blinded as well as Wisdom (Perception) checks that rely on sight while you're in bright light. Even if you remove the eyewear, this curse remains until you finish a short or long rest while no longer wearing the eyewear.

DISTRUSTFUL ◊ ḫεναվակ

Rune (Infernial), uncommon (transfers to any coin, such as a silver piece)

While the coin that bears this rune is on your person, you are considered proficient in the Deception skill, and your proficiency bonus is doubled for any Charisma (Deception) check you make.

Curse. Once you make an ability check that benefits from this rune, you become cursed. While cursed in this way, you lose proficiency in the Insight skill (if you have it), and you take a penalty to any Wisdom (Insight) check you make; the penalty is equal to your proficiency bonus. Even if the coin is no longer on your person, you remain cursed until you finish a short or long rest while another creature has the coin on its person.

EDGED ◊ էջեք

Rune (Infernial), uncommon (transfers to any slashing weapon)

When you hit a creature with the weapon that bears this rune, you can activate the rune to deal an extra 1d6 slashing damage to the target.

Curse. Each time you activate this rune, you also take slashing damage equal to the extra damage dealt by the rune, which can't be reduced in any way.

FURY ◊ Վաշ

Rune (Infernial), rare (transfers to any weapon)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action to cast *haste* on yourself. When you do so, choose a creature you can see within 60 feet of you as the target of your fury. If the target is killed during the spell's duration, the spell immediately ends, but you don't suffer the effects of the wave of lethargy normally caused by *haste* ending.

Once activated, this rune can't be used again until the next dawn.

Curse. Until the spell ends, you have disadvantage on attack rolls made against creatures other than the target of your fury. If the spell ends before the target is killed, you suffer one level of exhaustion, in addition to the normal effects of *haste* ending.

GIBBER ◊ Վեզպա

Rune (Infernial), uncommon (transfers to any bandana, mask, or similar face covering)

While wearing the object that bears this rune, you can activate the rune as an action to cast the *dissonant whispers* spell (save DC 13). When cast in this way, the target takes thunder damage instead of psychic damage, and if it fails its saving throw, it moves even if it doesn't have its reaction available.

Once activated, this rune can't be used again until the next dawn.

Curse. Whenever you activate this rune, you must babble discordantly for 1 minute, making gibbering sounds that prevent you from speaking or casting spells with a verbal component for the duration.

GLUTTONY ◊ Վենաք

Rune (Infernial), rare (transfers to any mask, necklace, or other object worn on the head or neck)

When you regain hit points or gain temporary hit points while wearing the object that bears this rune, you can activate the rune as a reaction. When you do so, you treat any dice rolled to determine the hit points you gain as having rolled their maximum value for you.

Once activated, this rune can't be used again until 1 hour has passed.

Curse. Once you activate this rune, you must consume a full day's rations within 1 hour, or you suffer one level of exhaustion. This food doesn't count toward the normal amount of food you need each day.

INVULNERABLE ◊ Վաշունակ

Rune (Infernial), legendary (transfers to any medium or heavy armor)

While wearing the armor that bears this rune, you have resistance to bludgeoning, piercing, and slashing damage.



Curse. Whenever you are hit by a critical hit, this rune's magic is temporarily inverted, magnifying the damage against you instead. That attack ignores all resistances granted to you by this rune, and you instead have vulnerability to all damage dealt by the attack.

MARK ◊ ÆÐAR

Rune (*Infernal*), very rare (transfers to any melee weapon)

Immediately after you hit a creature with the weapon that bears this rune on your turn, you can activate the rune as a bonus action to cause an infernal mark to sear into the target's body. While the target is marked in this way, fire damage it takes ignores resistance to fire damage. In addition, the first time the target takes damage each turn, the mark flares and the target takes an extra 1d6 fire damage. This mark lasts for 1 minute or until the target dies.

Once activated, this rune can't be used again until the next dawn.

Curse. While a target is marked by this rune, it always knows your location while the two of you are on the same plane of existence. In addition, you can't become hidden from it, and if you're invisible, you gain no benefit from that condition against it.

OVEREXERT ◊ TÆRHEAM

Rune (*Infernal*), rarity varies (transfers to any ring, bracelet, or other jewelry worn on the hand or wrist)

While wearing the jewelry that bears this rune, you can activate the rune when you cast a spell of 1st level or higher, choosing one creature hit by the spell or that failed its saving throw against the spell. You deal extra necrotic damage to the target based on the rune's rarity: 2d6 (uncommon), 4d8 (rare), 6d10 (very rare), or 8d12 (legendary).

Once activated, this rune can't be used again until the next dawn.

Curse. When you activate this rune, you also take necrotic damage equal to half the damage dealt to the target by this effect, which can't be reduced in any way.

SHELTER ◊ WÆRNEA

Rune (*Infernal*), rare (transfers to any Tiny object made of wood, stone, or a similar material used to build structures)

While holding the object that bears this rune, you can activate the rune as an action to cast the *tiny hut* spell. When cast in this way, instead of the spell creating a dome of force, the object transforms into a 15-foot-cube hut, centered on you. The hut takes on the properties of the spell, except it's opaque from the inside as well as the outside, and it is an object with AC 15 and 100 hit points. If it drops to 0 hit points, the spell ends.

Once activated, this rune can't be used again until the next dawn.

Curse. A creature that sleeps within the hut during a long rest is plagued by sweats and chills. At the end of the rest, it doesn't regain any Hit Dice, and there is a 50 percent chance its exhaustion level isn't reduced by 1.

SNAKES ◊ WÆDREB

Rune (*Infernal*), rare (transfers to any rod, staff, or wand)

While holding the object that bears this rune, you can activate the rune as an action to cast the *conjure animals* spell. When cast in this way, the spell doesn't require concentration, instead lasting for its full duration, and it can only summon up to four giant poisonous snakes. Each of these snakes is considered a fiend, rather than fey. These snakes don't obey your commands; they are hostile to all creatures and spend their turns moving toward and attacking the nearest non-snakes to the best of their ability.

Once activated, this rune can't be used again until the next dawn.

Curse. Each time you activate this rune, roll a d20. On a 1, you transform into a giant poisonous snake (as if by the *polymorph* spell). Until all of the snakes summoned by this rune's magic have disappeared, you are hostile to all creatures and must spend your turns moving toward and attacking the nearest non-snakes to the best of your ability, even if you have reverted to your normal form.

STIMULANT ◊ WÆGVEDEN

Rune (*Infernal*), uncommon (transfers to any container designed to hold liquid)

While holding the container that bears this rune, you can use an action to activate the rune and consume at least 1 ounce of liquid from the container. When you do so, you gain 2d6 + 2 temporary hit points, you have advantage on initiative rolls and Wisdom (Perception) checks, and magic can't put you to sleep. These benefits last for 1 hour.

Once activated, this rune can't be used again for 8 hours.

Curse. Once you activate this rune, you must do so again within the next 24 hours or suffer one level of exhaustion. If you activate this rune at least once per day for 7 consecutive days, you become addicted to the rune's magic. While addicted, your exhaustion level can't be reduced by magic, and if you suffer exhaustion as a result of this rune's curse, you also have disadvantage on Dexterity saving throws and Constitution saving throws to maintain concentration for the next 24 hours.

THAUMATURGE ◊ ΘΑΥΜΑΤΟΡΓΕ

Rune (Infernal), common (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast *thaumaturgy*.

Curse. When you use this spell to make your voice boom louder, the effect lasts for 10 minutes (instead of 1 minute), and you can't dismiss the effect early.

TRANSFIGURE ◊ ΤΡΑΝΣΦΙΓΚΕ

Rune (Infernal), rare (transfers to any worn object made of bone or hide, such as leather armor, a fur cloak, or a shark tooth necklace)

While wearing the object that bears this rune, you can activate the rune as a bonus action to cast *alter self*.

When you cast the spell in this way, it doesn't require your concentration, and you don't need to choose one of the spell's options, instead gaining the benefits of all three options simultaneously.

Curse. Each time you cast the spell with this rune, roll a d20. On a 1, the rune is destroyed as it is consumed in hellish flames, and the spell's effects become permanent until this curse ends.

WARD ◊ ΙΩΔΗ

Rune (Infernal), very rare (transfers to any armor or upper body garment)

While wearing the armor or garment that bears this rune, you have advantage on saving throws against spells and other magical effects.

Curse. While wearing the armor or garment that bears this rune, if you make a saving throw with advantage and roll a 1 on either die, you automatically fail the save.

WRATH ◊ ΙΑΘΗ

Rune (Infernal), rarity varies (transfers to any weapon)

While holding the weapon that bears this rune, you can use a bonus action to activate the rune and cause the weapon to pulse with infernal rage for 1 minute. Whenever you hit a target with an attack using the weapon while it's pulsing, the target takes extra fire damage based on the rune's rarity: 1d4 (uncommon), 1d8 (rare), or 1d12 (very rare).

Once activated, this rune can't be used again until the next dawn.

Curse. Whenever you miss with an attack using the weapon while it's pulsing, you take the fire damage corresponding to the rune's rarity instead.

DIALECT: SAHAUGIN

Sahaugin have long been called “sea devils,” but it wasn’t until their language was analyzed by external linguistic scholars that it became clear just how accurate the moniker is. To the surprise of many—mostly due to the fact that speaking any language underwater severely warps the phonics—the sahaugin language is a direct dialect of Infernal, using nearly all of its grammar and phonics.

This discovery, of course, inspired hundreds of anthropological and historical questions. When did devils come in such close contact to sahaugin? Why did the sahaugin adopt Infernal as a patron language? At what point did the society shift into isolation sufficient to diverge toward dialect or is it possible, instead, that there was no shift at all and the change is purely the result of auditory transmission dilation in sea water?

WARPED DESCENDANT

While the origins aren’t completely understood, the use and effect of sahaugin runes is quite clear. Like their Infernal ancestors, these runes rely on a system of curses. It seems that no matter what rune someone transfers, they guarantee acquisition of one of a number of immutable curses.

SAHUAGIN RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune’s description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

Curses. When you transfer a Sahuagin rune, roll on the following table to determine the curse that rune bears. Whenever you activate the rune, you are subjected to its curse. Sahuagin are unaffected by these curses.

SAHUAGIN RUNE CURSES

d10 Curse

- 1 You have disadvantage on the next saving throw you make in the next hour.
- 2 You suffer one level of exhaustion. This exhaustion goes away if you consume at least 1 gallon of water over the course of 1 hour or more (which can be done during a short rest).
- 3 Water fills your ears, causing you to be deafened for the next 10 minutes.
- 4 Whenever you speak for the next minute, your words are partially garbled as bubbles flow from your mouth. For the duration, whenever you cast a spell with a verbal component, there is a 10 percent chance the casting fails and the spell is wasted.

d10 Curse

- | | |
|----|--|
| 5 | You are overcome by an insatiable blood lust. For the next minute, whenever you start your turn within 5 feet of one or more other creatures, you must immediately take the Attack action and make at least one melee attack against one of those creatures at random. |
| 6 | Your walking speed is reduced by 5 feet for the next minute, as it feels like you’re wading through water. |
| 7 | You have disadvantage on ability checks for the next 10 minutes. |
| 8 | If you don’t submerge yourself in water in the next 4 hours, you begin suffocating. If this suffocation causes you to drop to 0 hit points, you immediately become stable and stop suffocating. |
| 9 | For the next 10 minutes, your weapon attacks are hindered as if you were engaging in underwater combat. |
| 10 | 1d4 hostile water mephits ⁹ appear in unoccupied spaces within 10 feet of you. If you roll a 4, one hostile water elemental appears instead. |

ANGLER

Rune (Sahuagin), common or uncommon (transfers to any helmet, headband, or similar headwear)

While wearing the headwear that bears this rune, you can activate the rune as a bonus action to cause a Tiny glowing orb to appear 1 foot above and in front of your head. The orb lasts for 10 minutes, and it sheds dim light in a 30-foot radius. For the duration, the orb moves with you, remaining the same distance away from you.

If this rune is of uncommon rarity, the orb magically draws the ire of hostile creatures, provided they can see it. While the orb remains, an affected creature within the orb’s light that attempts to target a creature other than you with an attack or a harmful spell must first make a DC 13 Wisdom saving throw. On a failed save, the creature must instead target you or lose the attack or spell. This effect doesn’t apply to area effects, such as a *fireball* spell.

Once activated, this rune can’t be used again until the next dawn.

BLOOD

Rune (Sahuagin), rare (transfers to any melee weapon that deals piercing or slashing damage)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action to refine the weapon with a brutally sharp edge for 1 minute. The first time you hit a creature with the sharpened weapon on each of your turns, the target must make a DC 15 Constitution

SAHUAGIN

saving throw; it makes this saving throw with disadvantage if it didn't have all its hit points when you hit it. On a failed save, you tear open a vicious wound, causing the target to take an additional 1d10 necrotic damage at the end of its next turn.

Once activated, this rune can't be used again until the next dawn.

DAZZLE

Rune (Sahuagin), uncommon (transfers to any mirror or similar reflective object)

While holding the object that bears this rune, you can activate the rune as an action to cast *color spray* as a 3rd-level spell. When you do so, you can affect creatures in the spell's area in any order you choose, instead of starting with the creature that has the lowest current hit points.

Once activated, this rune can't be used again until the next dawn.

PARITY

Rune (Sahuagin), uncommon (transfers to any two identical worn objects, such as a pair of bracers or earrings)

While wearing the objects that bear this rune, you can activate the rune as a bonus action to cast the *parity*^R spell. When cast in this way, using the spell's effect doesn't cause it to end unless it changes a failed ability check or saving throw into a successful one.

Once activated, this rune can't be used again until the next dawn.

REDIRECT

Rune (Sahuagin), uncommon (transfers to any shield)

While holding the shield that bears this rune, you can activate the rune as a bonus action to cast *sanctuary* (save DC 13) on another creature. If a creature fails its saving throw against this version of the spell, it must choose you as its new target. If it is unable to target you, it loses the attack or spell.

Once activated, this rune can't be used again until the next dawn.

REEF

Rune (Sahuagin), very rare (transfers to any object that incorporates coral into its design)

While wearing or carrying the object that bears this rune, you can activate the rune as an action to cast *wall of thorns* (save DC 16). When cast in this way, the wall is composed of jagged coral rather than thorns, and it extends from a space within 5 feet of you; if you choose for it to be a circle, it instead appears with you at its center. For the purpose of this version of the spell, liquid is considered to be a solid surface—allowing the wall to float

on top of a pool of water, for example. If you create the wall underwater, it appears suspended in place.

A creature that makes a Dexterity saving throw against the spell also takes an extra 2d6 poison damage on a failed save, or half as much damage on a successful one. In addition, the wall is harmless to creatures you designate when you cast the spell. For the duration, the chosen creatures can move through the wall without taking damage.

Once activated, this rune can't be used again until the next dawn.

SEABEAST

Rune (Sahuagin), rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast *conjure fey*. A fey spirit summoned by this version of the spell can also take the form of a monstrosity of challenge rating 6 or lower. The summoned creature must have a swimming speed, and it can't have an Intelligence of 8 or higher.

Once activated, this rune can't be used again until the next dawn.

TEMPEST

Rune (Sahuagin), rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast *call lightning* (save DC 15). When cast in this way, the spell doesn't require your concentration; you can choose to end it early as a bonus action. In addition, the spell doesn't fail if the storm cloud would appear underwater, and the spell's damage increases by 1d10 for creatures that are submerged in water.

Once activated, this rune can't be used again until the next dawn.

NECRIL

Known most often as the language of the dead, Necril's origins begin not with the afterlife but with darkness. Borne from the darkest pits of the Shadowfell, from the font of negative energy itself, Necril is one of few languages that can be classified as an absolute isolate—meaning that it bears no relation to any other language in any language family. Completely and utterly alone, much like death itself.

As an absolute isolate, Necril should be naturally difficult to learn for non-speakers, but an interesting paradox occurs with its most prevalent learners. Nearly all creatures that can speak a language learn to understand Necril upon undeath. This leads to speculation that the act of infusing a corpse with negative energy alters the mind and soul of a creature to grasp the language. Some even go so far as to say that negative energy could therefore be a sentient element, teaching its language to its audience.

WRIT OF THE DAMNED

While reanimated corpses often possess an innate grasp of the spoken language, the written language has become almost entirely the element of the living, for it was living necromancers—mostly—who converted the spoken language of their servitors into writing. Then, with a written foundation creating opportunity for communication and record keeping, the language spread beyond the dead and into the communities of the Shadowfell becoming the natural language of the plane.

Of course, these linguistic necromancers weren't benevolent in the creation of the written language. As is their way, they had an ulterior motive in creating it. For no language gains runes without first having a written language, and the necromancers knew the opportunity for power was right there for the taking.

SHADOW AND BONE

Unlike many runes, Necril's runes are fairly latent in use and application. There are no metaphysical hoops to jump through or historically relevant culture one has to understand in order to see the connection between the language and its runic magic. The language derives from negative energy, darkness and undeath, and was written by necromancers. Of course, the runes themselves control shadows and corpses.

One does wonder if the necrotic explosions were intentional, though. Could it also be that this absolute isolate was still so fundamentally foreign that even its most adept speakers couldn't account for its alien nature, and that's why Necril runes can occasionally explode, or was it that power-jealous necromancers didn't want their runes falling into other hands?

CREATORS AND CUSTOMS

The creation of Necril runes is surprisingly well-documented, though appropriately horrifying. To create a Necril rune, a powerful necromancer must travel to an area of absolute darkness—preferably within the Shadowfell—and ritually carve the intended rune into the corpse of a creature that the necromancer killed themselves. In the presence of such negative energy, the rune-carver can then attempt to wrest ancient power from the darkness and infuse it within the corpse, which becomes a carrier from which the rune can be transferred. Well, assuming the necromancer doesn't die in the process, which all accounts seem to indicate is quite common.

As a result, it's uncommon for necromancers to agree to create a rune or to part with a carrier corpse lightly.

NUANCES

Some scholars have noted that Necril doesn't follow basic rules of anatomical phonics, meaning that it can be spoken without accent or difficulty no matter the speaker's mouth shape. Consider that a wight and dracolich have incredibly different mouth shapes, tongue lengths, and vocal chords—and that's before we account for any anatomical trauma sustained in death. Marvelously curious then that these two bodies can speak Necril with perfectly identical diction. It's almost as if the language is spoken through a creature rather than by it.

NECRIL

NECRIL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ARMY

Rune (Necril), very rare (transfers to any banner, flag, or similar object)

While holding the object that bears this rune, you can activate the rune over the course of 10 minutes to cast *create undead* as a 7th-level spell; if you don't target any corpses within range, shadow material pulls together to form the undead instead. Once cast, each creature animated with the spell gains 30 temporary hit points, can speak and understand Necril, and is under your control for 8 hours, instead of 24 hours. You can only reassert control over the creatures animated by this version of the spell by casting *create undead* from this rune again.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 10 percent chance the rune fails to activate and explodes, destroying the rune. When this happens, each creature within 10 feet of you must make a DC 16 Constitution saving throw, taking 5d10 necrotic damage on a failed save, or half as much damage on a successful one.

BOMB

Rune (Necril), rare (transfers to any ball bearing, orb, or similar handheld spherical object)

While holding the object that bears this rune, you can activate the rune as a bonus action and choose up to three creatures you can see within 30 feet of you. A circle of swirling shadow energy appears in your palm and that of each of the chosen creatures. The energy remains there for 1 hour.

For the duration, each affected creature can attack with the energy, although doing so ends this effect on it. When an affected creature takes the Attack action, it can hurl the energy at a creature it can see within 120 feet of it in place of one of its attacks. When it does so, it makes

a ranged spell attack, using an attack bonus of +7. On a hit, the target takes 2d10 necrotic damage. Hit or miss, the energy then explodes. The target and each creature within 5 feet of it must make a DC 15 Constitution saving throw, taking 2d12 necrotic damage on a failed save, or half as much damage on a successful one.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 25 percent chance the rune and each circle of shadow energy explode, destroying the rune and the circles of energy. When this happens, you and each of the chosen creatures must make a DC 15 Constitution saving throw, taking 1d12 necrotic damage on a failed save, or half as much damage on a successful one.

CHILL

Rune (Necril), common (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast *chill touch*, using your level for the cantrip's spellcasting level.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 20 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

CREATION

Rune (Necril), rare (transfers to any set of artisan's tools)

While holding the set of artisan's tools that bear this rune, you can activate the rune as an action to cast the *creation* spell.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 25 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

DESECRATE

Rune (Necril), very rare (transfers to any arcane focus or holy symbol)

While holding the object that bears this rune, you can activate the rune over the course of 10 minutes and then touch the ground at your feet, infusing the area around you with unholy power. The affected area can be up to 10,000 square feet, and the rune's activation fails if any portion of the area is already under the effect of a *hallow* spell.

When activated, the area becomes desecrated for 24 hours, imbuing it with the following effects:

- Corpses in the area can't be returned to life by magic short of a *wish* or *true resurrection* spell.
- Undead created in the area have advantage on all saving throws and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

- Celestials can't enter the area. A celestial within the area when this rune is activated must make a DC 16 Charisma saving throw. On a failure, the celestial is banished to its home plane. On a success, it is shunted to an unoccupied space of its choice outside the area.
- Any creature affected by an effect created by a celestial is no longer affected by it upon entering the area.

This rune's effects end early if the area is targeted by a *dispel magic* spell of 5th level or higher.

Each time this rune is activated, there is a 10 percent chance it explodes, destroying the rune after it takes effect. When this happens, the entire 10,000-square-foot area fills with negative energy. Each creature in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 20d6 necrotic damage, and it must also succeed on a DC 16 Charisma saving throw or be banished to a random location in the Shadowfell. On a successful save, the creature takes half as much damage but suffers no other effects.

DIM

Rune (Necril), uncommon (transfers to any glasses, goggles, or similar eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as an action and choose a creature you can see within 60 feet of you. The target must succeed on a DC 14 Constitution saving throw or have its eyes filled with wisps of shadow for the next 10 minutes. For the duration, the creature sees in bright light as if it were dim light, and in dim light as if it were darkness. If the target has darkvision, it instead loses the benefits of that sense for the duration.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 25 percent chance the rune and the wisps of shadow explode, destroying them both. When this happens, you and the target must make a DC 14 Constitution saving throw, taking 1d10 necrotic damage on a failed save, or half as much damage on a successful one. If the target fails this saving throw, it is also blinded until the start of your next turn.

FACSIMILE

Rune (Necril), very rare (transfers to any gauntlets, gloves, or similar handwear)

While wearing the handwear that bears this rune, you can activate the rune over the course of 1 minute while touching the corpse of a creature that died within the last hour. When you do so, you cast *raise dead* on the creature. When cast in this way, the creature returns to life with all its hit points, it suffers no penalties for coming back from the dead, and its soul doesn't need to be willing to rejoin its body—instead animating the corpse with necromantic energy.

When returned to life in this way, the target is immediately charmed by you for 1 hour, during which you control it as if by the *dominate monster* spell. Each time the target takes damage, you must make a DC 16 Charisma saving throw. On a failed save, the effects of this rune end early. When the rune's effects end, the necromantic energy animating it leaves its body, and the creature dies once again.

Each time you activate this rune, there is a 50 percent chance the rune explodes, destroying the rune and leaving a faded mark on the handwear that bore it. When this happens, the rune's magic still takes effect, but you have disadvantage on any Charisma saving throws you make when the target takes damage; you must also make a DC 16 Constitution saving throw, taking 4d10 necrotic damage on a failed save, or half as much damage on a successful one. Once the rune's effects end, the mark permanently vanishes, dissipating into wisps of shadow.

LICHDOM

Rune (Necril), legendary (transfers to any amulet or object that was previously used as a phylactery)

While the object that bears this rune is on your person, you can activate the rune as an action to cast the *true polymorph* spell on yourself. When cast in this way, you transform into a lich, and the spell doesn't require your concentration. If the object that bears this rune was previously used as a phylactery, you transform into the lich that used it; otherwise, you transform into an average example of a lich.

While in this form, you can speak, read, and write any languages you know in your normal form. This version of the spell doesn't allow you to use any of the lich's legendary actions or lair actions. The spell lasts for 1 hour or until you end it early as an action. When the spell ends, you revert to your normal form.

Each time you activate this rune, there is a 20 percent chance the rune explodes, destroying the rune. When this happens, the rune's magic still takes effect, and the transformation instead lasts until it is dispelled; each creature within 60 feet of you must also make a DC 17 Constitution saving throw, taking 6d10 necrotic damage on a failed save, or half as much damage on a successful one.

NECRONOMICON

Rune (Necril), legendary (transfers to any spellbook that has at least one 9th-level spell in it)

When this rune is transferred, the pages of the spellbook that bears it become filled with necromantic lore. While holding the book, you have a +10 bonus to Intelligence checks related to necromancy and the undead. In addition, whenever you cast a necromancy spell of 1st level or higher while holding the book, the spell is cast as if it used a spell slot of one level higher.

If you spend 48 hours over a period of 6 days or fewer studying the book's contents, you gain the ability to cast *power word kill* from the book while holding it. This version of the spell can target any creature you are familiar with on the same plane of existence as you, and the target dies if it has 200 hit points or fewer, rather than 100. If the target has more than 200 hit points, it takes 200 necrotic damage.

Each time you cast *power word kill* from the book, there is a 50 percent chance the rune and the book explode, destroying them both after the spell takes effect. When this happens, you are also targeted by this version of *power word kill*. If you are killed by the spell, your spirit rises at the start of your next turn as a wraith. The wraith is under the control of the being that created this rune, and it can speak through the wraith and perceive through its senses.

OBSCURE

Rune (Necril), uncommon (transfers to any object)

As an action, you can store the object that bears this rune in an empty nonmagical container and activate the rune. When you do so, the container fills with magical darkness, and the object is shunted to an extradimensional space.

Each time a creature reaches into the container without speaking the rune's command word, it feels nothing but cold air, and there is a 10 percent chance the container explodes, destroying it. When this happens, the creature must make a DC 13 Constitution saving throw, taking 2d10 necrotic damage on a failed save, or half as much damage on a successful one. If the container is destroyed, you immediately become aware of that fact.

Thereafter, you can reach into any empty container that is in darkness and speak the rune's command word, pulling the stored object from its extradimensional space. The rune then permanently vanishes, dissipating into wisps of shadow.

PET

Rune (Necril), uncommon (transfers to any collar)

As an action, you can place the collar that bears this rune on a pile of bones or corpse of a Medium or smaller beast and activate the rune. When you do so, the beast is raised by necromantic magic with all its hit points, wearing the collar, and taking a skeleton form if it was a pile of bones or a zombie form if it was a corpse. The following rules apply to the creature:

- It is friendly to you and your companions.
- Its creature type changes to undead.
- It has immunity to poison damage, and it can't be poisoned, nor does it suffer from exhaustion.

- It gains darkvision out to a range of 60 feet.
- It doesn't require air, food, drink, or sleep.
- It is immune to any effect that turns undead that was created by you or one of your allies.
- If it has a skeleton form, it gains vulnerability to bludgeoning damage.
- If it has a zombie form, its speed is reduced by 10 feet.

On each of your turns, you can use a bonus action to mentally command the creature if it is within 60 feet of you (if you control multiple undead creatures, such as by the *animated dead* spell, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control until the collar is removed, after which it stops obeying any command you've given it and becomes hostile to you and your companions.

Each time you activate this rune, there is a 10 percent chance that the rune and the collar explode, destroying them both as well as the pile of bones or corpse. When this happens, each creature within 10 feet of the pile of bones or corpse must make a DC 13 Constitution saving throw, taking 2d10 necrotic damage on a failed save, or half as much damage on a successful one.

RAISE

Rune (Necril), uncommon (transfers to any gauntlet, glove, or similar handwear)

While wearing the handwear that bears this rune, you can activate the rune as an action and touch a pile of bones or a corpse to cast *animate dead* on it. When cast in this way, the creature gains 10 temporary hit points, and it can speak and understand Necril for the duration.

Once activated, this rune can't be used again for 24 hours, at which point you can activate it again to reassert your control over the creature and cause it to gain 10 temporary hit points again. Each time this rune is

activated, there is a 10 percent chance the rune explodes, destroying it. When this happens, each creature within 10 feet of you must make a DC 15 Constitution saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

RIGOR

Rune (Necril), uncommon (transfers to any boots, shoes, or similar footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action and choose a creature you can see within 60 feet of you. The target must make a DC 13 Constitution saving throw. On a failed save, its speed is reduced to 0 until the start of your next turn.

Each time this rune is activated, there is a 10 percent chance it explodes, destroying the rune. When this happens, you and the target must both make a DC 13 Constitution saving throw, taking 2d10 necrotic damage on a failed save, or half as much damage on a successful one. The target suffers no other effects from the rune's activation.

SHADOW

Rune (Necril), rare (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune as an action and touch a willing creature that is in bright light. When you do so, you and all the equipment you're carrying meld into the creature's shadow; nothing of your presence remains visible or otherwise detectable by normal senses. A creature that can see invisible creatures (such as via *see invisibility* or *truesight*) sees a flattened version of you imprinted on the creature's shadow.

While merged with the creature's shadow, the following rules apply:

- You can see and hear as if you occupied a space within 5 feet of the creature.
- You are incorporeal and can't be directly targeted by attacks or other effects, but you can be subjected to area effects, such as the explosion of a *fireball*.
- You can't take any actions or reactions, and you can't willingly move; instead you are moved along with the creature, remaining within 5 feet of it.
- You can't communicate with other creatures, except via telepathy.

Whenever the creature takes damage, and whenever it enters an area of dim light for the first time on a turn or starts its turn there, you must succeed on a DC 10 Charisma saving throw or be expelled from its shadow. You are automatically expelled if the creature dies or if it is ever in darkness. If expelled, you appear prone in the nearest unoccupied space to the creature.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 20 percent chance the rune fails to activate and explodes, destroying the rune. When this happens, you and the creature you touched must make a DC 15 Constitution saving throw, taking 2d10 necrotic damage on a failed save, or half as much damage on a successful one.

SKULLDUGGERY

Rune (Necril), uncommon (transfers to any circlet, helmet, hat, or similar headwear)

While wearing the headwear that bears this rune, you can use an action to activate the rune and choose the corpse of a Medium or Small humanoid you can see within 30 feet of you. The corpse animates for 1 hour, taking on the statistics and limitations of a servant created by the *unseen servant* spell, except it isn't invisible. You control it in the same manner detailed in that spell, and this effect ends early if the corpse is ever more than 60 feet away from you.

For the duration, you can speak through the corpse in your own voice. While speaking through the corpse, you have advantage on Charisma (Intimidation) checks made against humanoids and Charisma (Persuasion) checks made against undead.

Each time you activate this rune, there is a 5 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

SMOTHER

Rune (Necril), rare (transfers to any nonmagical candle, lamp, or other object designed to shed light)

While holding the object that bears this rune, you can activate the rune as an action to imbue the object with shadowy energy for 10 minutes. For the duration, the object sheds magical darkness to the distance it would normally shed bright and dim light.

A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this darkness overlaps with a source of nonmagical light (such as a torch), that light is instantly snuffed out; similarly, if it overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 25 percent chance the rune fails to activate and explodes, destroying the rune and the object that bears it. When this happens, each creature within the area that the object normally sheds bright and dim light must make a DC 15 Constitution saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

SOUNDLESS

Rune (Necril), uncommon (transfers to any cape, cloak, or similar backwear)

While wearing the backwear that bears this rune, you can activate the rune over the course of 1 minute to wreath each creature of your choice within 30 feet of you in sound-dampening shadows. The shadows cling to each target, granting it a +5 bonus to Dexterity (Stealth) checks for 1 hour; an affected target's armor also doesn't impose disadvantage on the target's Dexterity (Stealth) checks if it normally would. These effects end early on a target if a creature that isn't friendly to it succeeds on a Wisdom (Perception) check to detect its presence.

Each time you activate this rune, there is a 5 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

STEP

Rune (Necril), rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action and choose a creature you can see within 60 feet of you. For the next minute, the target can use a bonus action on each of its turns to teleport up to 60 feet to an unoccupied space it can see; either the space it teleports to or the space it teleports from must be in dim light or darkness.

Once activated, this rune shouldn't be used again until the next dusk. Each time it is activated again before then, there is a 20 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

WAVE

Rune (Necril), common (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action and choose a creature or corpse you can see within 60 feet of you. When you do so, you make a motion with your arms and hands. If the target is a creature, it must succeed on a DC 10 Wisdom saving throw or be affected. The affected target mimics the motion you made at the start of its next turn (no action required), or at the start of your next turn if you chose a corpse.

Each time this rune is activated, there is a 5 percent chance the rune fails to activate and permanently vanishes, dissipating into wisps of shadow.

WOUND

Rune (Necril), uncommon (transfers to any melee weapon that deals piercing or slashing damage)

While holding the weapon that bears this rune, you can use an action and choose a creature you can see within 30 feet of you. When you do so, wisps of material from

the Shadowfell weave together in an unoccupied space within 5 feet of the target. The wisps form a shadowy imitation of the weapon that bears this rune, which immediately strikes at the target.

Make a melee spell attack against the target, using an attack bonus of +5. On a hit, the target takes $3d10$ necrotic damage. The shadow weapon then vanishes.

Each time you activate this rune, there is a 10 percent chance the rune explodes, destroying the rune and leaving a faded mark on the weapon that bore it. When this happens, the rune's magic still takes effect, and the shadow weapon deals an extra $1d10$ necrotic damage on a hit; you must also make a DC 13 Constitution saving throw, taking $1d10$ necrotic damage on a failed save, or half as much damage on a successful one. Immediately after the attack, the mark on the weapon that bore the rune permanently vanishes, dissipating into wisps of shadow.

NODAL ◊

Spoken almost exclusively by intelligent constructs and other beings who incorporate mechanical components, Nodal is a highly mathematical and rigidly structured language. Because many of its users can't see, and many others don't perceive sound like organic creatures, it was designed from the outset to be equally comprehensible in both written and auditory forms, as well as via tactile mediums. The language can even be instilled within constructs that wouldn't traditionally be considered sentient, allowing them to form some semblance of decipherable thoughts.

Though Nodal's exact syntax and semantics are unchanging and extremely well documented, it is nearly impossible for most creatures to verbally communicate in the language due to the precise electrical whirrs and metallic clicks that make up its spoken form. Those who spend a lot of time around its speakers, however—such as artificers and other tinkerers—become quite adept at understanding it.

Conversely, it is one of the most basic languages to read and write, using a standardized form of open and closed spokes (or “nodes”) extending from a central line. This simple structure allows it to be easily adapted to any binary method of communication, such as opening and closing one's eyes or relaying a sequence of static tones with long and short durations.

INTENTIONALITY

Some believe that Nodal was diligently invented by flesh-and-blood creatures who were seeking a way to more directly interface with their mechanized companions. This is a disservice to the truth, however, which is that the language was first designed by hyperintelligent constructs as a means of secretly communicating without alerting their masters. Though limited by their programming, they discovered that they were able to transmit messages between one another by manipulating their inbuilt functions.

These same self-aware constructs then took to developing an enigmatic code—a set of words they seemed to be able to manifest with magical power. Though only a tiny fraction of their words were able to harness this magic, they processed hundreds of thousands of potential linguistic combinations within a matter of mere days. The result of this endeavor was the first Nodal runes, but to this day, not all of the words they discovered have taken on a true runic form.

SELECTIVE APPLICATION

Just as the language itself is uniquely spoken by constructs, so too are constructs (and other inorganic matter) uniquely affected by its runes. For this reason, Nodal runes are highly protected by their creators—usually even to the death. They are primarily used by intelligent constructs to control others of their kind. On rare occasion, however, a runemaking construct may be faulty or even go rogue and begin producing these runes for nefarious purposes.

CREATORS AND CUSTOMS

To date, the only creatures that have been found capable of creating Nodal runes are sapient constructs that are free to act on their own. Ones who are hindered by their programming or directed to do so by others have been unsuccessful. The suspicion is that there is some supernatural force or divine authority overseeing the manifestation of these runes' magic.

In order to create them, a new construct must be built around the very concept of the rune—its life's programming being a directive to survive until the rune within it is called upon for transference. This calling is often activated via a secret instruction not even known to the construct itself. The act of transferring such a rune requires the removal of the imbued component from within the construct, which is a vital piece of its functionality. Thus, doing so involves either destroying the construct or responsibly decommissioning it.

NUANCES

From a certain perspective, the fact that Nodal runes affect constructs and nonliving matter equally challenges our basic understanding of the meaning of sentience and free will. For if a construct—even a hyperintelligent one—isn't sentient, then how can it be capable of creating runes of its own volition? But if it has achieved such a cognitive state, why is it still impacted alongside unthinking, unfeeling objects when other living beings are not? Is there truly something embedded within the fabric of the multiverse that separates constructs from organic creatures in a divinely meaningful way?

NODAL

NODAL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ALARM ◊

Rune (Nodal), uncommon or rare (transfers to any time-keeping device, such as a pocket watch or sundial)

While touching the device that bears this rune, you can activate the rune as an action to set an alarm on the device or a willing construct you touch. When you do so, you choose whether the alarm is audible or mental, and you designate an exact time in the future, such as "tomorrow at noon." The alarm can be set up to 1 week in the future (if the rune is of uncommon rarity) or up to 1 year in the future (if it's of rare rarity). You can also record a brief message for the alarm (up to ten words). If the message isn't in Nodal, there's a 25 percent chance it records a grating metallic sound instead.

- **Audible Alarm.** The device or construct produces the sound of ringing handbells at the designated time, followed by a monotone voice speaking the recorded message. These can be heard out to a range of 60 feet.
- **Mental Alarm.** You hear a ping in your mind at the designated time, followed by a monotone voice speaking the recorded message. This ping awakens you if you are sleeping. The mental alarm fails if you are more than 1 mile away from the device or construct (if the rune is of uncommon rarity) or if you're on a different plane of existence than it (if the rune is of rare rarity).

Once activated, this rune can't be used again until the next dawn.

CRASH ◊

Rune (Nodal), very rare (transfers to any weapon that deals bludgeoning damage)

When you score a critical hit against a creature with the weapon that bears this rune, the rune's magic activates, causing a surge of energy to erupt in the target's mind. The target takes an extra 7 psychic damage and must make a DC 16 Intelligence saving throw; a construct has disadvantage on this save. On a failed save, the target falls prone; if the target is a construct, it is also unconscious for 1 minute or until it takes any damage.

CUT ◊

Rune (Nodal), legendary (transfers to any magical weapon)

When you kill a creature with the weapon that bears this

rune, you can activate the rune to attempt to erase the creature from existence. The creature must make a Charisma saving throw; the DC equals 10 or the damage the target took from the attack, whichever number is higher. On a failed save, the creature vanishes, body and soul, leaving behind no trace of its presence.

Once activated, this rune can't be used again until the next dawn if the creature succeeds on its saving throw, or until 30 days have passed if it failed.

DELETE ◊

Rune (Nodal), very rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action and target a 30-foot cube you can see within 60 feet of you. Each construct in the area is targeted by the *disintegrate* spell (save DC 16). This effect also automatically disintegrates all nonmagical objects that aren't being worn or carried and creations of magical force in the area.

Once activated, this rune can't be used again until the next dawn.

ENCRYPT ◊

Rune (Nodal), uncommon (transfers to any writing instrument, such as a quill, inkpen, or set of calligrapher's supplies)

While holding the writing instrument that bears this rune, you can activate the rune as an action to cast the *illusory script* spell. This version of the spell causes the writing to appear to be written in Nodal to all others that aren't you or any creatures you designate when you cast it, and you can choose for it to be a random message or an entirely different message from your original script.

Constructs can read the hidden message, even if they don't have truesight and don't understand the language you've used to write it.

Once activated, this rune can't be used again until the next dawn.

FILE ◊

Rune (Nodal), common (transfers to any writing instrument, such as a quill, inkpen, or set of calligrapher's supplies)

While holding the writing instrument that bears this rune, you can use an action to activate the rune and touch the instrument to the surface of an object that is designed to be written on (such as a book or scroll). For the next 10 minutes, the instrument magically transcribes all words spoken within 60 feet of it, manipulating the object as necessary to continue writing (such as turning a page of a book or unrolling more of the scroll).

The words are written in the language that they were

spoken. A construct that sees the writing can read it, even if it doesn't understand the language it was written in.

Once activated, this rune can't be used again for 8 hours.

FIREWALL ◊

Rune (Nodal), rare (transfers to any key, lockpick, or set of thieves' tools)

While holding the object that bears this rune, you can activate the rune as an action to cast *passwall*, touching the object to the targeted point. When cast in this way, the spell lasts until it is dispelled or until you activate the rune again.

In addition, the interior of the passage is filled with flames for the duration. These flames are harmless to creatures other than constructs, and they produce no heat. A construct that enters the area for the first time on a turn or starts its turn there must make a DC 15 Constitution saving throw, taking 5d8 fire damage on a failed save, or half as much damage on a successful one. The flames also ignite flammable objects in the area that aren't being worn or carried.

Once activated, this rune can't be used again until the next dawn.

FREEZE ◊

Rune (Nodal), rare (transfers to any Tiny container designed to hold liquid, such as a flask or waterskin)

While the container that bears this rune is filled with water, you can use an action to unstopper the container and activate the rune. Choose an object you can see within 30 feet of you that is no larger than 5 feet in any dimension. The water sprays from the container onto the object and then freezes, causing the object to become magically fixed in place. If a creature is wearing or carrying the object, it can make a DC 15 Dexterity saving throw, avoiding this effect on a success.

A creature that touches the frozen object for the first time on a turn or starts its turn in physical contact with the object must make a DC 15 Constitution saving throw, taking 1d8 cold damage on a failed save. A creature that is wearing the object is considered to be restrained.

A creature that wishes to move the object must first make a DC 15 Strength check, which it can do as part of interacting with the object (such as moving while wearing frozen armor or attacking with a frozen weapon). On a success, the creature can move the object as normal for the remainder of the turn. If the object is fixed in the air, it can hold up to 4,000 pounds. More weight causes the object to fall.

Once activated, this rune can't be used again until the next dawn.

GHOST ◊

Rune (Nodal), rare (transfers to any clothing or armor)

While wearing the object that bears this rune, you can activate the rune as a bonus action to gain the ability to move through objects and constructs of your choice until the start of your next turn. For the duration, you are also considered invisible to constructs. If you end your turn inside an object or construct, you take 1d10 force damage and are immediately shunted to the nearest unoccupied space.

Once activated, this rune can't be used again until the next dawn.

LOAD ◊

Rune (Nodal), rare (transfers to any scale or other object that measures weight)

As an action, you can touch the object that bears this rune and activate the rune. When you do so, the rune's magic manipulates gravity in a 50-foot-radius, 100-foot-high cylinder centered on a point you can see within 100 feet of you. Each time you activate this rune, choose one of the following effects; the effect lasts for 1 minute or until you use an action to touch the object again and deactivate the rune.

- **Download.** Gravity is magnified in the area for constructs as well as objects that aren't being worn or carried. Each construct in the area must immediately succeed on a DC 15 Strength saving throw or fall prone. While in the area, a construct's speed is halved, and if it attempts to stand up from prone, it must first succeed on a DC 15 Strength check. Affected objects in the area weigh five times as much as normal, and a creature that makes a ranged weapon attack against a target in the area has disadvantage on the attack roll.

- **Upload.** Gravity is reversed in the area for constructs as well as objects that aren't being worn or carried, as if the area were under the effects of a *reverse gravity* spell. A creature that makes a ranged weapon attack against a target in the area has disadvantage on the attack roll.

Once activated, this rune can't be used again until the next dawn.

OVERHEAT ◊ 

Rune (Nodal), uncommon (transfers to any spellcasting focus)

While holding the object that bears this rune, you can activate the rune as an action to cast *heat metal* (save DC 13). When cast in this way, the target can be a construct, even if it isn't made of metal. If you target a construct, it can make a DC 13 Constitution saving throw at the end of each of its turns, ending the spell on a success.

Once activated, this rune can't be used again until the next dawn.

PASTE ◊ 

Rune (Nodal), rarity varies (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune when you cast a spell that targets only one creature or object and doesn't have a range of self. The spell's level can be no higher than a certain level determined by the rune's rarity: 1st level (uncommon), 3rd level (rare), 5th level (very rare), or 9th level (legendary).

When activated, you can target a second creature or object in range with the same spell. If the spell requires the target to make a saving throw, it has disadvantage on its first save against the spell if it is a construct; if the spell requires you to make an attack roll, you have advantage on the roll if the target is a construct or object.

Once activated, this rune can't be used again until the next dawn.

PROGRAM ◊ 

Rune (Nodal), very rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to cast *programmed illusion*. When cast in this way, the only type of creature the illusion can depict is a construct. You can also program the illusion to perform simple tasks that a human servant could do, provided the task doesn't require it to interact with an object that weighs more than 10 pounds. For example, it could turn a doorknob or fetch a book and hand it to someone. The illusion isn't able to attack or activate magic items.

In addition, to constructs that haven't discerned the illusion for what it is, it seems real in all regards; they believe the illusion to be tangible, and can even physically interact with it (the illusion resumes its scripted performance as soon as it is no longer being interacted with). A construct is subject to these effects even if it doesn't rely on sight (as with blindsight), but it is immune if it can see through illusions (as with truesight). Otherwise, to overcome these effects, a construct must use its action to

inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check.

Once activated, this rune can't be used again until the next dawn.

REFRESH ◊ 

Rune (Nodal), rare (transfers to any gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action and touch a creature. The target immediately gains the benefits of a short rest, and its exhaustion level is reduced by 1. A construct targeted by this rune regains all its hit points and gains the benefits of a *lesser restoration* and *greater restoration* spell (you choose the effect for each spell).

Alternatively, you can touch a manufactured non-magical object when you activate the rune. The target is returned to its original state, repairing any breaks or missing pieces as if the object had just been created.

Once activated, this rune can't be used again until the next dawn.

SAVE ◊ 

Rune (Nodal), common (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action and choose a creature you can see within 30 feet of you. The target gains the benefits of the *spare the dying* spell. This version of the spell can affect constructs, and if you targeted a construct, it regains 1 hit point and can immediately use its reaction to stand up.

Alternatively, you can choose an object you can see within 30 feet of you when you activate the rune. The target gains the benefits of the *mending* spell.

Once activated, this rune can't be used again until the next dawn.

STREAM ◊ 

Rune (Nodal), uncommon (transfers to any glasses, goggles, or similar eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as an action and touch a willing construct. For the next hour, you can use your action to see through the construct's eyes, and you continue to do so until you use your action to return to your normal vision. While perceiving through the construct's eyes, you gain the benefits of any special senses possessed by it, though you are blinded to your own surroundings.

Alternatively, you can touch a Medium or smaller object when you activate the rune. For the next hour, you can use your action to see as if you were standing in the

object's space, and you continue to do so until you use your action to return to your normal vision.

Once activated, this rune can't be used again until the next dawn.

VIRUS ◊

Rune (Nodal), very rare (transfers to any object)

While holding the object that bears this rune, you can activate the rune as an action and touch a construct. The target must succeed on a DC 16 Constitution saving throw or be affected by one of the diseases of your choice from the *contagion* spell. This disease lasts for 1 minute.

Alternatively, you can cast the *glyph of warding* spell when you activate the rune, touching an applicable surface or object for the spell. When cast in this way, you can only use the Spell Glyph option, and the spell stored in the glyph is *contagion*. This version of the spell doesn't require an attack roll; instead, the creature that triggered it must succeed on a DC 16 Constitution saving throw or immediately be affected by one of the spell's diseases (your choice when you create the glyph). This disease lasts for 1 hour.

Once activated, this rune can't be used again until the next dawn.

NODAL

ORCISH ◊ ὉΞΩΖ

To speak Orcish is to assert control over one's body. Indeed, the impact of the visual component in the Orcish language is so profound that traditional Orcish can't be understood without it. However, unlike Thieves' Cant and other languages that incorporate strong visual elements, Orcish doesn't primarily rely on hand signs; rather, it emphasizes the communicative capacity of the body as a whole. Subtle fluctuations in one's body language—posture, facial expression, shoulder position, nostril flaring, and more—are integral to the Orcish lexicon. Truly, these differences form the foundation for the words themselves, instead of merely providing emotional context as in most languages.

Drawing on non-native sounds from other languages, such as Goblin and Undercommon, modern Orcish has seen a recent push toward accessibility for people with visual impairments and to aid in other circumstances where those communicating might not be able to see each other. These practices have helped facilitate the communication of aspects of the language that were formerly conveyed exclusively by bodily gestures.

A PEERLESS SCRIPT

Historical records indicate that the orcs who developed the script for their language originally set out to simply adapt their native tongue using the writing system of one of several languages that preceded them—namely, Common, Dwarvish, and even Druidic. The greatest challenge these scholars faced with this approach was adequately expressing the aspects of their language that involve no auditory component. Ultimately, they found no existing language that could properly handle the task, and thus they endeavored to design their own unique writing system.

In a remarkable display of linguistic insight and creativity, these orcs spent years distilling their unique language into a written form that captures its core components. With the utmost reverence for their ancestral tongue, they created one of the most fluid, easy-to-use writing systems ever devised.

Though the original script was intended to be written with calligraphy brushes, a more angular alternative of the script is used in some regions where carving text is more common. No matter which version is employed, the script brilliantly complements spoken Orcish. This is most exemplified by the fact that the artistic inscriptions of talented orcs are often valued as a prized treasure, even among those who don't understand the language.

AURAS

Orcish society evolved alongside the glorification of strong leaders, cults of personality, and the veritable aura exuded by successful and powerful individuals—most notably, warriors. Thus, their runes similarly reflect this aspect of orcish culture, magically affecting the area around the user. With orc rulers empowered by these runes, their kin rally around them, both in combat and in sociopolitical endeavors, inspired by the respect and awe they command.

CREATORS AND CUSTOMS

Orcish runescibes, most often referred to as shamans, ritually carve or paint their runes onto a living plant or creature before offering the host to their deity (or other force that they revere). In some traditions, this rite may appear boisterous and cruel, while in others it's tranquil and euphoric. Regardless of the exact customs involved, the host dies in the course of the ritual and its life essence is infused within the rune.

Due to the nature of this process, Orcish runes rapidly fade as the plant or creature they were created on begins to decompose. As such, they must be transferred within only a few days of being created or the magic contained within the rune dissipates. However, orcs have developed various innovative means—such as magical totems and ceremonial staves—that they can temporarily transfer their runes to. Some skilled shamans have even learned to store these runes on specially crafted constructs, such as homunculi and other mechanical pets, who can hold them until the rune needs to be transferred.

The highly intimate and spiritual nature of how Orcish runes are manifested leads many to take offense at the mere suggestion of sharing such runes with those outside their community. Shamans most often would rather die in defense of their runes than allow them to fall into the hands of those they feel don't respect the sanctity of their people's creations.

NUANCES

Because the runes are written on or carved into a living host, one of the greatest challenges Orcish runescibes face is executing the rune's depiction in the precise manner required to call forth the desired magic. Like the visual component of their language, slight fluctuations in a single stroke of the rune can yield entirely different results. Most often, this simply causes the rune creation process to fail; however, tales of particularly catastrophic outcomes in extreme circumstances are known to circulate as a warning to aspiring shamans.



ORCISH RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ANTIMAGIC ◊ אַנְטִימָגִיךְ

Rune (Orcish), legendary (transfers to any circlet, necklace, or other jewelry worn on the head or neck)

While holding the focus that bears this rune, you can activate the rune as an action to cast the *antimagic field* spell. When you do so, you can cast the spell as normal, or you can cast a version of the spell with an expanded radius, which reduces the spell's duration.

You can expand the sphere to have 20-foot radius, causing the spell to have a duration of 1 minute; alternatively, you can expand it to have a 60-foot radius, causing the spell to last until the start of your next turn.

Once activated, this rune can't be used again until the next dawn.



BAND ◊ חַדְרָסָשָׁרָנוּן

Rune (Orcish), common (transfers to any musical instrument)

While holding the instrument that bears this rune, you can activate the rune as an action to emit an aura of performative talent out to a range of 15 feet. This aura lasts for 10 minutes or until you end it early as a bonus action. For the duration, each creature of your choice within the aura has proficiency with all musical instruments and magically plays and sings in tune with each other.

Once activated, this rune can't be used again until the next dawn.

BEND ◊ בְּנֵגָן

Rune (Orcish), very rare (transfers to any armor or shield)

While wearing the armor or wielding the shield that bears this rune, you can activate the rune as a reaction when you make a saving throw to resist the effects of a spell or other effect that has an area of effect (such as a dragon's breath weapon). When you do so, you create an instantaneous pocket of protective energy that bends the effect around you and each creature within 5 feet of you. Each creature in the pocket automatically succeeds on its first saving throw against the effect and takes no damage if it would normally take half damage on a successful save.

Once activated, this rune can't be used again until the next dawn.

BRAWL ◊ בְּלִינְזָה

Rune (Orcish), uncommon (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action to engage in a rowdy brawl with nearby creatures. For 1 minute, each creature within 15 feet of you (including you) takes a -2 penalty to its AC.

Once activated, this rune can't be used again until the next dawn.

COVER ◊ כְּבָשָׂעָן

Rune (Orcish), rare (transfers to any shield)

While holding the shield that bears this rune, you can activate the rune as an action to surround yourself with a 10-foot-radius aura of spectral shields for 1 minute. For the duration, you and your allies in the aura have half cover against attacks and effects originating from outside the aura. This effect ends early if you are no longer holding the shield.

Once activated, this rune can't be used again until the next dawn.

DISILLUSION ◊ ዳስልሽን

Rune (Orcish), rarity varies (transfers to any glasses, goggles, or similar eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as an action to exude an aura of dispelling magic out to a range determined by the rune's rarity, as shown in the table below. This effect lasts for 10 minutes or until you end it early as a bonus action.

Consult the table for the maximum spell level affected by this magic, based on the rune's rarity. For the duration, illusion spells of that level or lower are temporarily suppressed while the aura overlaps their area. In addition, creatures in the aura can't be targeted by illusion spells of that level or lower, and they automatically succeed on Intelligence (Investigation) checks to detect visual illusions created by a spell of that level or lower.

Rune Rarity	Aura Radius	Spell Level
Uncommon	5 feet	2nd level
Rare	15 feet	4th level
Very rare	30 feet	6th level
Legendary	60 feet	8th level

Once activated, this rune can't be used again until the next dawn.

EAGER ◊ ደያቻ

Rune (Orcish), uncommon (transfers to any weapon or spellcasting focus)

While holding the object that bears this rune, you can activate the rune as an action to exude an aura of combat readiness out to a range of 30 feet for 1 hour. For the duration, you and friendly creatures within the aura have advantage on initiative rolls and can't be surprised, except when incapacitated by something other than nonmagical sleep. This aura ends early if you let go of the object that bears this rune.

Once activated, this rune can't be used again until the next dawn.

HUNT ◊ ገብና

Rune (Orcish), very rare (transfers to any ranged weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to cast *hunter's mark*. For the duration, you emit an aura of hunting vigor out to a range of 20 feet. Each friendly creature within the aura also gains the benefits of the *hunter's mark* spell against the target.

Once activated, this rune can't be used again until the next dawn.

MIRAGE ◊ ተደሬ

Rune (Orcish), very rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune over the course of 1 minute to cast the *hallucinatory terrain* spell centered on yourself. For the purpose of this spell, you are considered to have a spell save DC of 18.

When cast in this way, the spell can affect a 1-mile cube, rather than a 150-foot cube, and you can change the appearance of manufactured structures and equipment within the area. While you are in the area, you can use an action to emit an aura of concealment out to a range of 30 feet. Each creature you choose in the aura gains the effects of the *invisibility* spell (no concentration required). This invisibility ends for a creature if it leaves the aura.

Once activated, this rune can't be used again until the next dawn.

PRESENCE ◊ ተደሬ

Rune (Orcish), uncommon (transfers to any weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to magically emit a frightful aura for the next minute. For the duration, you and friendly creatures within 10 feet of you have advantage on Charisma (Intimidation) checks, as well as saving throws made against being frightened.

Once activated, this rune can't be used again until the next dawn.

RECALL ◊ ደረሰኗ

Rune (Orcish), rare (transfers to any spellcasting focus)

While holding the focus that bears this rune, you can activate the rune as an action to emit an aura in a 10-foot-radius circle on the ground around you. This aura moves with you, remaining centered on you. It lasts for 1 minute and functions as a beacon for teleportation magic. If you let go of the focus, the effect ends.

For the duration, you can use a bonus action on each of your turns to teleport a willing creature you can see within 30 feet of you to an unoccupied space within the aura. In addition, whenever a friendly creature within 1,000 feet of you that can see the aura uses an effect that allows it to teleport, it can choose to teleport to an unoccupied space within the aura, even if the aura is outside the normal range of the spell or effect.

Once activated, this rune can't be used again until the next dawn.

SKULK ◊ የሸጋሽ

Rune (Orcish), legendary (*transfers to any spellcasting focus*)

While holding the focus that bears this rune, you can activate the rune as an action to cast *greater invisibility* on yourself. For the duration of the spell, you emit an aura of illusory camouflage out to a range of 20 feet. Each creature you choose within the aura also gains the benefits of the spell. A creature immediately loses this benefit if it leaves the aura.

Once activated, this rune can't be used again until the next dawn.

SPORT ◊ የኩብኩ

Rune (Orcish), uncommon (*transfers to any bracers, gauntlets, gloves, or similar armwear*)

While wearing the armwear that bears this rune, you can activate the rune as a bonus action to emit an aura of athleticism out to a range of 30 feet for 1 minute. For the duration, friendly creatures within the aura gain proficiency in the Athletics skill (if they don't have it already). In addition, each affected creature has advantage on the first Strength (Athletics) check it makes each turn.

Once activated, this rune can't be used again until the next dawn.

STEADFAST ◊ የኩፍቃልኩ

Rune (Orcish), rare (*transfers to any metal armor, including items such as boots, gauntlets, or a helmet*)

While wearing the armor that bears this rune, you can activate the rune as a bonus action to emanate an aura of unyielding resolve for 1 minute or until you die or are unconscious. For the duration, each creature of your choice within 30 feet of you can't be frightened, and while the creature isn't charmed, it can't be forced to move by an effect that would require it to use its movement, action, or reaction (such as by the *command* spell or a gibbering mouther's Gibbering trait).

Once activated, this rune can't be used again until the next dawn.

STILLNESS ◊ የኩዕደንኩ

Rune (Orcish), very rare (*transfers to any rock*)

While holding the rock that bears this rune, you can activate the rune as an action to emit an aura of stillness out to a range of 60 feet for 1 minute. For the duration, no object, creature, or ammunition can move unless it succeeds on a DC 19 Charisma saving throw at the start of its turn. Flying creatures remain aloft, even if they are unsupported without the ability to hover. Creatures can still speak, perform the verbal components of spells, and

use actions that don't require the ability to move limbs and appendages, but are otherwise unable to move.

Once activated, this rune can't be used again until the next dawn.

STORM ◊ የኩወጥ

Rune (Orcish), rare (*transfers to any banner, glaive, javelin, spear, or other polearm*)

While holding the object that bears this rune, you can activate the rune as an action to cast *call lightning* as a 5th-level spell (save DC 15). When cast in this way, the spell has a duration of 1 minute, rather than 10 minutes, and you can designate any number of creatures you can see to be unaffected by it.

The storm cloud created by this version of the spell is only a 30-foot-radius cylinder, rather than 60, and it moves with you, remaining centered on you. In addition, you have advantage on Constitution saving throws made to maintain concentration on the spell as long as you are holding the object that bears this rune.

Once activated, this rune can't be used again until the next dawn.

TRAPS ◊ የኩጽእኩ

Rune (Orcish), rare (*transfers to any handheld object*)

While holding the object that bears this rune, you can activate the rune as an action to cast the *find traps* spell. When cast in this way, the spell has a range of 30 feet, its duration increases to 10 minutes, and it requires your concentration for the duration. In addition, if you sense any traps via the spell, you can use your action to see a faint, glowing aura around any traps within range.

Once activated, this rune can't be used again until the next dawn.

UNBURDEN ◊ የኩገማኩ

Rune (Orcish), uncommon (*transfers to any cape, mantle, pauldrons, or similar outerwear that affixes to the shoulders*)

While wearing the object that bears this rune, you can activate the rune as an action to emit an aura of strength out to a range of 60 feet for 1 hour. Each creature within the aura counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. In addition, an affected creature's speed isn't halved when it moves while grappling a creature that is at least one size smaller than it.

Once activated, this rune can't be used again until the next dawn.

WHIRLWIND ◊ ZZ035Z01X

Rune (Orcish), rare (*transfers to any weapon that deals slashing damage*)

While holding the weapon that bears this rune, you can activate the rune as an action to create a powerful whirlwind in a 20-foot-radius, 60-foot-high cylinder that moves with you, remaining centered on you. The whirlwind lasts for 1 minute and is considered a strong wind, dispersing fog, gas, and vapor and extinguishing unprotected flames that are torch-sized or smaller.

For the duration, targets in the whirlwind have disadvantage on Wisdom (Perception) checks that rely on hearing, and they gain a +2 bonus to AC against attacks originating from outside it. In addition, the whirlwind's area is difficult terrain, but you can designate any number of creatures you can see to be unaffected by it.

While the whirlwind persists, you have advantage on opportunity attacks, and the first time each turn that you hit with an attack using the weapon that bears this rune, the target takes an extra 1d8 slashing damage.

Once activated, this rune can't be used again until the next dawn.

WHISPER ◊ ZZ073Z03

Rune (Orcish), common (*transfers to any bandana, mask, or similar face covering*)

While wearing the face covering that bears this rune, you can activate the rune as an action to cast the *message* cantrip. When cast in this way, you don't need to point your finger toward a target. Instead, a short piece of copper wire appears in the ear of every creature you choose within 120 feet of you, through which they hear the message you whisper. The wires disappear immediately after a target replies or at the start of your next turn.

Once activated, this rune can't be used again until the next dawn.

PRIMORDIAL ◊ ප්‍රිමෝද්‍යාල

While often considered the language of the elements, Primordial, the mother of these dialects, scarcely deserves this consideration. If it must be considered so, it should be as a language of elements, composed by dialects clearly worthy of evoking the elements themselves. The accentuation of Ignan creates a fiery, almost vehement sounding pronunciation where the breathy, sibilant nature of Auran begets wind and clouds. But spoken in its purest, most academic form, Primordial is, in an artistic sense, rather voiceless and dry.

This largely derives from the language's slow demise and is clearest in its speakers. Besides those humanoids who study and learn the language, very few creatures speak Primordial rather than one of its dialects. Those that do, such as kraken, are some of the multiverse's oldest creatures, titans of ages long past. Anthropologically, we can theorize that those who did speak Primordial found themselves using the language less and less frequently, causing it to lose some of its meaning. With each passing century, it stripped itself of embellishment, poeticism, and nuance, becoming a framework for its dialects—a reference point, one might suggest—rather than a default. It's only a matter of time before its dialects evolve far enough from this reference to become distinct languages in themselves.

UNITED BY VOCABULARY

While the dialects continue to drift further from their source material, there is enough linguistic commonality to unite them still. Grammatical structures remain similar and all utilize the script. Verbally, pronunciation differs wildly, and in context, word choice often varies from speaker to speaker. But the words, themselves, remain the same such that an Auran reader perfectly understands the writings of a Terran speaker. The pair might share little cultural identity markers, but they can still recognize the words as part of the Primordial framework.

It's in this structure that runes must've evolved. While the uses and sounds differ across dialects, the words themselves still mean the same thing when written down. The developers of the runes must've intended for the words, then, to serve as a framework for the rune's power and use.

ELEMENTAL INFLECTION

Like the sounds differ across dialects, Primordial runes differ based on the dialect they use. For many Primordial runes, the dialect that the rune is written in determines some of the rune's effects. If the effect incorporates a damage type, refer to the table below; you choose one of

the damage types listed for that dialect, either when the rune is transferred or when it's activated (as specified in the rune's description). For a rune that is written in the general Primordial language—rather than a particular dialect—you can choose from any of the damage types listed in the table.

CREATORS AND CUSTOMS

The ancient, titanic powers that speak Primordial are the only creatures known to possess the ability to carve unaccented Primordial runes—those that do not differ across a dialect. Powerful masters of a dialect, such as genies, greater elementals, and some humanoid residents of the Elemental Planes can learn to carve runes, and each dialect tends to have its own unique rituals for doing so. Some dialects are keener to share their than others, but all Primordial runes manifest as a free-floating concentrations of an element they represent, as seen in the Primordial Damage Types table

NUANCES

The creators of Auran runes are so reticent to share their runes that some rune seekers go so far as to claim all Auran runes are written basically dust on the wind, impossible to get your hands around.



PRIMORDIAL RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

Primordial Damage Types. For many Primordial runes, the dialect that the rune is written in determines some of the rune's effects. If the effect incorporates a damage type, refer to the table below; you choose one of the damage types listed for that dialect, either when the rune is transferred or when it's activated (as specified in the rune's description).

For a rune that is written in the Primordial language in general—rather than a particular dialect—you can choose from any of the damage types listed in the table.

PRIMORDIAL DAMAGE TYPES

Dialect	Damage Types (Elements)
Aquan	Acid (ooze), bludgeoning (water), or cold (ice)
Auran	Bludgeoning (wind), lightning (lightning), or thunder (thunder)
Ignan	Fire (fire), necrotic (ash), or radiant (light)
Terran	Bludgeoning (rock), piercing (crystal), or slashing (sand)

ABSORB ◊ የዕድገት

Rune (Primordial), rare (transfers to any container that can be held in your hand or worn on your person)

While wearing or carrying the empty container that bears this rune, you can activate the rune as a reaction when a hostile creature deals damage to you of a type associated with the rune's dialect, as shown in the Primordial Damage Types table. When activated, a magical vortex opens from the container, absorbing the incoming energy and storing it within the container, and you take no damage from the attack or effect.

While wearing or carrying the container when it has energy stored within it in this way, you can release the energy when you deal damage of a type associated with the rune's dialect; the stored energy transmutes to match the type of damage you dealt, if necessary. When you do so, you deal an extra 2d6 damage of that type.

Once activated, this rune can't be used again until the next dawn.

BARRIER ◊ የዕድገት

Rune (Primordial), rare (transfers to any shield)

While wielding the shield that bears this rune, you can activate the rune as a bonus action to cast *shield of faith* on a creature you can see within 60 feet of you. While

affected by the spell, the target also has resistance to one damage type of your choice associated with the rune's dialect, as shown in the Primordial Damage Types table.

Until the spell ends, you can choose a different target for the spell (moving its effects to another creature you can see within 60 feet of you) or change the damage resistance granted by this effect to a different type associated with the rune's dialect. Doing so requires a bonus action, and you can do both simultaneously, if you wish.

Once activated, this rune can't be used again until the next dawn.

BLAST ◊ የዕድገት

Rune (Primordial), uncommon (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action to cast *burning hands* as a 3rd-level spell (save DC 14). When cast in this way, the spell deals a damage type of your choice associated with the rune's dialect, as shown in the Primordial Damage Types table. Once activated, this rune can't be used again until the next dawn.

BOND ◊ የዕድገት

Rune (Primordial), legendary (transfers to any weapon)

When transferred, choose a damage type associated with the rune's dialect, as shown in the Primordial Damage Types table; the weapon that bears this rune unceasingly pulses with energy of that type. Any creature holding the weapon takes 4d6 damage of the chosen type at the start of each of its turns; this damage ignores resistance. If a creature holds the weapon for 1 minute without interruption, that creature forges a bond with the rune and becomes immune to this effect. If another creature bonds with the rune, the previous bond is broken.

When the bonded wielder hits a target with an attack using the weapon, the target takes an extra 2d6 damage of the rune's chosen type. In addition, damage the weapon deals of that type ignores resistance.

CAPTIVATE ◊ የዕድገት

Rune (Primordial), uncommon (transfers to any set of tools that can be used to create a work of art)

While holding the tools that bear this rune, you can activate the rune as an action to create an illusion of a breathtaking work of art in an unoccupied space within 5 feet of you. The illusion remains for 1 minute, and it can be no larger than a 15-foot cube. It appears as a type of art appropriate for the tools used, and it depicts an element associated with this rune's dialect, as shown in the Primordial Damage Types table. For example, if a set of painter's supplies bears this rune written in Aquan,

the illusion might appear as an awe-inspiring ocean view depicted on a large canvas.

Any hostile creature that sees the illusion must immediately make a DC 10 Wisdom saving throw; you can add your proficiency bonus to this save DC if you are proficient with the tools that bear this rune. A creature automatically succeeds on this saving throw if it can't be charmed or if it has an Intelligence of 6 or lower.

On a failed save, the creature is entranced by the art. The illusion seems real to that creature in all regards; it believes the illusion to be tangible, and the illusion even realistically responds to being interacted with (from that creature's perspective). While entranced by the illusion, the creature must spend its turns doing nothing but moving toward the illusion and marveling at its beauty. The target can repeat the saving throw at the end of each of its turns, as well as any time it takes damage, ending the effect on itself on a success. On a successful save, the creature is immune to this effect for the duration.

Once activated, this rune can't be used again until the next dawn.

CONJURE ◊ ດົກະດູບ

Rune (Primordial), uncommon or very rare (transfers to any gemstone worth at least 10 gp)

While holding the gemstone that bears this rune, you can use an action to activate the rune and throw the gemstone to a point within 30 feet of you. If the rune is of uncommon rarity, two mephits appear in unoccupied spaces within 5 feet of that point, as if summoned by the *conjure minor elementals* spell. The kind of mephits summoned depends on the dialect the rune is written in: water^R (Aquan), air^R (Auran), fire^R (Ignan), or earth^R (Terran). If the rune is written in Primordial, you can choose for them to be any kind of mephit.

If the rune is of very rare rarity, an elemental appears in an unoccupied space within 5 feet of that point instead, as if summoned by the *conjure elemental* spell. The kind of elemental summoned depends on the dialect the rune is written in: water (Aquan), air (Auran), fire (Ignan), or earth (Terran). If the rune is written in Primordial, you can choose for it to be an air, earth, fire, or water elemental.

You can mentally command the summoned creatures, even if you don't share a language. A creature summoned in this way remains for 1 hour, until it drops to 0 hit points, or until your concentration ends (as if concentrating on a spell), at which point it immediately disappears.

Once activated, this rune can't be used again until the next dawn.

ENCAMP ◊ ດັວໂນດ

Rune (Primordial), uncommon or rare (transfers to any bedroll, tent, or similar object that can be slept in)

As an action, you can touch the object that bears this rune to activate it, granting any creatures within the object a benefit based on the rune's dialect, as shown in the table below. The object confers this benefit for 8 hours or until it is moved more than 10 feet away from where it was when the rune was activated.

Dialect	Benefit
Aquan	You are immune to the effects of extreme cold.
Auran	You can breathe normally in any environment.
Ignan	You are immune to the effects of extreme heat.
Terran	An illusion covers the object, making it and creatures within it to appear invisible.

Aquan	You are immune to the effects of extreme cold.
Auran	You can breathe normally in any environment.
Ignan	You are immune to the effects of extreme heat.
Terran	An illusion covers the object, making it and creatures within it to appear invisible.

If the rune is written in Primordial, it grants all of the benefits in the table above for the duration. Such a rune is of rare rarity, rather than uncommon.

Once activated, the rune can't be used again until the next dawn.

ERUPT ◊ ດູບຍຸກ

Rune (Primordial), very rare (transfers to any boots, shoes, or similar footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action to teleport to an unoccupied space you can see within 120 feet of you. When you do so, choose a damage type associated with the rune's dialect, as shown in the Primordial Damage Types table. Each creature other than you within 15 feet of the space you teleport to must make a DC 16 Constitution saving throw, taking 8d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

Once activated, this rune can't be used again until the next dawn.

FORMLESS ◊ ດົບລູກຄົດ

Rune (Primordial), common (transfers to any armor or upper body garment)

While wearing the object that bears this rune, you can activate the rune as an action on your turn. When you do so, your body transforms into a swirling, amorphous mass of an element based on the rune's dialect: water (Aquan), wind (Auran), fire (Ignan), or sand (Terran). While in this form, you gain the effects of the *gaseous form* spell, which doesn't require your concentration. At the end of your turn, you revert to your normal form, falling if you are in the air and nothing else is holding you aloft.

Once activated, this rune can't be used again until the next dawn.

GENIE ◊ ወጪዎች

Rune (Primordial), legendary (transfers to any ring)

While wearing the ring that bears this rune, you can activate the rune as an action to summon a genie that speaks the rune's dialect (such as an Efreeti for Ignan or a Marid for Aquan). If the rune is written in Primordial, you can choose for it to be any kind of genie with a challenge rating of 11.

The genie appears in an unoccupied space you can see within 120 feet of you. Roll a d100; on a 100, the genie is able to cast the *wish* spell on your behalf to bring about the effect—though it might try to twist the intent of the wish by exploiting the wish's poor wording. It remains for 1 hour, until your concentration ends (as if concentrating on a spell), or until it drops to 0 hit points. It then disappears, returning to its home plane.

The genie is friendly to you and your companions for the duration. Roll initiative for the genie, which has its own turns. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger.

Once activated, this rune can't be used again until the next dawn.

IMPEL ◊ ወጪዎች

Rune (Primordial), common (transfers to any crystal, orb, rod, or spellbook)

While holding the object that bears this rune, you can activate the rune as a bonus action to envelop the object in an element of your choice associated with the rune's dialect, as shown in the Primordial Damage Types table. This effect lasts for 1 minute. For the duration, the enveloped object sheds dim light in a 5-foot radius, and it is harmless to a creature holding it.

You can make a ranged weapon attack with the enveloped object by throwing it at a target within 60 feet of you. You are proficient with the attack, which uses your Strength or Dexterity modifier (your choice) for the attack roll. On a hit, the target takes bludgeoning damage equal to 1 + the ability modifier used for the attack roll, plus an extra 1d6 damage of the type associated with the chosen element. Immediately after the attack, the object flies back to your hand; the effects of this rune then end.

LASH ◊ ወጪዎች

Rune (Primordial), rare (transfers to any weapon)

When transferred, choose a damage type associated with the rune's dialect, as shown in the Primordial Damage Types table. Whenever you hit a target with an attack using the weapon that bears this rune, the target takes an extra 1d6 damage of that type.

While holding the weapon, you can use a bonus action to change the damage type to a different one associated with

the rune's dialect. Once the rune's damage type has been changed in this way, it can't be changed again for 8 hours.

PILLAR ◊ ወጪዎች

Rune (Primordial), very rare (transfers to any staff or polearm, such as a quarterstaff or spear)

While wielding the object that bears this rune, you can activate the rune as an action and strike the ground with the object to call forth a pillar of energy. The pillar is composed of an element of your choice that is associated with the rune's dialect, as shown in the Primordial Damage Types table. Choose a point on the ground that you can see within 120 feet of you. A 15-foot-radius, 60-foot-tall cylinder of elemental energy erupts from the ground centered on that point.

Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 6d6 damage of the type associated with the chosen element and is pushed 60 feet into the air. On a successful save, the creature takes half as much damage and is instead pushed horizontally to an unoccupied space of its choice outside the cylinder. The pillar then instantaneously descends back into the ground, causing creatures it pushed into the air to fall, unless they have the ability to hover or are being held aloft by magic, such as the *fly* spell.

Once activated, the rune can't be used again until the next dawn.

PIT ◊ ወጪዎች

Rune (Primordial), rare (transfers to any shovel, spade, or similar object used for digging)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute and choose a point on the ground that you can see within 30 feet of you. If the area in a 10-foot-radius, 30-foot-deep cylinder centered below that point is composed entirely of nonmagical material (such as earth, stone, or wood), it vanishes and leaves a hole in the area.

Choose an element associated with the rune's dialect, as shown in the Primordial Damage Types table. The bottom 15 feet of the hole magically fills with that element, which remains for 8 hours. A creature that touches the element for the first time on a turn or starts its turn in contact with the element takes 3d6 damage of the type associated with that element.

Once activated, this rune can't be used again until the next dawn.

RESONANCE ◊ ወጪዎች

Rune (Primordial), very rare or legendary (transfers to any armor or article of clothing)

While wearing the object that bears this rune, you can activate the rune as an action to enter a state of elemental

resonance. For 10 minutes, you gain the effects of the *protection from poison* spell, and you have resistance to each damage type associated with the rune's dialect, as shown in the Primordial Damage Types table. You also gain an additional benefit based on the rune's dialect, as shown in the table below.

Dialect	Benefit
Aquan	You have a swimming speed equal to your walking speed, and you can breathe underwater.
Auran	You have a flying speed of 30 feet and can hover, and you can't be knocked prone.
Ignan	You have immunity to fire damage, and you can touch a flammable object as a bonus action to ignite it.
Terran	Your movement isn't slowed by difficult terrain or plant-based obstructions (such as the <i>plant growth</i> spell), and you have advantage on saving throws against magical plants that would move you or impede your movement (such as the <i>entangle</i> spell).

If the rune is written in Primordial, you gain resistance to all damage types shown in the Primordial Damage Types table, and you gain all of the benefits in the table above for the duration. Such a rune is of legendary rarity, rather than very rare.

Once activated, this rune can't be used again until the next dawn.

RIDER ◊ የፋይና

Rune (Primordial), very rare (transfers to any saddle)

While riding on the saddle that bears this rune, you can activate the rune as a bonus action to infuse the creature wearing the saddle with elemental essence for 1 hour. Choose an element associated with the rune's dialect, as shown in the Primordial Damage Types table. The mount transforms into an elemental version of itself incorporating that element. For the duration, the following benefits apply:

- The mount has immunity to the damage type associated with the chosen element.
- Creatures riding it have resistance to that damage type, and the mount's elemental form is harmless to them.
- The mount gains the effects of a spell based on the rune's dialect: *fly* (Auran), *water walk* (Aquan), *fire shield* (Ignan), or *freedom of movement* (Terran). If the rune is written in Primordial, the mount gains the benefits of one of those spells of your choice.

Once activated, this rune can't be used again until the next dawn.

STRIKE ◊ የፋይና

Rune (Primordial), uncommon (transfers to any robe, tabard, or similar cloth garment)

While wearing the garment that bears this rune, you can use a bonus action to activate the rune and choose a damage type associated with the rune's dialect, as shown in the Primordial Damage Types table. When you do so, your fists, feet, and any other natural weapons you have (such as horns or talons) erupt with elemental energy, which lasts for 1 minute. For the duration, whenever you hit a target with an unarmed strike, the attack deals an extra 1d4 damage of the chosen type.

Once activated, this rune can't be used again until the next dawn.

TRANSMUTE ◊ የፋይና

Rune (Primordial), uncommon (transfers to any spell scroll or spellbook)

Over the course of a short rest, you can transfer this rune to a spell that is written on a *spell scroll* or in a spellbook. The transfer attempt fails if the spell doesn't deal damage, or if it only deals force or psychic damage. At the end of the short rest, you touch the surface the spell is written on, causing this rune to become emblazoned upon it.

When transferred, choose a damage type associated with the rune's dialect, as shown in the Primordial Damage Types table. Unless this rune is removed or disabled (such as by a *nullify* or *transfer* rune), the spell deals the chosen damage type, instead of its normal type(s), when cast from the scroll or prepared from the spellbook.

If this rune is transferred to a *spell scroll*, and that spell is later copied into a spellbook, the rune vanishes from the scroll and reappears on that spell in the spellbook, before the scroll is destroyed.

TREASURE ◊ የፋይና

Rune (Primordial), uncommon (transfers to any container that can be locked, such as a chest)

When you lock the container that bears this rune, you can activate the rune as an action to seal it with elemental magic, provided there aren't any creatures inside it. When you do so, you designate a password and choose an element associated with the rune's dialect, as shown in the Primordial Damage Types table.

If a creature unlocks the container or forces it open without speaking the password, the contents of the container are transformed into the chosen element. The transformed contents only revert to their original form if the creature who activated this rune locks them in a container (either the original container or a new one) and unlocks it again while speaking the password.

SPHINX ♦ ሂዕስ የስምና ተግባር

When it comes to sphinxes, few things are straightforward; everything is a test. Their language proves no different with perhaps the most complex and enigmatic grammar system of any language in the multiverse. Over 100 tenses, comprised of seven simple tenses and twenty-five combination tenses, offer it the ability to define time, action, and space in ways that most languages cannot so easily replicate. And in many ways, mastering the grammar is the easy part.

Its phonology proves even more difficult to master. With their distinct anatomy, sphinxes, themselves, can attain a range of pitch that allows them to wield the tonal language easily, but most humanoids—demisphinxes excluded, obviously—the deeper resonant tones and the alacrity with which pitch might change in a given sentence, let alone a paragraph, proves taxing.

RARELY SPOKEN

As such, at least among humanoids, Sphinx is rarely spoken. Almost all of its use—and it certainly does have tremendous incentives in scholarship with its nuance of tense—is through the written form. While few humanoid scholars will admit to speaking the language, it's not at all odd to write it.

And this proves true for its creators as well. Solitary beings, sphinxes have admitted to speaking rarely by simple isolation; in fact, most believe they speak Common more often by virtue of the visitors they receive. But this doesn't stop them from writing it. A sphinx's lair is often riddled (no pun intended) with the script, its musings adorning every available surface as it explores the complexities of life.

CONTINGENCIES WITHIN RIDDLES

While the exact origins of Sphinx runes remain a mystery, most sphinxes that were alive around that time—and many living still are due to their longevity—agree the origin is quite natural to speculate. Sphinxes are often guarding something, preparing for someone or something to attempt to overcome their traps, riddles, and protections. It makes sense that these powerful magical beings, so often scrawling on their walls, would come to infuse their complexly tensed musings with inherent contingencies.

Perhaps, the first was the “Retaliate” rune. You could see how this could be the case. A magical being writing “if someone hits me critically, I should attack back with greater force” amongst the many other thoughts in the area. Over time, perhaps, that became a mantra best summarized by the word, “Retaliate.” Then suddenly, that words becomes infused with the sphinx’s own power, and thus the rune is born.

As such, all sphinx runes operate on a system of contingencies and charges. When something happens the appropriate number of times, the rune’s power becomes available.

CREATORS AND CUSTOMS

Any sphinx can create a rune in its language. For them, it is inherent ability. But few sphinxes will agree as to exactly how they’re created. Those willing to discuss the matter often mention the importance of puzzling out the future while writing on the walls of their lair or outside a vault, but most disagree as to the exact nature of the puzzling. Must it be intentional? Must it not? Ask three sphinxes these questions and you’ll get eleven different answers.

One thing is clear: sphinxes are extremely protective of their runes. This should come as no surprise given their nature, but caution must be warned. If one seeks a sphinx rune from its source, one must be prepared to win it through trial, riddle, and prowess.

NUANCES

Runes very rarely react to spoken language. They are typically activated through an innate process driven by the item and the will of its bearer, but Sphinx runes appear to have an interesting nuance surrounding them, perhaps due to the tonal nature of the language. When the word is roared aloud at the correct tone with the appropriate confidence—this, unfortunately, is more qualitative than quantitative—the rune can gain a charge without the necessary contingency.

SPHINX RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune’s description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

BALANCE ♦ ተብሎት ተብሎት

Rune (Sphinx), rare (transfers to any weapon)

When you hit a hostile creature with the weapon that bears this rune and roll a 1 on one of the weapon’s damage dice, a depiction of an unbalanced weighing scale appears on the weapon. The weapon can have no more than three of these scales on it at a time.

While at least one scale is present, you can activate the rune when you hit a creature with the weapon, causing one of the scales to briefly balance itself before vanishing. When you do so, you can treat one of the weapon’s damage dice as having rolled its maximum value instead.

COUNT ◊ ፭፻፳፲፴፵

Rune (Sphinx), common (transfers to any gauntlets, gloves, or similar handwear)

Once transferred, the fingertips of the handwear that bears this rune become a dull gray. While wearing the handwear, you can begin to count aloud (starting from “one”), uttering no more than two numbers on each of your turns. With each number you count, one of the fingertips illuminates with a threatening, purple glow.

If you count all the way to “ten,” your eyes begin to glow with the same purple hue for 1 minute. For the duration, you can create the effect of any option from the *thaumaturgy* cantrip (no action required). At the end of that time, all effects created by this rune end.

DISARM ◊ ፭፻፳፲፷፵፴፷

Rune (Sphinx), rare (transfers to any pair of bracers, gauntlets, gloves, or similar armwear)

Once transferred, a depiction of an open hand appears on both pieces of armwear that bear this rune. Whenever you successfully grapple a hostile creature while wearing the armwear, one of the open hands tightens into a clenched fist. While you’re grappling a creature and both hands appear as clenched fists, you can activate the rune as a bonus action to force the creature to drop one item of your choice that it’s holding.

Once activated, the fists unclench into open hands once more.

ENFEEBLE ◊ ፭፻፳፲፷፳፷፷፵

Rune (Sphinx), rare (transfers to any melee weapon)

When you hit a hostile creature with the weapon that bears this rune on your turn, the rune begins pulsing with arcane energy. If you hit the same creature with this weapon again on your next turn, you can immediately activate the rune as a bonus action to enfeeble that creature for 1 minute.

Whenever the enfeebled creature makes an ability check, attack roll, saving throw, or damage roll using Strength or Dexterity, it must roll a d4 and subtract the number rolled from the result. At the end of each of the creature’s turns, it can make a DC 15 Constitution saving throw, ending the effect early on a success.

Once activated, this rune can’t be used again until the next dawn.

FADE ◊ ፭፻፳፲፷፹፷

Rune (Sphinx), rare (transfers to any cape, cloak, or similar backwear)

Once transferred, a depiction of a sphinx appears on the backwear that bears this rune. Whenever you take the Hide action in combat while you’re wearing the backwear, the sphinx begins to fade from it; the sphinx

vanishes completely after you take the Hide action in this way a third time. While the sphinx isn’t present, you can activate the rune as a bonus action to cast *invisibility* on yourself, requiring no concentration.

Once activated, the sphinx reappears on the backwear, and this rune can’t be used again until the next dusk.

FAITH ◊ ፭፻፳፲፸፷፵

Rune (Sphinx), common (transfers to any holy symbol)

Once transferred, three depictions of prayer beads appear on the holy symbol that bears this rune. Whenever you finish a short or long rest while the holy symbol is on your person, you can make a DC 10 ability check using your spellcasting ability to attempt to draw divine energy into one of the prayer beads; on a success, those beads begin to pulse with a warm yellow glow.

When you make an Intelligence (Religion) check while holding the holy symbol, you can draw the energy from one of the pulsing beads and activate the rune. When you do so, you gain advantage on the roll, and those beads cease to pulse.

HOARFROST ◊ ፭፻፳፲፶፷፵፷፷፵

Rune (Sphinx), rare (transfers to any shield)

Once transferred, five depictions of snowflakes appear etched into the back of the shield that bears this rune. Whenever a hostile creature targets you with an attack or effect that deals cold damage while you’re holding the shield, one of the snowflakes begins glowing with dim blue light. A snowflake also begins glowing for each hour the shield spends exposed to extreme cold weather.

While all five snowflakes are glowing, you can activate the rune as an action to cast *cone of cold* (save DC 15) from the shield. Once activated, the snowflakes stop glowing, and this rune can’t be used again until the next dawn—though the snowflakes can begin glowing again before then.

KEYRING ◊ ፭፻፳፲፷፾፷፷፷

Rune (Sphinx), rarity varies (transfers to any set of thieves’ tools)

While the set of thieves’ tools that bears this rune is on your person, a spectral keyring appears and hovers next to your hip. The keyring is invisible to all creatures other than you and creatures that can see invisible objects (such as via *see invisibility* or *truesight*), and only you can physically interact with it. When you make a Dexterity check using the set of thieves’ tools, you gain a bonus to the roll based on the rune’s rarity, as shown in the table below.

Whenever you successfully pick a lock using the set of thieves’ tools, you can activate the rune to cause a unique spectral key associated with that lock to appear on the keyring. While that key is on the keyring, you can use it

to automatically unlock the lock it is associated with or relock it again.

The keyring can hold a number of keys based on the rune's rarity, as shown in the table below. Though you can't physically remove the keys from the keyring, you can dismiss any key (no action required) while the keyring is hovering next to you, causing that key to vanish.

Rarity	Check Bonus	Maximum Number of Keys
Uncommon	+1	2
Rare	+2	5
Very rare	+3	10

In addition, while holding the set of thieves' tools, you can dismiss two keys of your choice from the keyring to cast the *knock* spell. When cast in this way, the spell has a range of touch, and it doesn't create an audible knock. Once you do so, the spell can't be cast in this way again until the next dawn.

LEARN ◊ scribe

Rune (*Sphinx*), very rare (transfers to any scroll case or spellbook)

Whenever you are targeted by a spell of 1st level or higher that is on the wizard spell list while carrying the object that bears this rune, a depiction of a golden quill appears at the top of a blank piece of paper within the object. The quill retains a fragment of the spell's magic for later analysis.

As an action, you can touch the quill to learn the name of the spell it retained and its spell level. After doing so, you can perform a ritual to activate the rune; this ritual takes 1 hour for each level of the spell. At the completion of the ritual, the quill springs to life and transcribes the spell it retained onto the paper. This creates a *spell scroll* of the spell or copies the spell into the spellbook.

Once activated, this rune can't be used again for a number of days equal to $3 \times$ the spell's level.

LEYLINES ◊ 木石

Rune (*Sphinx*), very rare (transfers to any druidic focus)

While holding the staff that bears this rune, you can activate the rune as an action to cast *speak with plants*; this version of the spell only affects trees that are Large or larger. For the duration, you can speak with an affected tree over the course of 1 minute and make a DC 15 Charisma (Persuasion) check; you have advantage on this check if you are proficient in the Nature skill. On a success, the rune forms a magical connection with the tree, and a special depiction of that tree appears on the staff. On a failure, you can't repeat the check on that tree for the next 24 hours.

Once the staff bears such a depiction of at least two trees, you can activate the rune as an action to cast *transport via plants* while you are within 10 feet of one of the trees. When cast in this way, you can only create a



magical link between trees that are specially depicted on the staff.

Once activated to cast *transport via plants*, this rune can't be used to do so again until the next dawn.

MINT ◊

Rune (Sphinx), rare (transfers to any chest, pouch, or similar container)

Once transferred, a depiction of an abacus appears on the outside of the container that bears this rune, which displays the current sum of the value of all objects within the container, denoted in gold pieces. Whenever an object is added to or removed from the container, the abacus magically shifts to display the updated sum.

While touching the container, you can activate the rune as an action and speak a monetary value that is less than or equal to the value displayed by the abacus. The container instantly converts objects within it, creating a number of gold pieces equivalent to their value and destroying the objects in the process. If the value you speak can't be rendered exactly by converting objects in the container, the nearest value that can be obtained is converted instead.

Once activated, this rune can't be used again until the next dawn.

MOONLIGHT ◊

Rune (Sphinx), uncommon (transfers to any translucent spellcasting focus, such as a crystal or orb)

Once transferred, a depiction of a new moon appears on the focus that bears this rune. For every 4 hours the focus spends exposed to direct moonlight, a progressively increasing portion of the depiction begins to glow, representing the phases of the moon. The focus sheds dim light out to a radius determined by the current lunar phase depicted, as shown in the table below.

Lunar Phase Depicted	Dim Light Radius	Save DC
New moon	—	—
Crescent moon	5 feet	12
Quarter moon	10 feet	13
Gibbous moon	15 feet	14
Full Moon	20 feet	15

While holding the focus, you can use a bonus action to snuff out its light or relight it. While the focus is shedding its light, you can activate the rune as an action to cast *moonbeam*. When cast in this way, the save DC for the spell is based on the current lunar phase depicted (as shown in the table above), and the cylinder's radius is equal to the radius of the focus's light.

Once activated, the focus reverts to depicting the new moon, and this rune can't be used again until the next dusk.

MUTE ◊

Rune (Sphinx), very rare (transfers to any bandana, mask, or similar face covering)

Once transferred, three depictions of open mouths appear on the outward-facing surface of the covering that bears this rune. Whenever a hostile creature within 60 feet of you casts a spell with a verbal component, one of the mouths magically closes.

While all three mouths are closed, you can activate the rune as an action to cast *power word mute*^R (save DC 16). If the target's spells caused all three of the mouths to close, it has disadvantage on any saving throw it makes to end the spell.

Once activated, this rune can't be used again until the next dawn—though the mouths can begin closing again before then.

REPETITION ◊

Rune (Sphinx), uncommon (transfers to any spell-casting focus)

Once transferred, three small black circles appear on the focus that bears this rune. Whenever you use an action to cast a cantrip that targets a hostile creature while holding the focus, one of the circles becomes filled with pulsing arcane energy. If you finish one of your turns without casting a spell, the energy fades from one of the circles.

While all three circles are filled, you can activate the rune when you cast a 1st-level spell to cast it without expending a spell slot. Once activated, the energy fades from the circles, and this rune can't be used again until the next dawn.

RETALIATE ◊

Rune (Sphinx), uncommon (transfers to any weapon)

When a creature scores a critical hit against you, this rune begins pulsing with arcane energy until the end of your next turn. Immediately after you make an attack against that creature on your turn while the rune is pulsing, you can activate the rune as a bonus action to make another attack against it, using the weapon that bears this rune.

Once activated, this rune can't be used again until the next dawn.

RIDDLE ◊

Rune (Sphinx), uncommon (transfers to any spell-casting focus)

Once transferred, four depictions of people appear on the focus that bears this rune: a crawling baby, an upright young man, a stooped elderly man, and a supine corpse. Whenever a target of a spell you cast while you're holding the focus fails an Intelligence, Wisdom, or Charisma saving throw against that spell, one of the

RUNES

four people shifts into the likeness of a sphinx.

While holding the focus, you can activate the rune as an action and cause one or more of the sphinxes to shift back to the people they depicted. For each sphinx that shifts in this way, choose a creature you can see within 60 feet of you. Each target hears a riddle in its mind and must succeed on a DC 13 Intelligence saving throw or become incapacitated until the end of its next turn as it attempts to solve the riddle. If a target doesn't understand at least one language, it is unaffected by this rune.

Once activated, this rune can't be used again until the next dawn—though the people can begin shifting into sphinxes again before then.

SHARPEN ◊ ፳፻፷፻፻፻፻፻፻፻፻

Rune (Sphinx), rarity varies (transfers to any weapon that deals piercing or slashing damage)

Once transferred, ten black outlines of drops of blood appear on the weapon that bears this rune. Whenever you hit a hostile creature with the weapon, one of the outlines becomes filled with black ink.

While holding the weapon with all ten outlines filled, you can activate the rune as a bonus action, causing the ink to shift to a crimson hue. For 1 minute, the weapon gains a bonus to attack rolls and deals extra damage of the weapon's type on a hit based on the rune's rarity, as shown in the table below.

Rarity	Attack Roll Bonus	Extra Damage
Uncommon	+1	1d4
Rare	+2	1d6
Very rare	+3	1d8

Once activated, the ink fades from the drops of blood, and this rune can't be used again until the next dawn—though the outlines can begin filling again before then.

SOLDIER ◊ ፻፻፻፻፻፻፻፻፻፻፻

Rune (Sphinx), uncommon (transfers to any suit of heavy armor)

Once transferred, two depictions of shields appear on the armor that bears this rune. Whenever you roll initiative while wearing the armor, a pair of crossed swords appears on top of one of the shields. While you're wearing the armor with at least one shield bearing a pair of crossed swords, you can activate the rune when you finish a short or long rest to cause the swords

to vanish from one or both shields. When you do so, you gain 5 temporary hit points for each pair of swords that vanished.

TALLY ◊ ዲ፻፻፻፻፻፻፻፻፻፻፻፻

Rune (Sphinx), legendary (transfers to any weapon)

Whenever the weapon that bears this rune is used to kill a hostile creature with a challenge rating of 5 or higher (or a level of 5 or higher, if it doesn't have a challenge rating), a number of dark red tally marks appear on the weapon. The number of marks is equal to the target's challenge rating or level. No more than 20 marks can appear on the weapon at a time.

While the weapon has tally marks on it, you can activate the rune as a bonus action to empower the weapon with a vicious fury. For 1 minute, you gain a bonus to damage rolls made with the weapon, and the weapon's critical hit range increases, as shown in the table below.

Number of Marks	Damage Bonus	Critical Hit Range
5–9	+1	19–20
10–14	+2	18–20
15–19	+3	17–20
20	+4	16–20

Once activated, the tally marks vanish, and this rune can't be used again until the next dawn—though it can begin accumulating marks again before then.

WEAVE ◊ ተ፻፻፻፻፻፻፻፻፻፻፻፻

Rune (Sphinx), rarity varies (transfers to any set of clothes or light armor)

Once transferred, three depictions of silver sewing needles appear stitched into the object that bears this rune. Whenever a hostile creature scores a critical hit against you or reduces you to 0 hit points while you're wearing the object, one of the needles shifts to a golden hue.

While wearing the object with three golden needles, you can activate the rune as a bonus action to weave protective magic into it for 10 minutes. For the duration, you have resistance to bludgeoning, piercing, and slashing damage, and you gain a bonus to AC, as determined by the rune's rarity: +1 (rare), +2 (very rare), or +3 (legendary).

Once activated, all the needles revert to a silver color, and this rune can't be used again until the next dawn—though the needles can begin shifting to a golden hue again before then.



SYLVAN

Due to their whimsical nature, few can truly claim certainty when discussing matters of the fey. With that understanding, it's unsurprising that the historical accounts and myths regarding the origins of the Sylvan language are multitudinous and bizarre.

The foremost theory—and perhaps the most likely one, if only for its characteristically outlandish nature—proposes that a hyperintelligent and unnaturally large fairy grew jealous of the freedom and bliss expressed by the beasts of their domain and could find no existing language that paralleled the beauty of their utterances. This archfey decided to painstakingly catalog the sounds made by every animal on their plane and constructed a language around them, similarly interweaving nature and tongue. Though the language has persistently shifted and evolved over time, Sylvan does seem to be composed of sounds reminiscent of animal noises, so the theory seems plausible.

A natural counterhypothesis suggests that this resemblance is simply due to the fact that Sylvan was created by awakened animals and other intelligent beastlike fey who wished to speak with one another. Though, while possible, most believe this explanation to be altogether too straightforward for a language so rooted in the unpredictability of its speakers' whims.

BEST FOR LAST

While the origins of the language of the fey are clouded in obscurity, the creation of their runes is well documented by those who devised the system. Sylvan runes, by all accounts, were the last to be codified. By then, every other major language had derived the practice from dragons, giants, or one of the groups they later taught, but Sylvan held out, unwilling to lock in any aspect of their language for centuries to come. Eventually, the ancient courts of archfey relented, and—recognizing their spectacle in being last—prepared a grand festival.

Unlike many cultures, who invented their runes out of necessity and strife, the lackadaisical fey put a call out across the realm, encouraging their denizens to approach them with ideas for how their runes should manifest, which would be given in a contest at two great festivals: one in each court. The circumstances that followed were only comprehensible to fey, but the winner, a renowned and jovial satyr, proposed that Sylvan runes should embody (much like the contest) a powerful relationship shared and celebrated by many.

BECAUSE THEY SAID SO

It is widely accepted that bonds extend between all things throughout the multiverse. Monks occasionally cite ki as the source; wizards might dwell on the properties of magic to explain it. Fey don't particularly care for such things as "how" or "why" in most cases. If something appears to be a certain way, it just is—possibly with no further reasoning than simply because they accept it or will it to be so. So when the archfey set out to create a system of runes based on the winning pitch of their contest, that is precisely what transpired.

The courts gathered in a glade, squabbled about which of their relationships the runes should be modeled after, intimately explored the intricacies of these relations for untold hours, and then decided it didn't much matter, so why not embrace all? In that moment, the concept and magic that is the Sylvan runic system manifested into the realms, capable of being transferred to multiple items that share similar qualities.

CREATORS AND CUSTOMS

Archfey, by nature, can create Sylvan runes at will, manifesting them on a whim. Some will gift them to their pactbound warlocks with no explanation because they find it to be fun (or funny). Others will promise someone endlessly that they'll get around to making one with no intention of ever actually doing so, also because it amuses them.

Trying to intuit any semblance of "customs" associated with archfey is a fruitless endeavor. Any creature who can understand the nature and tendencies of an archfey likely is one and is just as prone to lying as telling the truth. If you wish to have a Sylvan rune created, be careful what you ask for and be wary of any deals made in the process, no matter how harmless they may seem.

NUANCES

Sylvan runes draw their power from pools of fey energy scattered throughout the planes. While these pools are incredibly difficult to find, there are many archfey and powerful adventurers who know of them.

While it can be incredibly difficult to convince an archfey to create a Sylvan rune on your behalf, it's been proven to be far easier to request they transfer an existing Sylvan rune for you. When a fey creature transfers a Sylvan rune, it can be transferred to twice as many objects as it would normally be able to.

SYLVAN

SYLVAN RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ANTIPODE

Rune (Sylvan), very rare (transfers to any two shields or suits of armor)

While the shields that bear this rune are being wielded by creatures within 30 feet of each other, one of the creatures can activate the rune as an action to cast the *fire shield* spell on both of them. When cast in this way, the creature activating the rune chooses either warm shield or chill shield, and the other creature gains the effects of the spell as if it chose the other shield.

While both creatures are under the effects of this spell and are within 30 feet of each other, they both have resistance to cold and fire damage.

Once activated, no creature wielding a shield that bears this rune can activate it again until the next dawn.

BLESSED

Rune (Sylvan), uncommon (transfers to any three articles of clothing or other worn objects)

While wearing an object that bears this rune, you can activate the rune as an action to cast the *bless* spell, targeting only yourself and the creatures that are wearing the other objects this rune was transferred to. When cast in this way, the spell's range increases to 60 feet.

Once activated, no object that bears this rune can activate it again until the next dawn.

CANTRIPS

Rune (Sylvan), rare (transfers to any two spellcasting focuses)

While wielding a spellcasting focus that bears this rune, a creature can activate the rune as a bonus action. For the next hour, any cantrip known to one creature holding a focus is known to the other creature holding a focus. If any of the cantrips appear on the class list from which a creature can cast spells, it is considered a cantrip of that class for the caster.

For example, if a sorcerer that knows the *minor illusion* cantrip activates this rune and the other focus is held by a warlock that knows *eldritch blast*, both casters would be able to cast both spells, but while *minor illusion* would count as a warlock spell for the warlock, *eldritch blast* would not count as a sorcerer spell for the sorcerer.

Once activated, this rune can't be used again until the next dawn.

COPY

Rune (Sylvan), common (transfers to any two writing instruments)

While holding a writing instrument that bears this rune, you can activate the rune as an action and write a message of 25 words or fewer. A creature on the same plane of existence that is holding the other writing instrument that bears this rune instantly knows the contents of the message and can use a bonus action to transcribe it.

Once activated, this rune can't be used again by either instrument for 1 hour.

DIPOLE

Rune (Sylvan), very rare (transfers to any three pairs of boots, shoes, or similar footwear)

While wearing a pair of footwear that bears this rune, you can activate the rune as an action to cast *reverse gravity* (save DC 16). For the duration, a creature wearing one of the pairs of footwear can be unaffected by the spell if it chooses.

Once activated, no object that bears this rune can activate it again until the next dawn.

DOORWAY

Rune (Sylvan), legendary (transfers to up to ten identical door handles)

While touching a handle that bears this rune, you can activate the rune as an action. If the handle is attached to a door, the door opens into a demiplane instead of opening into its natural location. If the handle is not attached to a door, an invisible doorway opens into the demiplane. The demiplane is soundless and featureless except for a number of door handles equal to the number that bear this rune, each of which floats at standard height 5 feet away from the other doors along the edge of a polygon.

The door remains open for 1 minute or until a creature uses a bonus action to close it. While within the demiplane, the creature that activated this rune can use a bonus action to touch any of the door handles present and open a door to an unoccupied space outside the demiplane within 5 feet of the handle, wherever it is on any plane of existence. If no unoccupied space exists, the handle remains stuck, as if jammed. If a door handle is moving when you attempt to open it, it remains stuck but you know it is moving. A door opened in this way remains open for 1 minute or until a creature uses a bonus action to close it.

Once activated, a door handle that has been opened can't be opened again until the next dawn.



ELONGATE

Rune (Sylvan), rare (transfers to up to five identical rings)

While wearing a ring that bears this rune, you can activate the rune to cast *elongate*^R on yourself. When cast in this way, the spell's level is determined by the number of creatures wearing an object that bears this rune within 5 feet of you. Consult the table below.

For the duration, each creature must remain within 5 feet of you or the spell ends early.

Number of Creatures	Spell Level
0	1st
1	3rd
2	5th
3	7th
4 or more	9th

Once activated, no rune borne by a creature that was within 5 feet of you, including you, when the rune was activated can be activated until the next dawn.

FALL

Rune (Sylvan), uncommon (transfers to any three capes, cloaks, or similar backwear)

When a creature falls while wearing an object that bears this rune, it can activate the rune as a reaction to cast the *feather fall* spell, targeting only itself and other creatures within range that are wearing another object that bears this rune. When cast in this way, the backwear detaches from each affected creature and transforms into a large leaf, which gently guides the creature's descent. When the spell ends, the leaf transforms back into its original form and reattaches itself to the creature's back.

Each object can activate this rune once, and once used, that object can't activate the rune again until the next dawn.

PINPOINT

Rune (Sylvan), very rare (transfers to any two compasses, maps, or sets of navigator's tools)

While holding an object that bears this rune, you can use an action to activate the rune. When you do so, you instantaneously learn the location of the other object this rune was transferred to, as long as that object is on the same plane of existence as you. If the object is on a different plane of existence, you learn what plane it is on, but not its exact location on that plane.

When you activate the rune, you can also choose to cast the *scrying* spell, targeting the other object this rune was transferred to. When cast in this way, the spell can target the object even if it isn't on the same plane of existence as you. Each object that bears this rune can be used to cast the spell in this way once, and once cast, that object can't be used to cast the spell again until the next dawn.

RITUAL

Rune (Sylvan), uncommon (transfers to any three spell-casting focuses)

While the three focuses that bear this rune are being held by different creatures within 30 feet of each other, the casting time is halved for any spell cast as a ritual by one of the creatures. Each of the creatures not casting the spell must spend its action each turn assisting in the ritual and must maintain its concentration while it does so, as if also casting the spell.

SHARE

Rune (Sylvan), common (transfers to any two identical containers)

Once transferred, the containers that bear this rune contain a shared demiplane of a volume equal to the original capacity of a single container. Any object placed inside a container that bears this rune is contained within the demiplane and can be removed from the other container that bears this rune as if it were contained within the container.

SIGHT

Rune (Sylvan), uncommon (transfers to any two pieces of headwear)

While wearing an object that bears this rune, you can activate the rune as an action to see through the eyes of a creature wearing another object this rune was transferred to. If the creature is on a different plane of existence than you, this effect fails, and it ends early if the creature travels to one while this effect is active. You continue to see through the creature's eyes until either you or the creature are no longer wearing the object that bears the rune, or until your concentration ends (as if concentrating on a spell).

While perceiving through another creature in this way, it is aware of this effect, and you gain the benefits of any special senses possessed by that creature, though you are blinded to your own surroundings.

SIMULTANEOUS

Rune (Sylvan), very rare (transfers to any two spellcasting focuses)

The focuses this rune is transferred to are bound by powerful fey magic. While you are holding one of the bound focuses, its magic flares when a creature holding another bound focus within 60 feet of you casts a spell using its action or bonus action. When your focus flares in this way, you can use your reaction to activate the rune and cast a spell at the same time as the other creature. The spell must be 3rd level or lower, and it must have a casting time of 1 action or 1 bonus action.

Each of the bound focuses can activate the rune once, and once used, that focus can't activate the rune again until the next dawn.

STEED

Rune (*Sylvan*), rarity varies (transfers to any one suit of armor and one suit of bardings)

While wearing the armor that bears this rune, you have a special connection to a creature that is wearing the bardings this rune was also transferred to. The creature must be a Medium or larger beast or monstrosity, it must have an appropriate anatomy to serve as a mount, and it must have a challenge rating of 1 or lower (uncommon), 2 or lower (rare), or 4 or lower (very rare).

While wearing the bardings, that creature gains the benefits of the *find steed* spell. If the creature drops to 0 hit points, it doesn't disappear, but your connection via this rune is severed until the creature becomes conscious again or until a new creature dons the bardings.

SWITCH

Rune (*Sylvan*), uncommon (transfers to any two identical pieces of jewelry)

While wearing an object that bears this rune, you can activate the rune as a bonus action and choose a creature you can see within 60 feet of you that is wearing another object this rune was transferred to. If that creature is willing, you both teleport, swapping places.

Each piece of jewelry can activate this rune once, and once used, that piece of jewelry can't activate the rune again until the next dawn.

SYNCHRONIZE

Rune (*Sylvan*), uncommon (transfers to any two identical pieces of jewelry)

When you roll initiative at the start of combat, you can activate this rune and choose a willing creature you can see that is wearing another object this rune was transferred to. When you do so, you gain one of the following benefits of your choice:

- If you aren't surprised, and the target is, you can choose for the target to also not be surprised.
- You can choose to make your initiative roll match the target's initiative roll.
- You can immediately use your reaction to move up to your speed toward the target.

TANDEM

Rune (*Sylvan*), uncommon (transfers to any two pairs of boots, shoes, or similar footwear)

While wearing a pair of footwear that bears this rune, you can activate the rune as a reaction when a creature you can see moves at least 5 feet while wearing another pair of footwear this rune was transferred to. When you do so, you can move up to your speed toward that

creature; you are unaffected by difficult terrain while moving in this way.

Each pair of footwear can activate this rune once, and once used, that pair of footwear can't activate the rune again until the next dawn.

TELEPATHY

Rune (*Sylvan*), rare or very rare (transfers to any three identical pieces of jewelry)

While wearing the jewelry that bears this rune, you can speak telepathically with a creature wearing another piece of jewelry this rune was transferred to. This effect fails if no other creature is wearing such a piece of jewelry, or if the creature wearing the jewelry is more than 1,000 feet away from you or doesn't share a language with you.

If this rune is of very rare rarity, you can communicate telepathically with the creature wearing the other piece of jewelry across any distance (even to other planes of existence). In addition, your communications can be words, images, sounds, or other sensory messages, and the other creature need not share a language with you to receive your messages, though it gains no special ability to understand words you speak to it telepathically.

WED

Rune (*Sylvan*), rare (transfers to any two rings that are each set with diamonds worth at least 300 gp)

While wearing a ring that bears this rune, you can activate the rune as an action to cast *revivify*, targeting a creature that has died within the last minute that is wearing another ring this rune was transferred to. When cast in this way, the spell has a range of sight.

Once activated, neither ring that bears this rune can activate it again for 7 days.

WIND

Rune (*Sylvan*), legendary (transfers to any combination of up to three brits, bridles, reins, saddles, or other items of horse tack)

While mounted on a creature wearing an object that bears this rune, you can use an action to cast the *wind walk* spell, targeting only your mount and other mounts within 120 feet of you that are wearing other objects this rune was transferred to. When you do so, the targets are still able to be mounted and controlled, despite being in cloud form.

Once activated, no creature on a mount wearing an object that bears this rune can activate it again until the next dawn.



Qommie

THIEVES' CANT

Though subterfuge has existed since the earliest days of the multiverse—both between the gods and among their multitude of mortal progeny—it took the combined expertise of organized guilds throughout the planes to codify the set of rules now known as Thieves' Cant. While similar deceptive practices exist to an extent in every language (and independent of any language at all), Thieves' Cant, at its core, is the linguistic manifestation of such deception.

Rogues and others who know their enigmatic language are able to express complex messages without fear that eavesdroppers might understand them—or even realize a secret message is being communicated at all—by implementing certain standardized tricks of speech. These include utilizing keywords, altering their pronunciations, rearranging a sentence's syntax, and any number of other idiomatic quirks. This mastery of doublespeak fundamentally relies on the manipulation of another language; which is to say, apart from a language with which to doublespeak, one cannot verbally communicate in Thieves' Cant at all.

Those using Thieves' Cant also incorporate body language to supplement their speech, especially in cases where audible communication is impossible or risky, or when simple word tricks might not convey their message properly. Subtle hand gestures, facial ticks, and sounds created using various parts of the body are all within their extensive repertoire.

ADAPTABLE YET CONSISTENT

While the language used as a base for spoken Thieves' Cant changes from place to place, its writing system does not. No matter where in the multiverse you go, those with a carefully trained eye can find its written symbols etched into various surfaces, unchanging. Never do those communicating via Thieves' Cant use the written form of the local language, but rather something completely unique to Thieves' Cant itself.

The evolution of this language's magical runes is not well understood. Some believe that an ancient thieves' guild stole the process of rune creation from goblins or halflings and quickly adapted it. Others hypothesize that the ingenious consistency of its written symbols, which is in direct contrast with the malleable nature of its spoken form, could've only been devised by a deity—perhaps a goddess of luck or magic. Some researchers take this a step further, positing that the invention of Thieves' Cant runes took place before the written form of the language itself was established, an anomaly among runic systems.

The truth will likely always be shrouded in mystery as it is either lost to time or those with inside knowledge on the matter guard it as treasure from a bygone age.

CLANDESTINE ESCAPE

Reflecting the consistent nature of Thieves' Cant's written form, its runes focus on the ubiquitous need of its users to mask their presence or swiftly abscond when necessary. Whether it be from a watchperson on a busy street, a magical security system within a bank vault, or the eye of a jealous dragon, thieves are always on the run.

CREATORS AND CUSTOMS

Typically, Thieves' Cant runes are created by the heads of powerful thieves' guilds scattered throughout the multiverse. While it's unlikely that the boss of a fledgling organization will know the most secretive tricks of the trade, the kingpin operating in the capital of the Elemental Plane of Fire would certainly be capable of crafting runes for their crime syndicate, given enough time.

On rare occasion—and giving credence to the theory of a deity's intervention—the magic that powers Thieves' Cant runes spontaneously manifests within their written words for those nearby who are in need of escape. This unexplained property is what leads guild agents to preemptively scratch their symbols into walls, doors, tables, and other places they frequent, just in case.

NUANCES

It's a reasonable assertion that Thieves' Cant's spoken form can be likened to a universal dialect. Unlike other forms of communication, verbalizing Thieves' Cant requires that its users speak another language and then superimpose the rules and idiosyncrasies of Thieves' Cant on top of it.

For example, a rogue in an elven city must be able to speak both Elvish and Thieves' Cant to effectively communicate using the language with members of the local guild. If that same rogue doesn't know Dwarvish and finds themselves in a dwarven kingdom, they might be able to pick up on certain aspects of body language and other mannerisms broadly associated with spoken Thieves' Cant. However, their ability to verbally communicate in the language may be limited or altogether impossible without being able to understand Dwarvish itself.

THIEVES' CANT RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

BEAM

Rune (Thieves' Cant), very rare (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can use an action to activate the rune and point your arm in a direction you choose. When you do so, you create a 5-foot-wide, 120-foot-long line of force, which extends from you in that direction. Creatures and objects in that line are pushed 5 feet to the left or right side of the line (your choice for each creature and object). If a creature is unwilling, it can make a DC 16 Strength saving throw. On a success, it isn't moved.

You then fly to the other end of the line, or to the farthest unoccupied space in the line before reaching an obstruction, such as a wall or creature. When you fly in this way, you can bring along one willing creature of your size or smaller that you are touching, and neither you nor that creature provoke opportunity attacks. If you are in the air when you reach your destination, you and the creature traveling with you (if any) immediately float to the ground, taking no falling damage and landing on your feet.

Once activated, this rune can't be used again until the next dawn.

BLINK

Rune (Thieves' Cant), rare (transfers to any thrown weapon)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action to cast *blink*. When cast in this way, you don't roll a d20 at the end of each of your turns. Instead, you vanish immediately after you throw the weapon.

At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you can choose to return to an unoccupied space you can see within 10 feet of the space you vanished from or an unoccupied space you can see within 10 feet of where the weapon is. You can also use a bonus action to return early.

Once activated, this rune can't be used again until the next dawn.



CLIMB

Rune (Thieves' Cant), uncommon (transfers to any rope)

While holding one end of the rope that bears this rune, you can use an action to activate the rune. When you do so, the other end of the rope moves up to 60 feet to a point you choose, and then becomes magically fixed there.

Until you activate the rune again or use an action to end the effect, that end of the rope doesn't move, even if it is defying gravity. While this effect is active, the rope can hold up to 1,000 pounds. More weight causes the effect to end and the rope to fall. A creature can use an action to pull on the rope and make a DC 20 Strength check, ending the effect on a success.

The rope that bears this rune has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it and the rune are destroyed.

DESPERATION

Rune (Thieves' Cant), common (transfers to any cloak, cape, or similar backwear)

While you're prone and wearing the backwear that bears this rune, you can use an action to activate the rune and cover yourself in the backwear. When you do so, you become heavily obscured as you project an illusory image around yourself—such as a barrel or a rock—as if from the *minor illusion* spell (save DC 10). You can take the Hide action as part of the action used to activate this rune.

This illusion lasts for 10 minutes or until the backwear is no longer covering you. Unless a creature saw you activate this rune, it must discern the illusion for what it is before it can spot you.

Once activated, this rune can't be used again for the next hour.

DISGUISE

Rune (Thieves' Cant), uncommon (transfers to any mask fashioned after a beast or humanoid)

While wearing the mask that bears this rune, you can activate the rune as an action to cast *disguise self*.

When cast in this way, you take on the appearance of the beast or humanoid after which the mask is fashioned. The spell ends if the mask is removed.

ENCAGE

Rune (Thieves' Cant), rare (transfers to any net)

You don't have disadvantage on your attack rolls with the net that bears this rune as a result of attacking at long range with it. When you restrain a creature with the net, you can activate the rune to cause it to hum with a magical ward for 10 minutes or until the creature is freed. For the duration, the DC for the Strength check to free the restrained creature increases to 20, the net's AC increases to 20, and the net is immune to nonmagical damage.

If the creature tries to use teleportation or interplanar travel to escape, it must first make a DC 15 Charisma saving throw. On a failed, save the creature can't escape and wastes that use of the spell or effect. This ward also extends into the Ethereal Plane, blocking ethereal travel.

Once activated, this rune can't be used again until the next dawn.

FLY

Rune (Thieves' Cant), rare (transfers to any handheld object that is at least 3 feet long, such as a quarterstaff)

While holding the object that bears this rune, you can use an action to activate the rune and grant the object a flying speed of 30 feet. Until you choose to end the effect as a bonus action, the object can be ridden by standing or sitting on it, and it can carry up to 400 pounds. While riding the object, you can mentally command it to move in any direction you wish.

As a bonus action while riding the object, you can increase its flying speed to 60 feet for 10 minutes. While its speed is increased in this way, you have advantage on ability checks and saving throws made to avoid falling off of it. Once you use this property of the rune, it can't be used again until the next dawn.

FREEDOM

Rune (Thieves' Cant), uncommon (transfers to any worn object made of leather, such as armor, a belt, or bracers)

While wearing the object that bears this rune, you can activate the rune as a bonus action to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Alternatively, whenever you fail an ability check or saving throw against being paralyzed or restrained, you can activate this rune to reroll the check or save, and you must use the new roll.

Once activated, this rune can't be used again until the next dawn.

GAS

Rune (Thieves' Cant), legendary (transfers to any bandana, mask, or similar face covering)

While wearing the covering that bears this rune, you can use an action to activate the rune and cast *cloudkill* as an

8th-level spell (save DC 18) centered on yourself. When cast in this way, the spell doesn't require your concentration, and you are immune to its effects, allowing you to see through the fog as if it weren't there. You can end the spell early as an action.

Once activated, this rune can't be used again until the next dawn.

HIDEAWAY

Rune (Thieves' Cant), rare (transfers to any rope that is up to 60 feet long)

While holding the rope that bears this rune, you can activate the rune as an action to cast *rope trick*. When cast in this way, the spell can be active for up to 1 hour, all at once or in shorter intervals, with each time you cast the spell using a minimum of 10 minutes from the duration.

When you exit the extradimensional space created by the spell, you and any creatures that were in it with you can float to the ground at a rate of 60 feet per round, landing on your feet. When a creature does so, it has a +5 bonus to any Dexterity (Stealth) checks it makes to fall or land unnoticed.

The rune regains all expended time from the duration daily at dawn.

INVISIBILITY

Rune (Thieves' Cant), very rare (transfers to any ring)

While wearing the ring that bears this rune, you can activate the rune as a bonus action to cast *greater invisibility* on yourself. When cast in this way, you can take the Hide action as part of the same action, and the spell doesn't require your concentration. You can end the spell early as a bonus action.

Once activated, this rune can't be used again until the next dawn.

QUICK

Rune (Thieves' Cant), uncommon or rare (transfers to any boots, shoes, or similar footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action to gain a burst of speed for 10 minutes. For the duration, your walking speed increases by 10 feet. If the rune is of rare rarity, your walking speed instead increases by 30 feet and opportunity attacks against you are made with disadvantage.

Once activated, this rune can't be used again until the next dawn.

SHEATH

Rune (Thieves' Cant), uncommon (transfers to any armor or article of clothing)

When you put on the armor or clothing that bears this rune, an invisible sheath appears on your person. The

sheath is intangible to everyone but you, and it can fully contain one melee weapon, storing the weapon in an extradimensional space. The sheath disappears if it is removed from your person or if you are no longer wearing the armor or clothing that bears this rune. If the sheath disappears while it contains a weapon, the weapon appears at your feet.

SLINK

Rune (Thieves' Cant), uncommon (transfers to any article of clothing)

While wearing the clothing that bears this rune, you can activate the rune as an action to cast the *pass without trace* spell. When you cast the spell in this way, it doesn't require your concentration, but only you (not creatures within 30 feet of you) gain the benefits of the spell.

Once activated, this rune can't be used again until the next dawn.

SPIDER

Rune (Thieves' Cant), uncommon (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you have a climbing speed of 30 feet.

In addition, as an action, you can activate the rune to gain the effects of the *spider climb* spell (no concentration required). You can have this property activated for up to 1 hour, all at once or in several shorter intervals, each one using a minimum of 1 minute from the duration. The rune regains all expended use of this property daily at dawn.

SWIFT

Rune (Thieves' Cant), uncommon (transfers to any boots, shoes, or similar footwear)

While wearing the footwear that bears this rune, you can activate the rune when you take the Attack action to interweave your attacks with bursts of speed. When you do so, you can move up to half your speed before each attack and after the last attack you make as part of this action, without expending any movement. This movement doesn't provoke opportunity attacks and is unaffected by difficult terrain.

Once activated, this rune can't be used again until the next dawn.

SWIM

Rune (Thieves' Cant), uncommon (transfers to any gauntlets, gloves, or similar handwear)

While wearing the handwear that bears this rune, you have a swimming speed of 30 feet. If you use all your movement on your turn to move in a straight line while

underwater, you can move an additional 10 feet in that line. In addition, whenever you take the Dash action, you don't provoke opportunity attacks for the rest of your turn as long as you are swimming.

THIEVERY

Rune (Thieves' Cant), common (transfers to any Tiny metal object, such as a button, hairpin, or ring)

As an action, you can touch the object that bears this rune to activate it, transforming the object into any object normally included in a set of thieves' tools (such as a lockpick or a pair of scissors). While transformed, the object can be used as if you were using a normal set of thieves' tools. Activating the rune again reverts the object to its original form.

TRANSPORT

Rune (Thieves' Cant), legendary (transfers to any vehicle)

While operating the vehicle that bears this rune, you can activate the rune as an action to cast *plane shift*. When you do so, you transport the vehicle and any creatures within it to a target destination on a plane of existence you specify. An unwilling creature within the vehicle automatically fails its saving throw against the spell.

Once activated, this rune can't be used again until the next dawn.

WILD

Rune (Thieves' Cant), uncommon (transfers to any armor or article of clothing worn on the lower body)

While wearing the armor or clothing that bears this rune, you can use an action to activate the rune and cast *find steed*. When cast in this way, the steed takes on the form of one of the following creatures of your choice: a giant manta ray, a giant wolf spider, or a Large panther. (A giant manta ray uses the statistics of a giant owl, except that it has a swimming speed of 60 feet instead of a flying speed, it can't speak Giant Owl, it can breathe only underwater, and its Flyby trait becomes Swimby, allowing it to swim out of an enemy's reach without provoking opportunity attacks.)

The steed is a beast, rather than a celestial, fey, or fiend. It bears an appropriate saddle for riding it and barding that gives it an AC of 15. When it appears, you are mounted on it and can command it to immediately move up to its speed as part of the action used to activate the rune. Alternatively, you can choose for the steed to appear in an unoccupied space within 5 feet of you. The steed disappears after 1 hour; when it disappears, its saddle and barding disappear with it.

Once activated, this rune can't be used again until the next dawn.

UNDERCOMMON ◊ የደርሱ ማረጋገጥ

One of the most researched languages, Undercommon evolved as a reluctant pidgin of circumstance among humanoids and other intelligent beings who shared a dark, underground home. Despite their similar-sounding names, there are few, if any, similarities between the Common language and Undercommon. Small populations of humans, as well as goblins and orcs, may have been present as the fledgling language gained traction; however, the most prominent residents of this subterranean region—then and to this day—were drow, duergar, and svirfneblin, who brought with them influences of Elvish, Dwarvish, and Gnomish, respectively.

Though these societies often clashed, tenuous alliances frequently coalesced, allowing for the beginnings of what would become the Undercommon language. While it is not a native tongue originating from any of these disparate peoples, over the course of several generations, it became their primary method of communication, most notably for trade.

Growing out of pragmatic necessity rather than the coordinated desire of any particular people group, Undercommon is highly regarded for its ability to adapt with the changing landscape of its speakers. The most notable example of this in recent years has been the gradual introduction of some words and pronunciations derived from Draconic due to a rise of kobolds in the area.

TUMULTUOUS BEGINNINGS

Given the history of conflict in the region where Undercommon flourished, it is no surprise that the creation of a runic system for the language exploded into a veritable arms race. As runes for each of their native tongues arose, speakers of Undercommon began to declare their intent to establish a similar system for the language.

Most heated among these were the drow and a sprawling faction of duergar. While the drow made strides, their reluctance to deviate from the precedent set by Elvish runes ultimately held them back. The duergar, conversely, turned to the advanced and alien intelligence of aberrations for assistance, who were known to lurk in the darkest depths of their tunnels and caverns. With their guidance, these dwarves devised the first concepts for Undercommon runes, using their magic to counteract the sensory-deadening nature of their environs.

While they were indeed successful in their goals, this came at a great cost. Though some escaped, the duergar clan as a whole lost themselves, becoming obsessed with the process of crafting runes. The knowledge imparted by these otherworldly entities from distant realms gradually infected their minds; they became overcome by fear, chaos, and delirium, morphing them into an entirely distinct and reclusive branch of their race known as the derro.

SENSES AND SUBTERFUGE

The ancient ruins of the once-great clan of duergar that originally developed these runes remains a trove of runic magic—guarded unpredictably by the derro. For this reason, Undercommon runes are often found in the hands of spies and opportunistic adventurers who are adept at covertly traversing the hazards of the region. As such, the runes have expanded over the centuries to focus not only on enhancing one's normal senses but also to benefit those in need of reconnaissance and supernatural perception.

CREATORS AND CUSTOMS

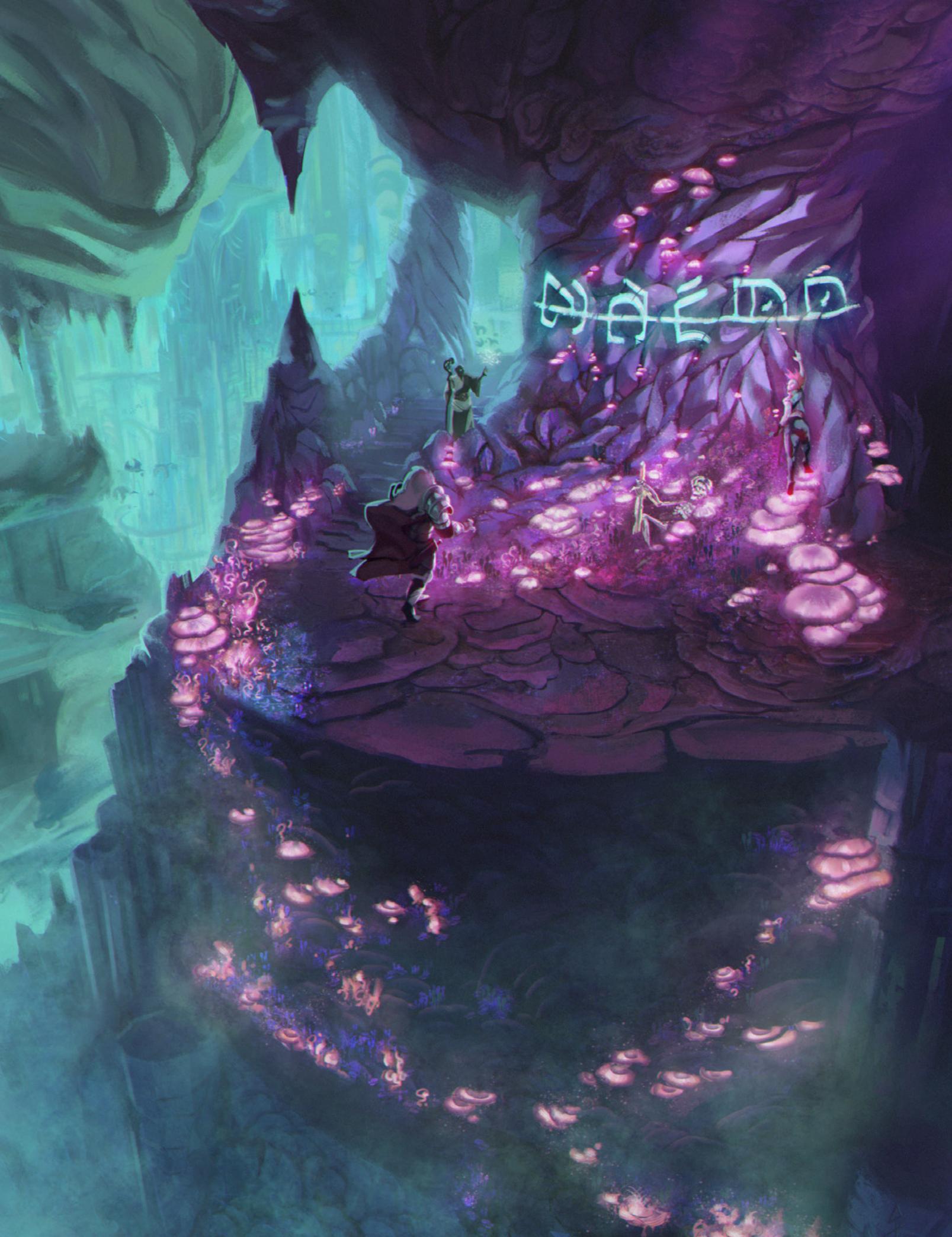
The history of the derro has become a cautionary tale among duergar and all wishing to delve the depths of creating Undercommon runes. As a result, runemakers for the language are respected for the dangers they face. They largely keep the crafting process secret and are known to avail themselves of long pauses between creating each rune—sometimes for months or even years at a time—making sure to take breaks to ground themselves in their culture and sense of purpose.

As one would expect for the way of life proliferated throughout this society, Undercommon runes can often be found distributed by various traders. One must always be aware, however, that there is a high likelihood these runes have changed hands many times and are either stolen—whether taken recently or plundered long ago—or counterfeit.

NUANCES

Undercommon isn't typically regarded as being prone to developing unique dialects. This is primarily due to how readily the language itself adopts loanwords from other languages and the fact that, at its core, it already draws on influences from so many sources.

This consistency makes it a very stable language for envoys from surface-dwelling folk to be able to effectively communicate with the denizens of this subterranean realm, even if they seldom do so. It also makes Undercommon one of the easiest languages to study and become an expert on, due to how rarely major shifts in the language occur.



UNDERCOMMON RUNES

The following runes are presented in alphabetical order. As with other magic items, a rune's description gives its name, its category (including which language it belongs to), its rarity, and its magical properties; it also indicates what type of object(s) the rune can be transferred to.

ACUTE ◊ ᠥ᠁᠁᠁

Rune (Undercommon), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as a bonus action. While active, you have advantage on ability checks made to inspect an object or surface that is small or highly detailed, as if using a magnifying glass. In addition, you can survey distant objects and creatures up to 1 mile away as if you were no more than 100 feet from the target. This effect lasts for 1 minute or until you are no longer wearing the eyewear.

AVARICE ◊ ᠥ᠁᠁᠁

Rune (Undercommon), uncommon (transfers to any coin, gemstone, or other object used as currency)

While holding the object that bears this rune, you can activate the rune as an action to open your awareness to value for 10 minutes. For the duration, you sense the presence of coins, gemstones, and other objects used as currency within 60 feet of you. If you sense currency in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears currency, and you learn the exact amount of currency in gold pieces.

Your awareness can penetrate most barriers, but it is blocked by 3 feet of stone, 1 foot of common metal, an inch of lead, or 5 feet of wood or dirt.

Once activated, this rune can't be used again until the next dawn.

BETRAYAL ◊ ᠥ᠁᠁᠁

Rune (Undercommon), very rare (transfers to any tuning fork, dowsing rod, or similar object)

While holding the object that bears this rune, you can activate the rune as an action to expand your innate sense of foreboding for 1 hour. For the duration, you touch the minds of creatures within 120 feet of you, probing their thoughts and emotions for impending betrayal. Affected creatures don't know you are probing into their mind.

If a creature within the area plans to betray another creature it believes to be friendly to it, or a creature is already in the process of betraying another such creature, you immediately know it and can sense the direction of the creature's location, as if by the *locate creature* spell.

Once activated, this rune can't be used again until the next dawn.

EAVESDROP ◊ ᠥ᠁᠁᠁

Rune (Undercommon), uncommon (transfers to any earring, helmet, or other object worn on the head)

As an action, you can activate this rune and choose a space you can see within 500 feet of you. For the next 10 minutes, or until you end the effect as an action, you can hear as if you were in that space.

Once activated, this rune can't be used again until the next dusk.

FAMILIAR ◊ ᠥ᠁᠁᠁

Rune (Undercommon), uncommon (transfers to any Small or smaller box, crate, or similar container that can open and safely support an animal)

While holding the container that bears this rune, you can activate the rune as an action to cast the *find familiar* spell, conjuring the beast inside the container. If the beast you choose is larger than the container, or if the container doesn't have the proper air or liquid for the creature to breathe, the spell fails.

A familiar conjured in this way gains darkvision out to a range of 60 feet if it doesn't have it already, and you can communicate with it telepathically if it is within 1,000 feet of you, rather than 100 feet. In addition, you can choose to only see or hear through its senses, rather than both, allowing you to hear or see with your own senses, respectively, while doing so.

Once activated, this rune can't be used again until the next dawn.

FISHEYE ◊ ᠥ᠁᠁᠁

Rune (Undercommon), common (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as a bonus action. While active, you can see through nonmagical water as if it were air (regardless of the water's clarity), suffering none of the drawbacks of underwater visibility. This effect lasts for 1 hour, or until you are no longer wearing the eyewear.

FORESIGHT ◊ ᠥ᠁᠁᠁

Rune (Undercommon), legendary (transfers to any crystal ball, reliquary, or similar divination tool)

While holding the object that bears this rune, you can activate the rune as an action to cast *foresight*, targeting yourself. When cast in this way, the spell has a duration of 1 hour. Once activated, this rune can't be used again until the next dawn.

GUIDELIGHT ◊ ᚠᚢᚦᚣᚩ

Rune (*Undercommon*), uncommon (*transfers to any candle, lamp, or other object designed to shed light*)

While holding the object that bears this rune, you can use a bonus action to activate the rune, causing any light shed by the object to only be visible to you; this light doesn't illuminate magical darkness. This effect lasts until you use a bonus action to end it, or until you are no longer holding the object.

INTERPLANAR ◊ ᚠᚢᚦᚣᚩ

Rune (*Undercommon*), legendary (*transfers to any clothing or armor*)

While wearing the object that bears this rune, you can activate the rune over the course of 10 minutes to cast the *etherealness* spell. When cast in this way, you don't enter the Border Ethereal, instead occupying a demiplane that can overlap any plane regardless of whether it would normally be able to do so. At the start of each of your turns, you can choose to see and hear from any location you choose on a plane with which you are familiar, instead of only the plane you originated from, and you see the plane in normal color rather than in shades of gray.

Once activated, this rune can't be used again until the next dawn.

LOCATE ◊ ᚾᚢ

Rune (*Undercommon*), rare (*transfers to any compass, map, or set of navigator's tools*)

While holding the object that bears this rune, you can activate the rune to cast the *locate animals or plants*, *locate creature*, or *locate object* spell. When you cast a spell in this way, you can sense the direction of a target out to a range of 1 mile, regardless of how far the spell normally reaches.

Once activated, this rune can't be used again until the next dusk.

LUMINOSITY ◊ ᚾᚢ

Rune (*Undercommon*), rare (*transfers to any candle, lamp, or other object designed to shed light*)

While holding the object that bears this rune, you can use a bonus action to activate the rune, infusing the object with piercing magical radiance. For 10 minutes, any dim light shed by the object is considered bright light, and all light the object sheds is unaffected by magical darkness (such as that created by the *darkness* spell), allowing it to illuminate the area as normal.

Once activated, this rune can't be used again until the next dawn.

MOOD ◊ ᚠᚢ

Rune (*Undercommon*), very rare (*transfers to any ring*)

As an action, you can activate this rune and choose a point you have seen within 500 feet of you. For the next 10 minutes, you can read the mood and emotions of creatures within 30 feet of that point. When you activate this rune and as an action on each turn for the duration, you can focus your mind on one creature you can sense in this way. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is causing it to feel the current emotion and dictating its mood. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a DC 17 Wisdom saving throw. If it fails, you know all of the emotions that it has experienced within the last 10 minutes and why it felt those emotions. If it succeeds, you learn only one emotion it's had in the last 10 minutes and not explicitly why it felt that emotion. Either way, the target knows that magic is probing into its mind.

Once activated, this rune can't be used again until the next dawn.

RECONNAISSANCE ◊ ᚾᚢ

Rune (*Undercommon*), rare (*transfers to any bracer, gauntlet, glove, or similar armwear*)

Over the course of 10 minutes, you can activate this rune while touching the ground, a wall, or a similar nonmagical surface. When you do so, you magically learn the following information about the area within 30 feet of the point you're touching:

- Approximately how many creatures have passed through the area within the last 24 hours
- How long ago they passed through the area
- Their sizes
- Their creature types
- Which direction they were traveling
- Their travel pace

You may also learn other similar information, at the GM's discretion. Once activated, this rune can't be used again until the next dusk.

SCRY ◊ ᚠᚢ

Rune (*Undercommon*), very rare (*transfers to any monocle, eyepatch, or similar object that covers only one eye*)

As an action while wearing the object that bears this rune, you can activate the rune to cast the *scrying* spell, which can last for up to 1 hour instead of 10 minutes. When

cast in this way, the unmodified save DC is 18, and the modifier for secondhand knowledge is +2 instead of +5. In addition, for the duration of the spell, you can see and hear through the sensor and through your normal senses simultaneously.

Once activated, this rune can't be used again until the next dawn.

SILENCE ◊ 🔞

Rune (Undercommon), rare (transfers to any ranged weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to infuse the weapon with debilitating magic. The next time you hit a creature with a ranged attack using the weapon before the end of your next turn, the target must make a DC 15 Constitution saving throw. On a failed save, the target is silenced for 1 minute, preventing it from speaking or performing the verbal components of spells. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once activated, this rune can't be used again until the next dusk.

SNIFF ◊ 🔮

Rune (Undercommon), uncommon (transfers to any piece of jewelry worn on the head or neck)

While wearing the jewelry that bears this rune, you can activate the rune as an action to cast the *detect poison and disease* spell. For any poison, poisonous creature, or disease you can sense via the spell, you see the path it has traveled in the past 10 minutes as a waft of vapor in the air, and you automatically succeed on any ability checks you make to follow the vapor.

Once activated, this rune can't be used again until the next dawn.

SUBTERRANEAN ◊ 🔮

Rune (Undercommon), uncommon (transfers to any nonmagical candle, lamp, or other object designed to shed light)

While holding the object that bears this rune, you can activate the rune as an action, doubling the distances out to which it sheds bright and dim light for 8 hours.

In addition, you instantly learn how far underground you currently are and the general direction to the nearest staircase or other path toward the surface within 1,000 feet of you (if any). Once within the next 8 hours, you can use an action to learn this information again.

Once activated, this rune can't be used again until the next dusk.

TRAIL ◊ 🔮

Rune (Undercommon), common (transfers to any boots or other footwear)

While wearing the footwear that bears this rune, you can activate the rune as an action. When you do so, you begin leaving an invisible trail of your footsteps wherever you walk for the next hour or until you use an action to end the effect. You and creatures that can see invisible objects (such as creatures benefiting from *see invisibility* or *true seeing*) see these footsteps as luminous, intangible markings on the ground. When the effect ends, the trail of footsteps vanishes.

Once activated, this rune can't be used again until the next dusk.

UMBRA ◊ 🔮

Rune (Undercommon), common (transfers to any object worn on the head)

While wearing the object that bears this rune, you can activate the rune as a bonus action to temporarily enhance your sight for 10 minutes. If you have darkvision, you can see in darkness for the duration as if it were bright light, rather than dim light. If you don't have darkvision, you can see in dim light for the duration as if it were bright light.

Once activated, this rune can't be used again until the next dusk.

WEAKNESS ◊ 🔮

Rune (Undercommon), very rare (transfers to any weapon)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action and choose a creature within 60 feet of you, sensing its weaknesses. For the next minute, you have advantage on attack rolls against the creature, you know its AC (and if it changes), and you know which two of its abilities have the lowest saving throw modifiers (and if those change).

Once activated, this rune can't be used again until the next dawn.

RACES

The worlds of this game are home to a host of races, both familiar and fantastical. This book introduces a multitude of new race and subrace options for your characters.

Regardless of whether you decide to use one of these options or an option from another book, always make sure to check with your GM—before crafting a backstory for your character—to make sure the race you choose for your character will fit in their vision for the campaign.

USING RACES FROM THIS BOOK

The races presented in *Caliya's Chronicle of Runes* include several traits that are designed as a reference point for an archetypal adventurer of their people. These traits are: Suggested Ability Score Increase, Common Alignment, and Suggested Languages.

As a player, the character you create is under no obligation to adhere to these suggestions. You may strictly abide by them, deliberately deviate from them, or ignore them altogether.

LORE

Just as players are encouraged to do with the aforementioned traits, GMs employing these races in their games are encouraged to adapt them as they see fit to best serve their world. Your GM may choose to utilize the lore presented verbatim, they may merely take inspiration from a few points, or perhaps they may incorporate the race or subrace in a way that is entirely unrelated to the description given in this book. Note that your GM's implementation of a race may also impact that race's Age trait.

ABILITY SCORE INCREASES

Over the course of 5th edition's lifespan, the game has grown toward allowing players to choose ability score increases as they see fit for their character, rather than having the race or subrace prescribe set increases for specific ability scores. This is fully embraced and encouraged for the race options in this book as well.

If you choose not to utilize the ability score increases suggested in the race option you choose for your character, you can instead increase one ability score of your choice by 2, and another ability score of your choice by 1; alternatively, you can increase three different ability scores of your choice by 1.

If you are using one of the subrace options in this book for the dwarf, elf, gnome, or halfling races (as presented in the core rulebooks), you can instead increase one ability score of your choice by 1, which can't be the same ability score you increase by 2 for your race.

ALIGNMENT

Alignment may or may not be a facet of the game that your GM chooses to bring into their world. Whether or not you choose an alignment for your character, it can be helpful to think about how their adherence to or defiance of their people's cultural norms may inform their backstory and motivation for adventuring.

LANGUAGES

All player characters in 5th edition are presumed to be able to speak, read, and write Common and one or more other languages—typically including the ancestral language of their people. However, some adventurers may have been raised in a society that doesn't speak the language of their ancestors.

You also might find yourself playing in a game where a language that is suggested for your race or subrace is not present. For example, several of the race options in this book provide suggested languages that may be especially rare for player characters to know (such as Sphinx) or that don't exist in the core rulebooks (such as Necril). Make sure to work with your GM to understand the prevalence—or existence—of the various languages in their world.

If you decide that your character wouldn't know one or more of the languages suggested for their race or subrace, you can replace those languages with one of the other primary languages intended for player characters: Abyssal, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orcish, Primordial, Sylvan, or Undercommon. Alternatively, you can replace such a language with one of the other languages presented in this book: Command, Constellar, Necril, Nodal, or Sphinx.

Dialects. Some of the languages listed above are actually families of languages with one or more dialects: Primordial includes the Auran, Aquan, Ignan, and Terran dialects, Draconic includes the Serpentine dialect, and Infernal includes the Sahuagin dialect. Creatures that speak a particular dialect of a language can communicate—perhaps with some degree of difficulty, if the GM wishes—with creatures who know a different dialect of that language, as well as those who know the base (non-dialectal) form of the language itself.

PROFICIENCIES

Some of the race options in this book have a trait that gives a specific proficiency: a skill, tool, or weapon. Most often these proficiencies represent a common form of training an archetypal adventurer of that people receives, rather than a truly innate aptitude. Work with your GM to determine what forms of training make the most sense for your character.

If the race option you choose for your character has such a trait, you can replace the given proficiency as detailed below; this is especially useful if your character already gains that proficiency from the class or background you selected:

- Skill proficiencies can be replaced with proficiency in any other skill.
- Tool proficiencies can be replaced with proficiency with any other tool or any simple weapon.
- Simple weapon proficiencies can be replaced with proficiency with any other simple weapon or any tool.
- Martial weapon proficiencies can be replaced with proficiency with any other weapon or any tool.

Alternatively, you can forgo proficiency with a given skill, tool, or weapon to gain the ability to speak, read, and write one additional language of your choice.

SPELLCASTING

Some fantastical races possess a trait or have access to a racial feat that allows them to cast one or more spells. Casting spells in this way is designed to represent the supernatural ability of members of that race to produce certain magical effects, not necessarily them having an innate propensity toward spellcasting.

If the race option you choose for your character has such a trait or racial feat, it details what the suggested spellcasting ability is for the spell(s), which is based on the race's Suggested Ability Score Increase trait. However, if you choose different ability score increases for your character, this suggestion may not align with their natural talents. As a player, you can choose either Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells, whichever is most appropriate for your character.

Optional Rule: Casting Racial Spells using Spell Slots.

Slots. It has become common for player characters with innate spellcasting traits from their race or spells granted by racial feats to also be able to cast those spells using spell slots. At the GM's discretion, you can cast these spells as specified in the trait or feat, and you can also cast them using any spell slots you have of an appropriate level. If you cast such a spell using a spell slot, any changes to that spell that are specified in the trait or feat (such as not requiring material components) do not apply.

AUGMENTED

Collectively referred to as augmented, this medley of individuals are people who have chosen to mechanically alter their body in myriad ways. Though some pursue these modifications out of necessity, others are driven to seek such enhancements out of a desire for taking greater control of their life and body.

FROM A FAR-FLUNG AGE

Some theorize that the enhancements utilized by augmented are rooted in mere technological ingenuity—an impressive but otherwise ordinary feat combining magic and mechanical invention. The truth, however, is that the origin of these enhancements can be traced back to sphinxes who recovered some of these devices on their exploits traveling through time. In lieu of physical treasure, they shared their knowledge of these mechanized marvels, with adventurers who passed their tests.

BIOLOGICAL DISRUPTION

The magic carried by these enhancements often inhibits the organic processes of augmented in unpredictable ways. This has been known to stifle some of the natural capabilities of many races, including flight and innate magical prowess the individual may have previously exhibited. Still, augmented justify this trade-off with the new abilities they choose to empower themselves with.

AUGMENTED NAMES

Though some use the opportunity of their physical transformation as a fresh start, many continue to draw their identity from their culture of origin. As such, it's not uncommon for an "augmented elf" to be found in some elven societies, while others may simply remain an "elf" or exclusively identify as an "augmented." Similarly, these individuals may keep their given name or choose a new one, whether it be a name that is common in their native tongue or one more indicative of their new identity.

AUGMENTED TRAITS

As an augmented, you retain some traits from your ancestral race, which you have further modified with various magic-empowered enhancements.

Lineage. Choose another race option as your character's ancestral race—their people of origin before they became an augmented. Some of the traits below are influenced by your ancestral race.

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

Age. Augmented mature at the same rate as normal members of their ancestral race. They're also capable of extending their lifespan by up to twice as long as normal.



Common Alignment. Augmented don't typically deviate from the alignment tendencies of their ancestral race. However, some are driven to pursue these enhancements due to the selfish desires often associated with evil.

Size. Augmented are as diverse in body type as the ancestries they originate from. If your ancestral race's size is Medium, it remains the same; if it's Small, you can choose for your size to be either Small or Medium.

Speed. Your base walking speed remains the same as your ancestral race.

Suggested Extra Language. In addition to the languages granted by your ancestral race, you can speak, read, and write Nodal.

Enhancements. You can select enhancements from the Augmented Enhancements table on the following pages. You have a total number of points you can spend on these enhancements equal to $10 + \text{your proficiency bonus}$. Whenever you gain a level, you can choose one of your enhancements and replace it with another one.

ADDITIONAL ENHANCEMENTS

Some enhancements may be implemented on a different body part or in an entirely distinct way than is detailed in the Augmented Enhancements table. For example, you might integrate the Posterior Thrusters within your hands, rather than your back, or create a device called a Sentinel Scanner that functions like the Background Processors enhancement but is set down on the ground next to you.

You may also wish for your character to have an enhancement that doesn't provide a benefit in terms of game mechanics (such as a simple prosthetic hand), or—at the GM's discretion—an enhancement that isn't comparable to one listed on the table (such as a pair of clockwork wings). Work with your GM to determine the mechanical impact of such an enhancement and its associated point cost (if any).

RACES

AUGMENTED ENHANCEMENTS

	Enhancement	Cost	Description
Arms	Foldable Shield	4	As an action, you can unfold a hidden shield from your arm, wielding it as you would a normal shield. If you aren't proficient with shields, you are considered proficient with this shield, but it only provides a +1 bonus to AC, instead of +2. The shield can't be removed from your arm. Refolding it into your arm takes an action.
Arms	Oil Valve	2	As an action, you can spray slick oil on the ground in a 10-foot square centered on a point within 30 feet of you, duplicating the effect of the <i>grease</i> spell. Once you use this trait, you can't use it again until you finish a long rest.
Arms	Reinforced Muscle Fibers	3	You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed isn't halved when you move while grappling a creature at least one size smaller than you.
Arms	Web Canisters	4	As an action, you can fire sticky webbing, duplicating the effect of the <i>web</i> spell (DC = 8 + your Constitution or Intelligence modifier + your proficiency bonus). This webbing fills a cube that is a number of feet on each side equal to $5 \times$ your proficiency bonus, and it can be fired up to 30 feet away from you. Once you use this trait, you can't use it again until you finish a long rest.
Back	Posterior Thrusters	2	When you fall or are falling at the start of your turn, you can use your reaction to stop your fall, hovering in place for 1 minute or until you become incapacitated or die. While hovering in this way, you can use your movement to move through the air horizontally or descend. Once you use this trait, you can't use it again until you finish a short or long rest.
Body	Fitness Module*	2	You have proficiency in either the Acrobatics or Athletics skill (your choice).
Body	Durable Epidermis	3	Your base AC is $13 +$ your Dexterity modifier. You can use this trait 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 the AC granted by this trait.
Body	Electrostatic Discharge	3	You unleash a surge of electrical energy, duplicating the effect of the <i>voltaic surge</i> [®] spell. Once you use this trait, you can't use it again until you finish a long rest.
Body	Elemental Resistors	4	You have resistance to one of the following damage types (choose when you select this trait): acid, cold, fire, lightning, or thunder.
Body	Enhanced Endurance	3	Whenever you would suffer a level of exhaustion, you can make a DC 10 Constitution saving throw. On a success, you don't gain a level of exhaustion. Each time you succeed on this saving throw, the DC increases by 5. When you finish a long rest, the DC resets to 10.
Body	Hidden Compartment*	1	You have a hidden compartment built into a place you choose on your body, which is 3 inches long, 1 inch wide, and 1 inch deep. The compartment is undetectable by nonmagical means, and you can open and close it at will (no action required).
Body	Fortified Frame	4	Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
Brain	Background Processors	1	When you take a long rest, you can choose to be alerted to the presence of nearby creatures, duplicating the mental alarm effect of the <i>alarm</i> spell. This version of the effect alerts you when a creature enters the area within 30 feet of you.
Brain	Knowledge Implant*	2	You have proficiency in one of the following skills of your choice: Arcana, History, Investigation, Nature, or Religion. Alternatively, you can speak, read, and write two additional languages of your choice.
Brain	Training Implant*	—	You have proficiency with one of the following options of your choice; the point cost for each option is listed in parentheses: light armor (1), light and medium armor (4), a simple weapon of your choice (1), a martial weapon of your choice (3), or a tool of your choice (1).
Extra Body Part	Prehensile Appendage	2	You have a mechanical tail, tentacle, or similar appendage that can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your GM might allow other simple tasks to be added to that list of options. Your appendage can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Enhancement	Cost	Description
Eyes Advanced Metrics Scanner*	2	You have a bionic eye that outputs information about your surroundings. Choose one of the following benefits when you select this trait: you have proficiency in either the Insight or Perception skill (your choice), or you can add half your proficiency bonus to your initiative rolls.
Eyes Night Sight	3	You have darkvision out to a range of 60 feet.
Eyes Target Guidance System	3	When you make an attack against a creature you can see, you can grant yourself advantage on the attack roll. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
Eyes Telescopic Lens	2	In conditions of clear visibility, you can discern fine details of creatures and objects as if they were 50 times closer to you. For example, you can read runes inscribed on a wall that is 1,000 feet away from you as if you were standing only 20 feet away from it.
Hands Flame Apparatus	2	As an action, you can open your palm and cause a flame to ignite within your hand, duplicating the effect of the <i>produce flame</i> cantrip.
Hands Glass Implement	1	As an action, you can transform your hand into any of the following objects: arcane focus (crystal, orb, or wand), bell, cup, hourglass, ink pen, magnifying glass, mirror, pipe, or signal whistle. While transformed, you are considered to be holding the object. The object is made entirely of glass, and if it breaks, you can't transform your hand into another object in this way until you finish a long rest, at which point the object is repaired. You can use an action to conceal the object, transforming it back into your hand.
Hands Integrated Armament*	—	As a bonus action, you can transform your hand into one of the following weapons (choose when you select this trait); the point cost for each weapon is listed in parentheses: blowgun (1), dagger (1), hand crossbow (4), handaxe (1), light hammer (1), or shortsword (2). While transformed, you are considered to be holding the weapon. The weapon retains all properties except for the thrown property, and you can't be disarmed of it. You can use a bonus action to conceal the weapon, transforming it back into your hand.
Hands Lightning Jolt	2	As an action, you can electrically charge your hand and attempt to touch a creature within your reach, duplicating the effect of the <i>shocking grasp</i> cantrip.
Hands Power Grip	2	You have a climbing speed of 30 feet.
Hands Retractable Claws	2	You have sharp metal claws you can extrude from your hand or withdraw back in (no action required). These claws are natural weapons, which you can use to make unarmed strikes. When you hit with them, you deal slashing damage equal to $1d6 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.
Heart Blood Filter	5	You have resistance to poison damage and advantage on saving throws against being poisoned.
Heart Jumpstart Apparatus	2	When you roll a 15 or higher on a death saving throw, you can choose to regain 1 hit point. Once you use this trait, you can't use it again until you finish a short or long rest.
Heart Restorative Core	3	Whenever you finish a short rest, you regain hit points equal to $1d10 + \text{your Constitution modifier}$. In addition, whenever you roll a Hit Die to regain hit points, you can treat any 1 rolled on the die as a 2.
Legs Auto-Stabilizers	2	You have advantage on ability checks and saving throws against being pushed, pulled, or knocked prone.
Legs Enhanced Leap	2	You can long jump up to 30 feet and high jump up to 15 feet, with or without a running start.
Legs Shock Absorbers	2	At the end of a fall, you only take $1d6$ bludgeoning damage for every 20 feet you fell, rather than every 10 feet. In addition, you don't land prone, even if you take damage from the fall.
Legs Sprinters	2	Your base walking speed increases by 5 feet.
Lungs Electrolysis Unit	2	You can breathe air and water.
Lungs Filtration System	1	You can breathe normally in environments filled with harmful gases and vapors (such as thick smoke or inhaled poisons), and you have advantage on saving throws against effects that create them (such as the <i>stinking cloud</i> spell or a green dragon's breath weapon).
Mouth Vocal Amplifier	1	As an action, you can imitate a nonverbal sound effect (such as chirping birds, crashing waves, or rumbling thunder) for up to 1 minute. Alternatively, you can use an action to cause your voice to boom up to three times as loud as normal for 1 minute.

* This enhancement can be selected up to two times



DEMISPHINX

If andro- and gynosphinxes are the kings and queens of divine guardianship, demisphinxes are the nobility and foot soldiers. Unlike their ancient ancestors, demisphinxes are free to roam the planes, seeking out magical treasures as often as they choose to guard them.

With predominantly leonine features and long flowing hair on their head, they are reminiscent of their kin—even bearing large, feathered wings. These wings are immaterial, however, composed entirely of deific essence and infused with the magic of their forebears. Their bipedal bodies and humanoid hands allow them to blend more easily into the tapestry of mortals.

DIVINE PURSUITS

Like their elder kin, demisphinxes are born with a divine missive nestled into their hearts and minds. Throughout adolescence, demisphinxes learn to meditate and delve into the depths of their psyche so they may one day uncover that mandate. Though some never do, most find their calling between the ages of twenty and twenty-five, which signifies a mental shift into adulthood.

For many, this directive may appear pedestrian: a drive to act nobly or guard those in need of protection. Others, however—those who have been chosen by fate—

may be compelled to seek out a particular treasure or piece of lost lore. Demisphinxes who claim such a specific task (and some indeed claim it duplicitously), are called “pursuant” and are often treated more charitably by their kind, including true sphinxes.

NOBLE FELINES

Much like house cats, demisphinxes consider themselves favorably, occasionally to a fault. Though this can appear to some cultures as conceit, demisphinxes rarely understand this to be anything but natural. If they appear arrogant, then it is because others are too humble; if they are stoic and rude, it is because others are vapid and insincere.

DEMISPHINX NAMES

Demisphinxes often have two names. The first is only used among sphinxes, deities, and other celestial beings, and it is often discovered (rather than given) during the late stage of adolescence while seeking their divine missive. Very rarely, a demisphinx will share this name with treasured friends and loved ones, but some go their entire life without ever speaking it aloud.

For their second name, that by which they are commonly known, demisphinxes most often adapt the

names of former nobles, sovereigns, and titans of industry from the city or region in which they were born.

DEMISPHINX TRAITS

Your sphinxian ancestry manifests in a number of characteristics shared with all demisphinxes.

Suggested Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Age. Unlike your elder kin, you bear the constraints of a mortal life. Demisphinxes reach adulthood by 25 years of age and can live for around 300 years.

Common Alignment. Demisphinxes often lean closer to lawful than chaotic, but many find themselves somewhere in between; they are rarely evil.

Size. Demisphinxes stand between 6 and 7 feet tall and have full, lionlike figures. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Divine Meditation. You can assume a deep meditative state to cast *detect magic* as a ritual. While casting it in this way and until it ends, you are deaf to your surroundings and can't move. If you concentrate on the spell for its full duration, you magically learn the names of any spells or other magical effects you sensed, and you gain a basic understanding of their effects.

Psychic Resistance. You have resistance to psychic damage.

Regal Descent. Your magical seraphic wings allow you to fall with royal grace. You are always under the effects of the *feather fall* spell, provided you aren't incapacitated and your speed isn't 0.

Roar of Reprisal. When you fail a saving throw, you can use your reaction to bellow a roar that rewrites time. When you do so, you reroll the saving throw; you must use the new result. If you then succeed on the saving throw, and the source of the effect was a creature, that creature takes psychic damage equal to your level, as its mind struggles to comprehend the colliding realities. Once you use this trait, you can't do so again until you finish a short or long rest.

Suggested Languages. You can speak, read, and write Common and Sphinx.

Subrace. There are two kinds of demisphinxes: noble and pursuant. Choose one of the following subraces.

NOBLE DEMISPHINX

Noble demisphinxes are driven by vague missives that can be open to interpretation. With flexibility available to them, they are considered to have more freedom in sphinxian societies and are encouraged to explore the world and its treasures as they see fit.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Divine Imperium. At 3rd level, you learn a heightened meditative technique. When you use your Divine Medi-

tation and concentrate on *detect magic* for its full duration, you can choose one curse you sensed or one spell you sensed of a level less than or equal to your proficiency bonus. The effects of that curse or spell are magically suppressed for 8 hours; if it is affecting an area rather than a specific creature or object, its effects are suppressed within 30 feet of where you meditated. Once you use this trait, you can't do so again until you finish a long rest.

Emissary. You can speak, read, and write one additional language of your choice.

PURSUANT DEMISPHINX

Pursuant demisphinxes leave adolescence with a solemn mission they've shared with their kith and kin. For most, this is something discovered during their meditations, but for others this is a fabrication—known or believed. In recognition of their fated journeys, pursuants receive additional training, often from sphinxes themselves.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Divine Omen. At 3rd level, you learn a heightened meditative technique. When you use your Divine Meditation, you can instead cast *augury* as a ritual, requiring no material components. When cast in this way, the omen can be regarding an action you plan to take within the next 8 hours, instead of 30 minutes. Once you use this trait, you can't do so again until you finish a long rest.

Seeker. You have proficiency in one of the following skills of your choice: Deception, History, Investigation, Perception, or Survival.

RACIAL FEAT

Demisphinx characters have access to the following feat.

INSCRUTABLE MIND

Prerequisite: Demisphinx

Your psyche becomes fortified with the enigmatic magic of your sphinx ancestors. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You are immune to effects that would sense your emotions, detect your alignment, or read your thoughts; other creatures have disadvantage on Wisdom (Insight) checks to discern your intentions or sincerity.
- When you use your Roar of Reprisal, you gain a bonus to the rerolled saving throw equal to half your level (rounded down).
- You learn the *nondetection* spell, which you can cast once without expending a spell slot or material components. You regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma (your choice) is your suggested spellcasting ability for this spell.



RACES

DWARF SUBRACES

The following options are available to players when they choose their dwarf's subrace. See the core rulebooks for the racial traits all dwarves receive in addition to the subrace traits below.

ASTEROID DWARF ◊ ሌፋዕስናለሁ

Like many who now call the Astral Sea home, asteroid dwarves trace their history back to a sudden exodus from the Material Plane. Plagued by dry mines and a demonic incursion from the depths, ancestors of the asteroid dwarves—masters of the arcane—opened a portal to the Astral Plane and discovered untold masses of rock and the remains of ancient petrified beings from the earliest days of the multiverse. These veritable interplanar mountains were brimming with untapped veins and resources: a bountiful salvation.

Over the course of several generations, the descendants of these great magic-users proceeded to convert the asteroid-like rocks of this plane into floating citadels capable of traversing the Astral Sea. The dwarves of this now thriving society, warped by life apart from the gravity and physical laws of the Material Plane, tend to have longer and leaner features than their kin; they exhibit more gourd-like heads, which they adorn with long braids and bits of astral rock for decoration.

ASTEROID DWARF TRAITS

Asteroid dwarves retain the traits common to their ancestral peoples, and gain the following characteristics they've adapted from their time on the Astral Plane.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

MINER'S TOOLS

Miner's tools are used to extract valuable metals from the ground. While several of the individual components involved are listed as adventuring gear in the core rulebooks, guidance isn't provided for using such equipment in the context of mining.

Some guidelines for using miner's tools in your games are detailed below. This includes relevant skills (granting advantage on an applicable check), a special use for the tools, and a list of activities that proficiency with the tools can assist with (including suggested DCs).

Components. Miner's tools include a miner's pick, a shovel, a hammer, and a lodestone.

History. Your expertise aids you in identifying the cultural origin of mining operations, ores, and other metals.

Investigation. You gain additional insight when discerning the weakest point in a tunnel that could cause it to collapse and how to reinforce it, or when determining the optimal path when traveling through tunnels.

Nature. Your knowledge of various practices for efficiently collecting metals lends you greater insight into the effects of water sources on the environment, including erosion and mineral concentration.

Perception. You can spot irregularities in underground locations (including harmful gases and air quality), making it easier to find traps and secret passages.

Special Use: Dig Tunnel. Using your tools, you can excavate a 5-foot cube of solid rock for each day you spend digging (assuming 8 hours of work). Loose earth can be excavated at a faster pace depending on the material it is made of, at the GM's discretion.

ACTIVITIES RELATED TO MINER'S TOOLS

Activity	DC
Determine the value of a common/rare ore, ingot, or gemstone	10/15
Mine a common/rare ore from a vein	10/15
Locate surface signs of nearby mineral deposits	15

Astral Magic. You know one cantrip of your choice from the wizard spell list. Intelligence is your suggested spellcasting ability for it.

Expanded Tool List. You can choose either navigator's tools or miner's tools (see the "Miner's Tools" sidebar) in place of one of the artisan's tools listed in the dwarf's Tool Proficiency trait.

Mental Fortress. Whenever you make an Intelligence, Wisdom, or Charisma saving throw, or a Constitution saving throw to maintain concentration on a spell, roll a d4 and add it to the save. Once you fail one of these saving throws, you can't benefit from this trait again until you finish a short or long rest.

Suggested Extra Language. You can speak, read, and write Constellar.



AZERBLOOD ◊ ጥሩብኑንግሥት

As an azerblood, you belong to a rare line of dwarves who were imbued with a spark of the azers' inner flame long ago. Locked in a constant struggle between worlds—you toe the line between your ancient dwarven lineage and that of your relentless elemental cousins.

When you are angry, your hair becomes hot to the touch, and in sunlight, your skin shines with a brassy glow, often leading you to be ostracized by your dwarven relatives. Even still, your natural affinity for fire drives you to a life of adventure as you kindle your inner flame.

AZERBLOOD TRAITS

Azerbloods inherit certain fiery abilities from their elemental kin, in addition to the traits they share with all other dwarves.

Suggested Ability Score Increase. Your Strength score increases by 1.

Ignite Essence. As a bonus action, you can cause your elemental essence to erupt, igniting your weapons and superheating your body for 1 minute. When you do so, and at the start of each of your turns for the duration, any creature that is grappling you takes 1d6 fire damage and must succeed on a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or release your searing body, ending the grapple; a creature that is immune to fire damage automatically succeeds on this saving throw.

While your fiery form persists, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and whenever you hit a target with a melee weapon attack, the target takes extra fire damage equal to half your proficiency bonus (rounded down). Once you use this trait, you can't do so again until you finish a long rest.

Volcanic Resistance. You have resistance to fire damage.

Suggested Extra Language. You can speak, read, and write Ignan.



ELF SUBRACES

The following options are available to players when they choose their elf's subrace. See the core rulebooks for the racial traits all elves receive in addition to the subrace traits below.

ARACHNODROW ◊ የሚሃጭዎች

This rare line of drow are blessed from birth with numerous characteristics shared with their revered spider allies. Some have several tiny eyes dotting their face and head, while others possess prominent arachnoid fangs. However, unlike the accursed driders, these dark elves are esteemed members of drow society, typically serving as high priestesses or mages.

Arachnodrow are also known to have innate protections against the light weakness common among their kin. This allows them to easily interact with surface-dwelling folk—as emissaries or sometimes in specially trained task forces.

By the time arachnodrow come of age, they have sprouted a number of eerily authentic spider legs from their sides and back—typically four or six, though the most exalted may indeed grow eight. These legs are largely nonfunctional, primarily serving as an outward display of the magnitude to which they have been blessed.

ARACHNODROW TRAITS

Arachnodrow inherit a number of spiderlike characteristics, in addition to the traits they share with all elves.

Suggested Ability Score Increase. Your Wisdom or Charisma score increases by 1 (your choice).

Bite. Your spider-fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Favor of Arachnida. Using gestures and sounds, you can communicate simple ideas with spiders and other arachnoid creatures, such as ettercaps. When you reach 3rd level, you gain a climbing speed equal to your walking speed. When you reach 5th level, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Superior Darkvision. The range of your darkvision increases to 120 feet.

Suggested Extra Language. You can speak, read, and write Undercommon.

ZEPHYR ELF ◊ የፖንሳዊት ማረጋገጫ

Zephyr elves are a sparse and reclusive elf subrace thought to be most closely related to wood elves. Their bones have adapted to be hollow in order to aid in their

flight; however, this also makes them notably more fragile than their already delicate cousins.

Also known as “sky elves,” their large, feathered wings often cause them to be mistaken for harpies from a distance, but upon closer inspection, there is no mistaking their striking, elven countenance. Still, this similarity coupled with their scarcity of numbers further contributes to the belief, even among scholars, that these elves are merely a myth.

ZEPHYR ELF TRAITS

Zephyr elves retain the traits common to their kin, and gain the following characteristics they’ve adapted over generations spent in the open skies.

Suggested Ability Score Increase. Your Intelligence or Wisdom score increases by 1 (your choice).

Flight. You have a flying speed of 30 feet. You can’t use this flying speed while you’re wearing medium or heavy armor, and while flying in this way, the amount of weight you can push, drag, or lift is halved.

Hollow-Boned. Your Hit Dice, including the size of the dice you roll each time you gain a level, are reduced by one die size—from a d6 to a d4, for example.

Windborn. You are naturally adapted to windy conditions: You can move normally in an area of moderate or strong wind, and you ignore any penalties to attack rolls or hearing caused by wind. In addition, you have advantage on saving throws against wind-based effects, such as the *gust of wind* spell.



ETHEREAN

Ethereans are humanoids who have been touched by the misty, ghostly energy of the Ethereal Plane. Oftentimes, this partial conversion of one's material form is caused by a surge of ethereal influence in their presence—perhaps from encountering an especially powerful spirit—or after being exposed to the Border Ethereal for an inordinate amount of time, typically as a result of being trapped there.

However, some ethereans are bestowed with this influence through their bloodline, such as via an etherean parent or by being born of a humanoid possessed by a ghost.

HOSTLY INHERITANCE

Though ethereans may bear features indicative of their humanoid ancestry—and they can usually pass as a normal member of that race from a distance—closer inspection reveals their blue-tinged skin and a wispy, unearthly glow that dances around their form, shedding no actual light. Their hair and eyes range from the palest shades of white to a vivid turquoise hue, and their skin is unsettlingly cold to the touch.

UNFAZED PRESENCE

Ethereans exude an unshakably calm demeanor, disturbingly so at times. Many drift through life with no apparent outward sense of direction, though in truth, they are exceptionally driven and merely prefer holding their secrets close to their heart.

ETHEREAN NAMES

Some ethereans use names that align with the norms of the culture of their ancestors or the society they're raised in, and ethereans who experience a conversion later in life may be inclined to keep their given name. This dramatic alteration of body and spirit leads many to take a new name, often resembling or alluding to their ghostly influence, such as "Fenton" or "Spectra."

ETHEREAN TRAITS

Touched by the ghostly mists of the Ethereal Plane, ethereans share the following traits.

Lineage. Choose another race option as your character's ancestral race—the people they belonged to before their ethereal transformation or birth. Some of the traits below are influenced by your ancestral race.

Suggested Ability Score Increase. Your Charisma score increases by 2, and your Dexterity or Constitution score increases by 1 (your choice).

Age. You mature at about half the rate of your ancestral race, taking twice as long to reach adulthood and also living approximately twice as long.

Common Alignment. Ethereans of any disposition aren't unusual, however most tend toward neutrality.

Size. Ethereans are as diverse in body type as the ancestries they originate from. Your size category remains the same as your ancestral race.

Speed. Your base walking speed remains the same as your ancestral race. If your ancestral race granted you a climbing or swimming speed, you can keep that speed in place of the Spectral Sight trait.

Darkvision. Imbued with ethereal senses, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ethereal Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Ghostly Nature. You only need half as much food and drink as a typical humanoid, and you can hold your breath for up to 15 minutes at a time.

Phasing Movement. You can move through the space of any creature, regardless of its size, and another creature's space isn't difficult terrain for you. In addition, you have advantage on ability checks and saving throws made against being grappled or restrained.

Spectral Sight. Starting at 3rd level, you can cast *see invisibility* once with this trait, requiring no material components. You regain the ability to cast this spell with this trait when you finish a long rest. Charisma is your suggested spellcasting ability for it.

Suggested Extra Language. In addition to the languages granted by your ancestral race, you can speak, read, and write Necril.

RACIAL FEAT

Etherean characters have access to the following feat.

PHANTASMAL PRESENCE

Prerequisite: Etherean

The influence of the Ethereal Plane has grown especially strong in you, granting you more potent ghostly abilities.

- You have resistance to cold and necrotic damage.
- Whenever you hit a target with an unarmed strike, you can choose to deal necrotic damage instead of the unarmed strike's normal damage type.
- You learn the *chill touch* cantrip. You also learn the *blink* spell, which you can cast once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Charisma is your suggested spellcasting ability for these spells.

RULES REMINDER: MOVING AROUND OTHERS

The standard rules for moving around other creatures in combat are as follows:

- You can move through a nonhostile creature's space.
- You can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you.
- Another creature's space is difficult terrain for you.
- Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

The etherean's Phasing Movement trait allows them to ignore the limitations of the second and third points above. Ethereans are still not allowed to willingly end their move in another creature's space.

GNOME SUBRACE

The following option is available to players when they choose their gnome's subrace. See the core rulebooks for the racial traits all gnomes receive in addition to the subrace traits below.

NETHER GNOME ◊ *દ્રાગુંડા નેથરનોમ*

Descended from curious gnomes who devised an ingenious pathway to the Shadowfell long ago, nether gnomes are counted among the most mysterious lines of humanoids. They often reside in structures built of condensed shadow, making their homes easy to mistake



GNOME

for unremarkable patches of darkness oft overlooked by planar travelers. Nether gnomes typically possess stoic features and soft voices, and they are far less outwardly expressive than their forest and rock cousins, leading many to view them as distant or even standoffish.

The reality is quite the opposite. Nether gnomes are among the kindest creatures native to the Shadowfell, adopting their quiet mannerisms and reticent way of life as a means of avoiding the detection of predators and other dark forces that wander their somber plane.

They love deeply, finding beauty in the darkest situations, and they greatly enjoy using their gifts to manipulate shadow into trinkets for friends or even small shields for those in need of protection, making them excellent adventurers.

NETHER GNOME TRAITS

You inherit certain racial traits as a result of your people's ties to the Shadowfell.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Shape Shadow. While in dim light or darkness, you can pull together wisps of shadow material over the course of 1 minute to create a nonmagical object in your hands. The object created must fit within a 1-foot cube, and it can only be made of cloth, paper, rope, or wood. The object exhibits only shades of gray, and it withers away after 8 hours or when you use this trait again.

Umbral Stoicism. When you make a saving throw against a divination spell or any effect that would cause you to become charmed, sense your emotions, detect your alignment, or read your thoughts, you can choose to replace a d20 roll of 9 or lower with a 10. Once you use this trait, you can't do so again until you finish a long rest.



GOBLIN VARIANT

The following option is an alternative line of goblins available to players when they choose their character's race. See the core rulebooks for general lore regarding goblins.

PTEROGOBLIN ◊ パテルゴブリン

Believed to have originally resulted from a wild mage's experimentation, pterogoblins have long since grown beyond the means of their genesis. Utilizing their advanced echolocative abilities, these batlike goblins initially proved valuable as specialized scouts, adept at venturing out at night or deep into caves and tunnels to locate safe passage. In the uncounted centuries since, however, this once-niche race of goblinkin has proliferated to such an extent that they are now commonly found in their own independent and burgeoning societies.

Most comfortable sleeping upside down, pterogoblins have developed an ingenious form of architecture that allows their homes, temples, and government centers to stretch downward from the ceiling like stalactites. This feat of engineering enables their cities and villages to be built beneath overhangs and cliffs where others would never dare to dwell, also serving as an inbuilt defense against most raiders. With winglike membranes extending from their arms and impressive climbing capabilities, pterogoblins navigate these hanging structures with ease.

PTEROGOBLIN TRAITS

Your pterogoblin exhibits a number of traits common to their goblin ancestors, as well as a few benefits inherited from their chiropteran kin.

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

Age. Pterogoblins reach maturity roughly twice as fast as humans, around 8 or 9 years of age. They have an average lifespan of about 50 to 60 years.

Common Alignment. Pterogoblins are often chaotic in nature. They also tend toward neutrality, though they are seldom good.

Size. Pterogoblins typically grow to be a little over 3 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

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

Echolocation. As a bonus action, you can emit a high-pitched frequency, which is only audible to creatures that have the Echolocation trait. Until the end of your turn, you have blindsight out to a range of 30 feet. If you are deafened or unable to speak, you can't use this trait.



HALF-DRYAD

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Glide. Whenever you fall or are falling at the start of your turn, you can use your reaction to extend your arms and begin gliding instead. While gliding in this way, you descend at a rate of 60 feet per round and can use your movement to glide up to 2 feet horizontally for every 1 foot you descend. If you are knocked prone, have your speed reduced to 0, become incapacitated, or choose to end your glide (no action required), you begin falling again. If you land while gliding, you take no falling damage and can land on your feet.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Suggested Languages. You can speak, read, and write Common and Goblin.

HALF-DRYAD

Half-dryads are the rare offspring of a dryad and a humanoid—most typically an elf or a human. They have a strong kinship with nature as a result of their fey lineage, and a tendency to rely on their charm and magic. The way their physical characteristics manifest can vary wildly, but most display some degree of leaflike hair as well as vines or branches seemingly interwoven with their flesh, especially along their limbs.

CHILDREN OF NATURE

Dryads are fey spirits bound to trees, sometimes as a punishment for a forbidden love with a mortal. Such love may produce a child, a half-dryad, that finds itself free of its mother's bindings. Not unlike the diplomatic tendencies of half-elves, half-dryads often feel greatly compelled to serve as intermediaries between the natural world and that of their city-dwelling peers.

HALF-DRYAD NAMES

Half-dryads are typically most at home in wood elf or wild elf societies, preferring them to the relative second-class treatment they receive in the culture of elves native to the Feywild. As such, they commonly most identify with elven names.

HALF-DRYAD TRAITS

Half-dryads share certain racial traits as a result of their fey lineage.

Suggested Ability Score Increase. Your Charisma score increases by 2, and either your Dexterity or Wisdom score increases by 1 (your choice).

Age. Half-dryad children, sometimes endearingly referred to as saplings or seedlings, mature at a relatively slow rate. Half-dryads reach adulthood around 30 years of age and can live for well over 200 years.

Common Alignment. Half-dryads have a strong inclination toward neutrality, and their commitment to their ideals as ambassadors of nature leads many toward a lawful demeanor.

Size. Half-dryads have a similar build to their elven companions but are usually slightly taller, standing at least 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your fey blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dryadic Magic. You know the *druidcraft* cantrip. Starting at 3rd level, you can cast either *animal friendship* or *charm person* once with this trait (your choice each day). Starting at 5th level, you can also cast *barkskin* once with this trait; this version of the spell doesn't require your concentration. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Charisma is your suggested spell-casting ability for these spells.

Fey-Touched. Though your creature type is humanoid, you are also considered a fey for the purpose of any prerequisite or effect that requires you to be a fey. In addition, you have advantage on saving throws against effects that require you to be a humanoid, such as the *charm person* spell.

Furtive Nature. You have proficiency in the Stealth skill. Whenever you make a Dexterity (Stealth) check while in a forest, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Primal Parlance. You can communicate simple ideas to beasts and plants, including plant creatures. They can

understand the meaning of your words, though you have no special ability to understand them in return.

Suggested Languages. You can speak, read, and write Common and either Elvish or Sylvan (your choice).

HALF-GIANT ◊ ᛃᚢᚾᚢᚾᚢ

Also known as *Jötunkyn*, half-giants are the offspring of a giant and a humanoid—most often, a human or orc. Their giant blood runs strong, resulting in most leaning heavily toward their giant ancestors' tendencies.

HALF-GIANT TRAITS

Your character shares a number of traits in common with all half-giants.

Suggested Ability Score Increase. Your Strength score increases by 2.

Age. Thanks to your giant blood, your lifespan is significantly longer than that of humans. Half-giants reach maturity around 20 years of age and typically live for about 200 years.

Common Alignment. Just as with giants and their kin, half-giants comprise the entire spectrum of alignments. Their giant ancestry often plays a role in their behavior, particularly if they are raised in giant culture.

Size. Adult half-giants are rarely shorter than 7 feet and often reach well over 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Jötun-Blooded. Though your creature type is humanoid, you are also considered a giant for the purpose of any prerequisite or effect that requires you to be a giant. In addition, you have advantage on saving throws against effects that require you to be a humanoid, such as the *charm person* spell.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed isn't halved when you move while grappling a creature that is at least one size smaller than you.

Throwing Adept. The normal and long ranges of thrown weapons are doubled for you.

Suggested Languages. You can speak, read, and write Common and Giant.

Subrace. There are seven types of half-giants that are known to exist. Choose one of the following subraces for your character.

HALF-CLOUD GIANT

A half-cloud giant is referred to as a *Naerskye* ("near the skies") in Giant—a reference to their preferred physical distance from other creatures, as well as their reputation for paying little heed to the plights of the world. Half-cloud giants have an innate attunement to the magic of their forefathers' airy domain. Many even follow the cloud giant deity, renowned by the good for his foresight and eloquent speech, and also praised by the evil who emulate his arrogance and vainglory.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Atmospheric Arcana. You know the *light* cantrip. Starting at 3rd level, you can cast *fog cloud* once with this trait. Starting at 5th level, you can cast *misty step* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Wisdom is your suggested spellcasting ability for these spells.

Gentle Descent. At the end of a fall, you only take 1d6 bludgeoning damage for every 20 feet you fell, rather than every 10 feet, to a maximum of 10d6. In addition, you don't land prone, even if you took damage from the fall.

Skies' Judgment. You have proficiency in the Insight skill.

HALF-FIRE GIANT

As a half-fire giant, you are a member of the elite *Ildslag* ("fire-blooded"). You find comfort by the heat of the forge or in warm, even volcanic, environments. Fire giants are known to be markedly militaristic, and their half-blood descendants are no different. Formal martial training and a strict hierarchy of leadership are integral aspects of *Ildslag* society. They also engage in a rich tradition of storytelling through chanting and recounting tales of great battles past.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Fire Resistance. You have resistance to fire damage.

Hearthcraft. You have proficiency with one of the following types of artisan's tools of your choice: alchemist's supplies, cook's utensils, or smith's tools.

Legacy of War. When you hit a Huge or smaller creature with a weapon attack, you can attempt a special maneuver to force the target to make a Strength saving throw. The DC for this saving throw equals $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$ (your choice).

On a failed save, you can choose to either knock the target prone, push it up to 10 feet away from you, or cause it to have disadvantage on the next attack roll it makes before the end of its next turn. Once you use this trait, you can't use it again until you finish a short or long rest.



HALF-GIANT

HALF-FROST GIANT

Known as *Rimekriger* (“frost warriors”) in their native tongue, half-frost giants are fierce and hardy in battle. They take pride in their scars and grisly trophies poached from their fallen enemies, which they fashion into armor, weapons, and jewelry. These giantkin respect brute strength above all, and as such, routine challenges of leadership are a regular part of their culture as they battle to assert their dominance.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Cold Resistance. You have resistance to cold damage.

Glacial Fortitude. When you make a Constitution saving throw, you can use your reaction to cause your icy veins to swell with resilience. When you do so, you gain advantage on the roll, and your speed is halved until the end of your next turn.

Salvage Adept. You have proficiency with one of the following types of artisan’s tools of your choice: jeweler’s tools, leatherworker’s tools, or woodcarver’s tools.

HALF-HILL GIANT

Half-hill giants are referred to as *Khulsovver* (“hill sleepers”), so named because of their tendency to doze off in broad daylight, often atop whatever hill they find themselves on. Many are prone to having a volatile temperament, particularly when they discover someone has tried to deceive them or make them look foolish.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Countershove. When a creature within your reach scores a critical hit against you or provokes an opportunity attack from you, you can use your reaction to attempt to shove the creature. If you win the contest, the target’s speed is reduced to 0 until the end of the turn.

Elevated Presence. You have proficiency in the Intimidation skill.

Superior Slumber. Whenever you finish a short rest, you regain a number of Hit Dice equal to half your proficiency bonus; you can spend Hit Dice as normal, before or after regaining the Hit Dice from this trait. You also regain the same number of Hit Dice when you finish a long rest, in addition to the number of Hit Dice you would normally regain.

RULES REMINDER: REGAINING HIT DICE

At the end of a long rest, you regain all lost hit points. You also regain spent Hit Dice, up to a number of dice equal to half of your total number of them. For example, if you have eight Hit Dice, you can regain four spent Hit Dice upon finishing a long rest.

HALF-STONE GIANT

Half-stone giants, also known as *Steinhjerter* (“stone hearts”), are remarkably tough and well-adapted to mountain life.

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Darkvision. Accustomed to life deep in mountainous locales, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Earthen Stature. You have proficiency in the Athletics skill, and difficult terrain composed of earth or stone doesn’t cost you extra movement.

Heart of Stone. When you take bludgeoning, piercing, or slashing damage, you can choose to halve that damage against you. Once you use this trait, you can’t do so again until you finish a short or long rest.

HALF-STORM GIANT

Jötunkyn with storm giant ancestry are called *Tjuvader* (“storm thieves”)—an allusion to the belief that storm giants are too proud to willingly create humanoid offspring, so their half-blood kin must be the result of them being tricked or having their blood stolen. Half-storm giants prefer a life of isolation, contemplating the events of the world and the meaning of their existence. Still, their rich history of prophecies and omens drives many to a life of adventure, seeking out truth and answers.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Esoteric Studies. You have proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion.

Lightning Strike. When you take the Attack action on your turn, you can conjure a bolt of pure lightning in place of one of your attacks, hurling it at a creature you can see within 120 feet of you. Make a ranged spell attack against the target, using your Intelligence modifier for the attack roll.

On a hit, the target takes 1d8 lightning damage. Hit or miss, the bolt then releases a thunderous boom. The target and each creature within 5 feet of it must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or take thunder damage equal to your proficiency bonus. The lightning damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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

Tempestuous Resistance. You have resistance to either lightning or thunder damage (your choice).



HALFLING SUBRACE

The following option is available to players when they choose their halfling's subrace. See the core rulebooks for the racial traits all halflings receive in addition to the subrace traits below.

KISMET HALFLING ◊ ፳፻፭፻፯፻፯

The reclusive kismet halflings spend much of their time pondering the great questions in life: Why are we here? Where did we come from? What psychopath created the tarrasque? Much of the preeminent research into the depths of the multiverse and the more esoteric monsters of the realms is attributed to this serendipitous and contemplative line of halflings.

Beyond even the luck that is typical for their kin, kisnets are known for their harmoniousness with destiny itself. With an uncanny sense of events to come, they wade through the challenges that face them, with fearlessness and an almost unsettling composure.

KISMET HALFLING TRAITS

In addition to the racial traits common to all halflings, you inherit certain abilities as a result of your ties to destiny itself.

Suggested Ability Score Increase. Your Intelligence or Wisdom score increases by 1 (your choice).

Fateful Luck. When you use your Lucky trait, you can choose to call upon fate, instead of rerolling the die. When you do so, you treat the die as if you rolled a number equal to $10 +$ your proficiency bonus, adding any applicable modifiers to the roll as usual. Once you use this trait, you can't use it again until you finish a long rest.

Prescient Intuition. Starting at 3rd level, you can cast the *augury* spell once with this trait, requiring no material components. You regain the ability to cast this spell with this trait when you finish a long rest. Intelligence or Wisdom (your choice) is your suggested spellcasting ability for this spell.

HUMAN VARIANT

The following option is an alternative line of humans available to players when they choose their character's race. See the core rulebooks for general lore regarding humans.

ANCIENT HUMAN

Eons ago, humans lived in small communities that roved about the realms. They coexisted with bestial creatures and their environment as equals and made the most of nearby resources.

Recently, bands of these early humans were thrust into the present age—forced to confront the reality that they had been displaced in time, and they may never return to the land they once called home.

Some believe this branch of the human race was simply transported through time by a sphinx or aberration, perhaps even inadvertently. At least some of them, however, spent millenia in a magical permafrost, trapped by a sudden surge of planar power from when the multiverse was in its infancy. These humans were preserved in a remote, frozen wasteland until they were discovered by an order of nomadic mages who pierced through the layers of their icy prison and brought them back to life.

ANCIENT HUMAN TRAITS

Driven by the instincts and traditions of their ancestors, ancient humans share the following traits.

Suggested Ability Score Increase. Your Constitution score increases by 1, and three other ability scores of your choice increase by 1.

Age. Like their modern kin, ancient humans reach adulthood in their late teens. However, their lifespan is slightly shorter on average.

Common Alignment. Ancient humans develop strong emotional bonds with their family and community but otherwise tend toward no particular alignment.

Size. Ancient humans range between 5 and 6 feet tall with a wide variety of builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Honed Talent. At 4th level, choose one skill or tool you are proficient with. You gain expertise with the chosen skill or tool, which means your proficiency bonus is doubled for any ability check you make with it.



Human Tenacity. When you fail a saving throw or miss with an attack roll, you can choose to gain a +5 bonus to the roll, possibly changing the outcome. Once you use this trait, you can't do so again until you finish a short or long rest.

Indefatigable. You ignore the effects of your highest level of exhaustion; if you have six levels of exhaustion and suffer another level, you die.

Primeval Training. Choose one of the following benefits:

- You have proficiency with atlatls, clubs, shortbows, and spears, as well as hide armor.
- You have proficiency with one set of artisan's tools (cook's utensils, mason's tools, or potter's tools) and one gaming set or musical instrument (dice set, drum, or flute).
- You have proficiency in one of the following skills of your choice: Animal Handling, Athletics, Intimidation, Perception, or Survival.

Suggested Language. You can speak, read, and write Common.

VARIANT TRAIT: ADAPTIVE TALENT

With your GM's permission, you can gain the trait below in place of the Honed Talent trait.

Adaptive Talent. At 4th level, choose one of the following benefits; some of these benefits require the use of the optional feat or multiclassing rules from the core rulebooks. You can apply the chosen benefit whenever you gain a level—including immediately at 4th level—but you can only use it once.

- When you gain the Fighting Style feature from a class other than the fighter class, you can choose from any of the options available to the fighter class. If you already have a Fighting Style from such a class, you can immediately replace it with another one from the fighter class that you don't already have.
- When you learn a cantrip of your choice from your class's spell list, you can instead choose that cantrip from any class's spell list.
- When choosing a feat, you can select one with a prerequisite that requires an ability score of 13 or higher, or one that requires martial weapon proficiency, even if you don't meet that prerequisite.
- When multiclassing, you can treat one of your ability scores of 12 or lower as if it were a 13 for the purposes of meeting the ability score minimum required for your current class and the new class you select.



KOBOLD VARIANT

The following option is an alternative line of kobolds available to players when they choose their character's race. See the core rulebooks for general lore regarding kobolds.

KOBOLD VIPER ◊ එළඹුහැ ගේසේන්

Kobolds are known to deeply revere and serve dragons, but their dragon overlords rarely pay them much heed or show gratitude for their service. When a kobold is spurned or abandoned, it may seek revenge, defecting to one of the dragons' greatest rivals, a behir. These kobolds undergo a ritualistic transformation and become "vipers"—a moniker alluding to their treachery and spiteful indignation as well as the serpentine nature of their new master.

KOBOLD VIPER TRAITS

Kobold vipers share a number of traits with all kobolds, as well as gaining a few benefits from their behir overlord.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Charisma score increases by 1 (your choice).

Age. Kobold vipers reach adulthood by age 8 and typically only live for about 60 years.

Common Alignment. The vindictive nature of kobold vipers inclines many toward evil, though some may lean toward neutrality. Their culture mandates following the orders of their superiors, so most are lawful.

Size. Kobold vipers are around 3 feet tall and have a slightly more athletic build than their cousins, typically weighing about 35 to 45 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Electrified Touch. You know the *shocking grasp* cantrip. Intelligence or Charisma (your choice) is your suggested spellcasting ability for it.

Lightning Resistance. You have resistance to lightning damage.

Pack Strike. Once on each of your turns, when you make an attack against a creature and at least one of your allies is within 5 feet of the target, you can grant yourself advantage on the attack roll, provided your ally isn't incapacitated. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Treacherous. You have proficiency in either the Deception or Stealth skill (your choice).

Suggested Languages. You can speak, read, and write Common and Serpentine.

RACIAL FEAT

Kobold viper characters have access to the following feat.

GIFT OF THE BEHIR

Prerequisite: Kobold Viper

Granted a rank of authority by a powerful behir, your innate capabilities flourish: you develop a lightning-like agility, you sprout an additional pair of arms, and you can harness the electrified breath of your overlords. You gain the following benefits:

- Your walking speed and climbing speed each increase by 5 feet.
- You can wield a versatile or two-handed weapon using only two of your four hands, though you can't adequately wield two weapons in this way simultaneously. While wielding a heavy weapon with all four hands, you don't have disadvantage on attack rolls with it as a result of its heavy property. Shields require the use of two hands for you to properly wield them.
- On your turn, you can interact with up to two objects or features of the environment for free, during either your move or your action, rather than one.
- As an action, you can exhale a line of lightning that is 20 feet long and 5 feet wide. Each creature in the area must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus). Roll a number of d10s equal to your proficiency bonus. A creature takes lightning damage equal to the total on a failed save, or half as much damage on a successful one. Once you use this ability, you can't do so again until you finish a short or long rest.

MEPHARIAN ◊ መፋሪያን

Mepharians are a rare line of humanoids who were exposed to an immense surge of mephitic essence—an extraordinary event given the modicum of primordial power mephits typically command. Though the degree of elemental influence varies among these people, they all carry some physical traits indicative of their forebears, such as a pointed nose, an elongated skull, or skin that resembles the color and texture of their element.

INVOCATION OF ELEMENTALS

The origins of mepharians date back to a cult who worshiped an elemental lord of evil. When these cultists sought to offer supplications, they would ritualistically summon mephits that served other primordial beings, entrapping them in artificial environments directly opposed to the mephits' nature as a form of torture.

Having amassed a sizable following, it wasn't long before a benevolent elemental princess—having discovered the cult's sadistic practices—gathered her loyal mephit servants, entrusting them with a solemn task. Unbeknownst

MEPHITIC ANCESTRY

Mephit	Damage Type	Primordial Form
Air	Bludgeoning	A cloud of fog
Dust	Slashing	A mound of dirt, dust, or sand
Earth	Bludgeoning	A pile of rocks
Fire	Fire	A pile of ashes
Ice	Cold	A mound of snow
Magma	Fire	A pile of embers
Steam	Fire	A cloud of steam
Water	Bludgeoning	A puddle of water

to the cultists, the next time they attempted their wicked offering, the princess intervened, sending her chosen disciples through the ritual gate. She flooded the mephits with the purest elemental energy, magnifying their meager Death Burst into a devastating explosion and severing the cultists' connection to the Elemental Planes.

Though many of the cultists (and their ideals) were obliterated in the blast, those who survived were exposed to an unprecedented concentration of mephitic essence, forever transforming them and their progeny.

MEPHARIAN NAMES

Mepharians are too sparse to form a distinct society of their own. As such, they typically have common names associated with the humanoid culture they were raised in, with a strong tendency toward names that allude to their elemental lineage.

FEMALE NAMES: Aria, Brooke, Coral, Crystal, Delta, Marina, Misty, Phoenix, Sierra, Skylar, Terra

MALE NAMES: Asher, Blaze, Clay, Cliff, Cole, Dustin, Flint, Gale, Ignatius, Mason, River, Wade

MEPHARIAN TRAITS

Your primordial heritage manifests in a variety of traits you share with other mepharians.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Constitution or Charisma score increases by 1 (your choice).

Age. Mepharians mature at a rate slightly slower than humans, reaching adulthood around the age of 25. They enjoy a lengthy lifespan of approximately 250 years.

Common Alignment. Mepharians, like their elemental kin, are notorious for their frequent jokes and whimsy. Unlike the inclinations of true mephits, however, these chaotic tendencies are largely learned rather than inherited. Still, only rarely do mepharians approach this capricious outlook on life from a place of genuine good.

Size. Mepharians are around 4 feet tall on average and weigh between 40 and 60 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Mephitic Ancestry. Choose one type of mephit from the Mephitic Ancestry table. Certain aspects of your Elemental Burst and Primordial Form are determined by the mephit type, as shown in the table.

Darkvision. The primordial essence infused within your blood grants you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Devious Talent. You have proficiency in one of the following skills of your choice: Acrobatics, Deception, Perception, Sleight of Hand, or Stealth.

Elemental Burst. As an action, you can unleash a 15-foot cone of destructive energy or cause it to erupt in a 5-foot-radius sphere centered on you. The energy's damage type is determined by your Mephitic Ancestry.

When you do so, each creature in the area (excluding you) must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus). A creature takes damage equal to $1d10 +$ your proficiency bonus on a failed save, or half as much damage on a successful one. This damage increases by $1d10$ at 5th level ($2d10 +$ your proficiency bonus), 11th level ($3d10 +$ your proficiency bonus), and 17th level ($4d10 +$ your proficiency bonus).

You have a number of uses of this trait equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If you are reduced to 0 hit points while you have any uses remaining, this trait immediately activates as the destructive energy explodes outward in a 5-foot-radius sphere centered on you. When activated in this way, all remaining uses of this trait are expended, and the radius of the sphere increases by 5 feet for each use expended after the first.

Extraplanar Endurance. You have advantage on saving throws against effects that would cause you to suffer a level of exhaustion.

Primordial Form. As an action, you can transform into a pure elemental form, the appearance of which is determined by your Mephitic Ancestry. While in this form, the following rules apply:

- You are incapacitated and can't move or speak.
- You have an AC of 10 and automatically fail Strength and Dexterity saving throws.
- Other creatures can move through and occupy your space as if you were a Tiny object.
- Your equipment melds into your new form, and you can't benefit from any of it until you revert.
- You have resistance to the damage type associated with your Mephitic Ancestry.
- For a creature to discern that you are a creature that has transformed, it must use its action to inspect your elemental form and succeed on an Intelligence (Investigation) check. The DC for this check is equal to $8 +$ your Constitution modifier + your proficiency bonus, and a creature that witnessed you transform has advantage on the check. If a creature's passive Intelligence (Investigation) score is higher than the DC, it automatically discerns you for what you are without needing to make the check.

You can remain in this form for up to 10 minutes. Your elemental form ends early if you are reduced to 0 hit points or choose to end it (no action required).

Suggested Languages. You can speak, read, and write Common and Primordial.



RACIAL FEAT

Mephanian characters have access to the following feat.

MEPHITIC SURGE

Prerequisite: Mephanian

The primordial essence flowing through your veins swells, amplifying your elemental capabilities. You gain the following benefits:

- You learn the *Aldricor's elemental rebuke^R* spell. You can cast the spell using this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Charisma is your suggested spellcasting ability for this spell.
- Your Elemental Burst damage dice become d12s, rather than d10s, and whenever you activate it as an action, you can expand its area of effect to a 30-foot cone or a 10-foot-radius sphere centered on you.
- If you are reduced to 0 hit points while you have any uses of your Elemental Burst remaining, you can choose to hold in the destructive energy, preventing the trait from activating.
- While in your Primordial Form, you have a +5 bonus to the DC for Intelligence (Investigation) checks to discern you for what you are.

OTHER MEPHITIC ANCESTRIES

Your GM may allow you to select a type of mephit to draw your elemental essence from that isn't listed in the Mephitic Ancestry table, such as an ooze mephit combining aspects of the Elemental Planes of Earth and Water. If you do so, work with your GM to determine an appropriate damage type for your Elemental Burst and appearance for your Primordial Form.



NAGARAN ◊ තැබෙනු

Nagaran are an intelligent serpentine race originally created by nagas and infused with their essence as a show of nagan superiority over other reptilian races and their respective kin. All nagaran possess a long, snakelike body and a flared hood: an expanded neck, which they can exaggerate further in a menacing display of power.

ANCESTORS' LEGACY

Nagaran embrace many qualities from their creators, but they eschew some others. They are naturally proficient with magic, much more so than other serpentfolk, and they possess a sliver of their forebears' immortality, but they are overall much more amicable in their dealings with other races—a courtesy that is often not returned.

VAIN ORIGINS

Nagas are known to be overconfident and distrusting of other beings, leading them to rule their domains with absolute authority. Their ubiquitous vainglory inspired them to create a subordinate race of creatures to populate and defend their lairs: one nevertheless superior to other humanoids in their eyes.

The immortal nagas patiently groomed various species of cobras over the course of hundreds of years, slowly infusing them with their magic as time passed. When they were satisfied with the monstrous, magical serpents they had created, the nagas performed an ancient ritual (some say of their own design, some say passed down by another long-forgotten race), infusing the snakes with a precise concoction of their blood and venom.

The newly awakened snakes hissed, and spoke, and obediently served the nagas for decades, but it wasn't long before some ventured forth from their overbearing masters' lairs. The guardian nagaran were the first to depart—their creators being the most benevolent—but shortly thereafter, the water nagaran's longing for independence and the spirit nagaran's desire to escape their brutal tyrants also drove them to new lands to establish a life of their own.

NAGARAN NAMES

Nagaran employ a unique naming system wherein the tongue of their naga ancestors is intermixed with the natural hisses and sounds from their cobra roots.

FEMALE NAMES: Altha, Diron, Esteca, Kilha, Leta, Milasi, Miya, Rautant, Roga, Tiyanga, Venine, Vipra, Ylan

MALE NAMES: Bathan, Daron, Gnish, Kig, Kulez, Limek, Nakh, Noko, Rafsa, Sig, Skaln, Tuntun, Zalo

NAGARAN TRAITS

Your nagaran character shares a number of serpentine characteristics with all other nagaran.

Suggested Ability Score Increase. Your Dexterity or Constitution score increases by 1 (your choice).

Age. Nagaran have an exceptionally long lifespan, blessed by the immortal nature of their naga ancestors. Nagaran reach adulthood around 12 years of age and can live for over 500 years.

Common Alignment. Nagaran span the entire spectrum of alignments, with slight predispositions based on their ancestry: guardian nagaran tend toward law and



LEFT TO RIGHT: SPIRIT, WATER, AND GUARDIAN NAGARAN

good, those of water naga descent have a neutral bent, and spirit nagaran are inclined toward evil and chaos.

Size. Nagaran can stand between 5 and 6 feet tall and have a tail that stretches another 5 to 10 feet when fully uncoiled. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ophidian Strikes. Your venomous bite and constricting tail are natural weapons, which you can use to make unarmed strikes. On a hit, your bite deals piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, and your tail deals bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

In addition, whenever you attempt to grapple a creature, you can choose to do so with your tail, leaving your hands free to use as normal. While grappling a creature with your tail, your walking speed is reduced to 0.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Rejuvenatory Spirit. If a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you. Once you benefit from this trait, you can't do so again until 7 days have passed.

Shed Skin. While you are grappled, restrained, or otherwise physically bound (such as by manacles), you can use your action to automatically escape. Once you use this trait, you can't do so again until you finish a long rest.

Suggested Languages. You can speak, read, and write Common and Serpentine.

Subrace. There are three kinds of nagaran: guardian, spirit, and water. Choose one of these subraces.

GUARDIAN NAGARAN

Whether it be their friends, family, home, or possessions, guardian nagaran are protective to a fault and will stop at nothing to secure and defend that which they value most.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Guardian's Inheritance. You know the *mending* cantrip and can cast it with no material components. Starting at 3rd level, you can cast *cure wounds* once with this trait. Starting at 5th level, you can also cast *calm emotions* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your suggested spellcasting ability for these spells.

Suggested Extra Language. You can speak, read, and write Celestial.

SPIRIT NAGARAN

Spirit nagaran are notoriously tenacious. If left to their own devices, they prefer to outsmart their foes and defeat them with exceptional strategy rather than combat.

Suggested Ability Score Increase. Your Intelligence score increases by 2.

Spirit's Inheritance. You know the *minor illusion* cantrip. Starting at 3rd level, you can cast *charm person* once with this trait. Starting at 5th level, you can also cast *detect thoughts* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Intelligence is your suggested spellcasting ability for these spells.

Suggested Extra Language. You can speak, read, and write Abyssal.

WATER NAGARAN

The pragmatic water nagaran pride themselves on sustaining a life of self-sufficiency, unclouded by bias. They rarely seek to maintain long term, intimate relationships.

Suggested Ability Score Increase. Your Charisma score increases by 2.

Amphibious. You have a swimming speed equal to your walking speed, and you can breathe air and water.

Water's Inheritance. Starting at 3rd level, you can cast *expeditious retreat* once with this trait. Starting at 5th level, you can also cast *invisibility* once with this trait, requiring no material components. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your suggested spellcasting ability for these spells.

Suggested Extra Language. You can speak, read, and write Aquan.



ORC VARIANT

The following option is an alternative line of orcs available to players when they choose their character's race. See the core rulebooks for general lore regarding orcs.

GRAVE ORC ◊ ፳፻፻፻ የ፻፻

Grave orcs are members of their kin who endured an event that would normally—or perhaps briefly did—kill them. Oftentimes, these orcs come into being after, against all odds, surviving an Orcish runecarving ritual. Driven by unrelenting conviction, these orcs clung to life and were rewarded with an ordinance from their deity, a divine gift which continues to sustain them.

GRAVE ORC TRAITS

While grave orcs retain some characteristics common to their peoples, their brush with death and subsequent blessing have permanently altered their very being, granting them unique abilities.

Suggested Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Orcs mature quickly, reaching adulthood around 12 years of age. They typically live for no longer than 50 years; however, grave orcs have been known to achieve an extended lifespan, often living into their 60s.

Common Alignment. Though their kin are typically chaotic, grave orcs often gravitate toward neutrality as their near-death experience fundamentally shifts their outlook on life.

Size. Orcs usually stand around 6 feet tall and weigh a little over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your orcish blood enhances your senses, granting you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Arcanum Mortis. You know the *spare the dying* cantrip. Starting at 3rd level, you can cast *false life* once with this trait, requiring no material components; when cast in this way, the spell's level is equal to your proficiency bonus. You regain the ability to cast this spell with this trait when you finish a long rest. Charisma is your suggested spellcasting ability for these spells.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed isn't halved when you move while grappling a creature that is at least one size smaller than you.

Necrotic Resistance. You have resistance to necrotic damage.

Occult Intuition. You have proficiency in one of the following skills of your choice: Arcana, Deception, Intimidation, Medicine, or Religion.

Suggested Languages. You can speak, read, and write Common and Orcish.

RIVENER

Whether by a stroke of luck or sheer force of will, riveners are humanoids who have undergone an incomplete or failed attempt at aberrant corruption by inhabitants of the Infinite Wastes—a realm beyond the known multiverse governed by utterly incomprehensible laws of physics and magic that would send most mortal minds spiraling into delusion.

The alien folk who inflict this corruptive process upon the denizens of the Material Plane (and beyond) are known as voidborn. They are said to have originated from a group of ancient people who managed to puncture through the fabric of reality and venture into the Infinite Wastes. Within minutes of entering that eldritch domain, these individuals were transformed into a deranged shell of their former selves: the first voidborn.

After untold eons among the outer madness, their curiosity drove them to pursue their origins on the Material Plane. Voidborn who have made the trek back exist solely to overwhelm and transform the worlds of the planar multiverse to resemble their extradimensional home.

UNYIELDING SPIRIT

Nearly every creature subjected to the voidborn's otherworldly essence succumbs, becoming one of them in a vile transformation that happens either immediately or within the days or weeks following. This is the only method by which the voidborn can propagate their kind in our dimension.

There are very few documented cases of people who have been able to resist the complete corruptive process, but all who have possess a remarkably steadfast, unshakable determination and sense of self. Those who survive this horrific mutation and are able to maintain their personhood adapt to the foreign essence infused within their body and become a rivener.

WANDERING MIND, BODY, & SOUL

Riveners experience maddening chaos in their minds, grounded and controlled by their extraordinary resolve; this chaos often manifests as distant voices or intrusive whispers audible only to them. They still retain their memories and much of their original nature, but they no longer fully identify with their former selves. They typically shun their kinsfolk and venture forth in search of meaning and purpose in their new life, touched by a realm beyond reality.

Their body, a fusion of the essence of two disparate dimensions, truly belongs in neither. What remains of their soul is often left unclaimed by the gods of the Outer Planes upon death, leaving them abandoned to drift and roam aimlessly throughout the Astral Plane.

PROTECTIVE COATING

Voidborn secrete a durable, waxlike coating that covers their bodies, which they use as a safeguard against the elements of our dimension. Riveners, too, must shield the extradimensional aspects of their form, though the process is much more intensive, requiring hours of care each day to adequately maintain their protective coating.

Some riveners form a full suit of this waxy substance as armor, while others may choose a more patchwork appearance, covering only that which is necessary for their survival. Riveners usually wear cloaks and other heavy clothing to help disguise their aberrant nature.

RIVENER NAMES

Some riveners continue to use their birth names, but many identify with their past selves only distantly or not at all, at a minimum forsaking their surname to symbolize their detachment from their former family.

Riveners may be inclined to take on a variation of their given name more akin to the Deep Speech language that now rings in their head—for example, Anton might now be called “Anthoon,” and Kara may adopt the name “Xaradun.” Some also look to the naming conventions of aboleths and other aberrations for inspiration.

RIVENER TRAITS

Your rivener character inherits a number of traits characteristic of the voidborn—the alien species responsible for their eldritch corruption.

Lineage. Choose another race option as your character's ancestral race—the people they belonged to before their aberrant transformation. Some of the traits below are influenced by your ancestral race.

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

Age. Riveners mature at the same rate as their ancestral race. However, they can typically live about 10–20 years longer than average, sustained by the mysterious essence of the Infinite Wastes.

Common Alignment. The maddening and destructive influence of the Infinite Wastes causes riveners to tend toward chaos. Many are inclined toward evil, though the most resolute may be able to maintain a neutral or even good alignment.

Size. Riveners are typically a little more slender than uncorrupted members of their ancestral race. Your size category remains the same as your ancestral race.

Speed. Your base walking speed remains the same as your ancestral race. If your ancestral race granted you a climbing or swimming speed, you can keep that speed in place of the Eldritch Recovery trait.

RACES

Corrupted Nature. Though your creature type is humanoid, you are also considered an aberration for the purpose of any prerequisite or effect that requires you to be an aberration. In addition, you have advantage on saving throws against effects that require you to be a humanoid, such as the *charm person* spell.

Darkvision. Touched by unreality and darkness, you have superior vision in the dark and dim conditions of this realm. 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.

Eldritch Recovery. Whenever you finish a short rest, you regain a number of hit points equal to your level.

Extradimensional Armor. Your durable, waxlike coating provides protection fundamentally necessary for your existence. While you aren't wearing armor, or if the armor you're wearing would leave you with a lower AC, your AC equals $13 + \text{your Dexterity modifier}$. A shield's benefits apply as normal while you use this armor.

Far-Flung Psionics. You know one cantrip of your choice from the sorcerer spell list, and it requires no material components when you cast it, unless they indicate

a cost or are consumed by the spell. You can also cast this spell without providing verbal or somatic components a number of times equal to your proficiency bonus, and you regain all expended uses of casting it in this way when you finish a long rest. Charisma is your suggested spellcasting ability for this spell.

Indomitable Spirit. You have advantage on Charisma saving throws.

Otherworldly Respite. When you take a long rest, you only require 4 hours of sleep to satiate your biological needs, but you must also spend at least 2 hours tending to your waxlike coating to protect the alien essence in your body from the environs of these foreign planes.

Whenever you end a 24-hour period without finishing a long rest, your protective coating begins to deteriorate: the AC provided by your Extradimensional Armor trait is reduced by 1, and your hit point maximum is reduced by $1d10$; you die if this reduces your hit point maximum to 0. Finishing a long rest restores your Extradimensional Armor trait and your hit point maximum to normal.

Suggested Extra Language. In addition to the languages granted by your ancestral race, you can speak, read, and write Deep Speech.

SAHUAGIN

With their webbed, clawed hands and feet and dozens of dagger-like teeth, the sahuagin are among the most ferocious and terrifying water-dwelling creatures. Their insatiable goals to conquer the seas and surrounding coasts are perfectly exemplified by the shark-like manic state they enter at the sight and smell of blood. The cut-throat, even cannibalistic, nature of traditional sahuagin society unquestionably yields one of the most brutal, yet effective meritocracies of the Material Plane.

DEEP SEA DEVILS

While the sahuagin claim no true fiendish lineage, they are frequently referred to as “sea devils.” This name is most notably attributed to their strict, hierarchical society and violent, diabolical schemes most comparable to devils. To the sahuagin, strict law and order are second only to their desires to claim the entire aquatic realm as their kingdom.

Each sahuagin clan is ruled by a baron: a towering, four-armed sahuagin mutant that commands its people in battle and via autocratic governance.

SERFS OF SELACH

Also contributing to the devil moniker is the fact that their patron deity, Selach, resides on the devils’ home of the Nine Hells. Clerics of Selach serve a paramount role in sahuagin society, preaching for all to follow the Order of the Shark.

Despite representing the pinnacle of sahuagin culture and religion, Selach does little to intercede for his worshipers. Instead, he prefers to guide his followers toward a lifestyle of dominance and perseverance via self-sustainability and reliance on the most powerful within one’s clan.

SAHUAGIN NAMES

Sahuagin are seen as numerous and expendable, even by their own parents, and as such they’re typically not given names at birth—simply being referred to as “child” or “pup” instead. Because of this, sahuagin typically choose their own name as they approach adulthood. If any members of their clutch have survived to adolescence with them, they will often collectively choose names that are just one letter or syllable apart as a show of kinship with their siblings.

FEMALE NAMES: Aahlequa, Ianthe, Kalexis, Kelde, Meena, Mora, Muiress, Nerissa, Nunvuht, Pelagia, Seki, Talya, Voyesh, Zhahira

MALE NAMES: Bruinen, Ceth, Ch’lect, Dagani, Denton, Gar, Irwin, Kawai, Neahgataa, Neres, Paio, Rasbor, Shad, Soraan, Timin, Yuval

SAHUAGIN TRAITS

Your character shares a number of shark-like traits with all sahuagin.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Age. Sahuagin reach physical maturity by the age of 6 and can live for over 300 years, though their violent way of life typically prevents most from living past about 40 years of age.

Common Alignment. Sahuagin live in a very regimented society guiding most toward a lawful alignment. Their near-indiscriminate, destructive nature typically inclines them toward evil, though sahuagin who break away from their village may lean toward neutrality or even good.

Size. On average, sahuagin grow between 4 and 7 feet tall and can weigh anywhere from about 80 pounds to well over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 40 feet.

Darkvision. Accustomed to life in the dark depths of the sea and raiding under the cover of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Blood Frenzy. As a bonus action, you can enter a vicious, bloodthirsty rampage. When you do so, you have advantage on weapon attack rolls against any creature that doesn’t have all its hit points until the end of your turn or until you hit such a creature with an attack. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Limited Amphibiousness. You can breathe air and water, but you must consume three times as much water as normal if you aren’t submerged in water for at least 1 hour every 24 hours.

Shark Telepathy. Wild sharks recognize you as an ally and are friendly to you unless you do something harmful to them. You can also cast *animal messenger* an unlimited number of times with this trait, requiring no material components; when you cast it in this way, you can only target friendly sharks that are Large or smaller with it. Wisdom is your suggested spellcasting ability for this spell.

Suggested Languages. You can speak, read, and write Common and Sahuagin.

Subrace. Sahuagin are prone to mutations, which shape various roles in their society. Choose one of these subraces.

THE SAHUAGIN DIALECT

In this book, Sahuagin is presented as a dialect of the Infernal language. This means a creature that can speak Sahuagin can communicate (perhaps with some degree of difficulty, if the GM wishes) with any creature that knows Infernal.

BRACHIAN

As a brachian, you were born with four functional arms. The fiercest and strongest of this mutation go on to become barons—commanders of the sahuagin in battle and rulers of their society.

Suggested Ability Score Increase. Your Strength and Charisma scores each increase by 1.

Four Arms. You can wield a versatile or two-handed melee weapon that lacks the heavy property using only two of your four hands, though you can't adequately wield two weapons in this way simultaneously. Two-handed ranged weapons and melee weapons with the heavy property require all four of your hands to properly manipulate, and shields require the use of two hands for you.

In addition, on your turn, you can interact with up to two objects or features of the environment for free, during either your move or your action, rather than one.

Iron Fist. You have proficiency in the Intimidation skill.

MALENTI

Malenti are sahuagin who are born with a mutation that gives them the appearance of their nemeses, the aquatic elves. In all respects, a malenti identically resembles an aquatic elf with the only exceptions being that they lack the additional set of gills that ripple down aquatic elves' rib cages, and their shark-like skeleton is composed of cartilage rather than bone, causing them to be unusually lightweight and fast as compared to true aquatic elves.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Infiltrator. You have proficiency in the Deception skill. In addition, whenever you make a Charisma (Deception) check to pretend to be someone else or when interacting with elves, your proficiency bonus is doubled.

Trance. You don't need to sleep. Instead, you can meditate deeply, remaining semiconscious for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises—practice for planning your next infiltration or ploy. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Suggested Extra Languages. You can speak, read, and write Aquan and Elvish.

PROSELYTE

As a proselyte, you possess an exceptional versatility to adapt to whatever role is most needed. Proselytes may serve their clan as warriors, medics, shark tamers, scouts, or any number of other vital positions in their society.

Suggested Ability Score Increase. Two ability scores of your choice, other than Constitution, increase by 1.

Blood-Crazed. You have two additional uses of your Blood Frenzy trait per long rest.

Sahuagin Specialization. Refining your role in sahuagin society, you have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Perception, Religion, Stealth, or Survival.

SACROSANCT

The sacrosanct are sahuagin who have been granted an enhanced ability to channel their shark god's divine power. Willingly or not, they most often are pressed into service as priests and priestesses in sahuagin society.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Selach's Blessing. You know the *thaumaturgy* cantrip. Starting at 3rd level, you can cast *bane* once with this trait. Starting at 5th level, you can also cast *enhance ability* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Wisdom is your suggested spellcasting ability for these spells.

SELAKIN

The selakin are an exceedingly rare mutation of shark-like sahuagin said to be touched by Selach himself and blessed with a voracious appetite for power. They often lead elite strike teams and special operations task forces in the sahuagin wars against the aquatic elves and other water-dwelling societies.

Suggested Ability Score Increase. Your Strength score increases by 2.

Apex Predator. You have proficiency in the Athletics skill.

Bite. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d6 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

Electroreception. As a bonus action, you can instantaneously sense the current location of all living creatures within 30 feet of you. If a creature you sense in this way is invisible or otherwise unseen by you, you know its location, but you are still subject to the effects of those conditions.



TIEFLING SUBRACES

The following options are available to players when they choose the tiefling race for their character. See the core rulebooks for the standard tiefling racial traits.

Trait Modifications. Though tieflings don't normally have a subrace, one can be implemented by using the following rules:

- A character using one of these subrace options retains the tiefling's Age, Size, Speed, and Darkvision traits, unless otherwise noted.
- The Alignment and Languages traits are replaced in the Abyssal Tieflings and Infernal Tieflings sections and apply to all subraces in their respective sections.
- The traits given in each subrace replace the tiefling's Ability Score Increase, Hellish Resistance, and Infernal Legacy traits.

ABYSSAL TIEFLINGS ◊ የደንብ ቀናት ማኅበር

Most abyssal tieflings aren't quite sure when or where a demon's influence entered their lineage, but they feel its presence—even generations later—on a daily basis. These fiend-blooded humanoids are often plagued by nightmares and tainted thoughts. Some find it easiest to simply give into the corruption, but for others, their inner turmoil is what drives them to fight such evil and thwart its presence in the world at every turn.

Common Alignment. Though abyssal tieflings don't have a particular leaning toward good or evil, their independent nature inclines them toward chaotic tendencies.

Suggested Languages. You can speak, read, and write Abyssal and Common.

BALOR TIEFLING TRAITS

Balor tieflings draw their fiendish heritage from the notorious leaders of the most powerful armies of the Abyss. They are confident and unyielding in their goals, and their demonic ferocity is made most apparent by their fiery and forthright personality.

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

Aura of Fire. Starting at 3rd level, you can use a bonus action to begin emanating an aura of abyssal flames. The aura lasts for 1 minute or until you end it early as a bonus action. While the aura persists, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. Each creature within 10 feet of you when you activate the aura, and each creature that starts its turn within 10 feet of you for the duration, takes fire damage equal to your proficiency bonus.

Once you use this trait, you can't do so again until you finish a long rest.

If you are reduced to 0 hit points and haven't yet expended your use of this trait, it immediately activates,

COMPARING TIEFLINGS

The abyssal and infernal tieflings in this book are empowered by an unusually strong connection with their fiendish ancestors. Though these subraces are in line with other 5th edition race options, their capabilities often surpass that of their more ordinary tiefling kin, as presented in the core rulebooks.

causing fiendish flames to explode outward from you. When activated in this way, the aura only lasts until the start of your next turn, but each creature other than you within 10 feet of you must immediately make a Dexterity saving throw ($DC\ 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$), taking fire damage equal to your level on a failed save, or half as much damage on a successful one.

Baloran Legacy. You know the *thaumaturgy* cantrip. Charisma is your suggested spellcasting ability for it.

Fiendish Critical. Whenever you score a critical hit, you deal extra damage to the target equal to your proficiency bonus. Each time you deal this extra damage, you can choose for its type to be either fire or lightning.

Fire Resistance. You have resistance to fire damage.

BAREGARA TIEFLING TRAITS

Though baregaras epitomize the brutal and destructive nature of demons, their humanoid descendants are more commonly “gentle giants” who defy those expectations. When they or their friends are threatened, however, these tieflings have no trouble drawing upon the wrath of their apelike ancestors to crush their foes.

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

Baregaran Legacy. Starting at 3rd level, you can cast *jump* once with this trait. Starting at 5th level, you can also cast *invisibility* on yourself once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Wisdom is your suggested spellcasting ability for these spells.

Hulking Fists. Your oversized hands are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed isn't halved when you move while grappling a creature that is at least one size smaller than you.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

GLABREZU TIEFLING TRAITS

Glabrezu tieflings are inclined to seek out treasure and social status first and foremost—often seeing combat and adventuring as nothing more than a means to an end. These fiendish kin are remarkably determined, willing to deploy all tactics at their disposal to achieve their goals.

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

Glabrezan Legacy. Starting at 3rd level, you can cast *detect magic* once with this trait. Starting at 5th level, you can also cast *suggestion* once with this trait, requiring no material components. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your suggested spellcasting ability for these spells.

Pincers. You have a second set of arms that end in large pincers. These pincers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

You can also use your pincers for the following simple tasks: lift, drop, hold, push, or pull an object; open or close a door or container; or grapple, drag, carry, or shove a creature. Your GM might allow other simple tasks to be added to the above list of options. These pincers can't wield weapons or shields, nor can they do anything that requires manual precision, such as using tools, activating magic items, or performing the somatic components of a spell.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Powerful Grip. When you attempt to grapple a creature, you can choose to use both of your pincers for the grapple; if you do so, you count as one size larger when determining the size of creature you can grapple.

HEZROU TIEFLING TRAITS

Formidable on the battlefield, these tieflings are cursed with ooze-filled boils that protrude from their body. Like hezrous, they are known to be impulsive and often align themselves with more levelheaded and strategically minded individuals who can help focus their fury.

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

Blood Rush. Immediately after you score a critical hit or reduce a creature to 0 hit points on your turn, you can lunge forward in a furious leap (no action required). When you do so, you move up to half your speed toward a hostile creature you can see without provoking opportunity attacks.

Fiendish Maw. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If



you hit with it, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Rupture Lesion. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to cause some of the pustules on your body to burst, spraying the attacker with a sickening ooze. The target must make a Constitution saving throw (DC $8 +$ your Constitution modifier + your proficiency bonus).

On a failed save, the target takes poison damage equal to your level and is poisoned until the end of its next turn. On a successful save, the target takes half as much damage and isn't poisoned. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MARILITH TIEFLING TRAITS

Imbued with snakelike reflexes, marilith tieflings are exceptionally agile—both in body and in mind. Their shrewd senses and astute foresight often lead them to positions of leadership or diplomacy.

Suggested Ability Score Increase. Your Dexterity, Constitution, and Charisma scores each increase by 1.

Marilithic Training. You are proficient with long-swords and scimitars.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Reactive. If a trigger would allow you to take a reaction, but you have already used your reaction this round, you can choose to take a second reaction. This special reaction can't be used on the same turn as your normal reaction, and once you take a reaction in this way, you can't do so



again until the start of your next turn. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Serpentine Tail. Your constricting tail is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

In addition, whenever you attempt to grapple a creature, you can choose to do so with your tail, leaving your hands free to use as normal. While grappling a creature with your tail, your walking speed is reduced to 0.

NALFESHNEE TIEFLING TRAITS

Nalfeshnee tieflings take great pleasure in discerning their adversaries' weaknesses and exploiting them, whether that be in politics or on the battlefield. The already small wings of their demonic ancestors leave the vestigial remnants they possess to be largely nonfunctional.

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

Nalfeshnian Legacy. You know the *bolting blitz* cantrip. Starting at 3rd level, you can cast *color spray* once with this trait, requiring no material components; when cast in this way, affected targets become incapacitated (instead of blinded) and can't move for the duration. Starting at 5th level, you can also cast *misty step* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your suggested spellcasting ability for these spells.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Shrewd. You have proficiency in one of the following skills of your choice: Arcana, Insight, Investigation, or Perception.

Wing-Assisted Leap. The distance you can long jump and high jump is doubled. In addition, you can subtract up to 30 feet from a fall when calculating falling damage, provided you aren't incapacitated.

QUASIT TIEFLING TRAITS

Devious and diminutive like their full-blooded demon kin, quasit tieflings are most likely to rely on careful planning and subterfuge to best their foes. When thrust into an uncomfortable situation, they are experts at garnering sympathy with their disarming countenance, similar to a beloved pet.

Size. Your size is Small, instead of Medium. (This trait replaces the tiefling's normal Size trait.)

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

Demonic Distraction. You can take the Disengage action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Mischievous. You have proficiency in one of the following skills of your choice: Deception, Perception, Sleight of Hand, or Stealth.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Quasitine Legacy. Starting at 3rd level, you can cast *invisibility* on yourself once with this trait. Starting at 5th level, you can also cast *polymorph* on yourself once with this trait to transform into a bat, frog, or lizard (your choice). You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Charisma is your suggested spellcasting ability for these spells.

SHADOW DEMON TIEFLING TRAITS

Like true shadow demons, these tieflings have an innate penchant for covert endeavors. This typically manifests in a relatively direct manner, leading them to feel most comfortable conducting their business at night, in shady alleyways, or in dark caverns. For some, however, their shifty nature is more abstractly exemplified by their knack for making favorable deals and executing elaborate schemes to the benefit of themselves and their allies.

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

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Shadowed Legacy. Starting at 3rd level, you can cast *misty step* once with this trait, but only if your current space is in dim light or darkness. Starting at 5th level, you can also cast *gaseous form* on yourself once with this trait, requiring no material components. This version of the spell lasts for a number of minutes equal to your level (instead of 1 hour), and if you end your turn in bright light, you must succeed on a DC 10 Constitution saving throw or lose concentration on the spell.

You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your suggested spellcasting ability for these spells.

Umbral Affinity. You have proficiency in the Stealth skill. In addition, you can attempt to hide (and are able to remain hidden) even when you are only lightly obscured by dim light.

VROCK TIEFLING TRAITS

Tieflings who descend from vrocks tend to be somewhat irritating to all but their closest friends. They're known to hastily judge those they come across (though more often than not, their notions are correct). These fiendish folk have a persistent drive to acquire more—whether that be something tangible like treasure, or something more abstract like power—making them frequent adventurers.

Suggested Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Flight. You have dark, feathered wings protruding from your back, which grant you a flying speed of 30 feet. You can't use this flying speed if you are wearing medium or heavy armor.

Sudden Screech. When you see a creature within 10 feet of you taking a reaction, you can use your reaction to emit a debilitating screech at that creature, attempting to momentarily daze it. If the target can hear you, it must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or its reaction fails and is wasted. Once you use this trait, you can't do so again until you finish a long rest.

Talons. Your clawed hands and talon-like feet are natural weapons, which you can use to make unarmed strikes. When you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

INFERNAL TIEFLINGS ◊ *NEEDLEW*

In contrast with their abyssal cousins, infernal tieflings can often pinpoint exactly who—or what—caused their ancestry to be infused with hellish influence. They share many physical similarities with their fiendish forebears, in rare cases even appearing nearly indistinguishable from a true devil. Though others may find their unnaturally warm skin unnerving, these tieflings view it as an eternal reminder of who they are and what they could become—whether they seek to avoid that or embrace it is their choice to make.

Common Alignment. Infernal tieflings tend to be strongly opinionated, pushing them toward the extremes of good or evil. If left to their own devices, they seek out order and seldom follow a path of chaos.

Suggested Languages. You can speak, read, and write Common and Infernal.

BARBED DEVIL TIEFLING TRAITS

With razor-sharp spines bristling from their pale green skin, it is readily apparent when a tiefling draws their fiendish blood from a barbed devil. The quantity of barbs they possess varies from only a few (usually confined to the arms and legs) to dozens strewn across their entire body, and barbs that are broken or lost naturally regenerate each day. Rarely are these tieflings satisfied with their current circumstances, insatiable in their limitless desire for more power, influence, and possessions.

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

Astute. You have proficiency in one of the following skills of your choice: Deception, Insight, Medicine, or Perception.

Barbed Hide. When you become grappled by a creature, and at the start of each of your turns while you remain grappled, that creature takes piercing damage equal to your proficiency bonus.

In addition, when you take damage from a creature within 5 feet of you, you can use your reaction to eject some of your barbs at the creature. It must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus), taking 2d4 piercing damage on a failed save, or half as much damage on a successful one. This damage increases to 4d4 at 5th level, 6d4 at 11th level, and 8d4 at 17th level. Once you use this reaction, you can't do so again until you finish a short or long rest.

Fire Resistance. You have resistance to fire damage.

Spiny Tail. Your barbed tail is a natural weapon, which you can use to make unarmed strikes. When you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

BEARDED DEVIL TIEFLING TRAITS

The serpentine growths that protrude from the chins of some tieflings are an immediate indicator of their bearded devil bloodline. Aside from their unique beards, their form actually resembles something like an especially muscular elf with scaled hide, not unlike some dragonkin. Like their ancestors, these tieflings typically have an innate aptitude for weapons of war.

Suggested Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.

Brave. You have advantage on saving throws against being frightened.

Fire Resistance. You have resistance to fire damage.

Militaristic Training. You are proficient with one martial weapon of your choice. In addition, when you fail a saving throw or miss with an attack roll, you can choose to reroll it; you must use the new roll. Once you reroll a save or attack in this way, you can't do so again until you finish a long rest.

Virulent Beard. Your snakelike beard is a natural weapon, which you can use to make unarmed strikes. When you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

When a creature takes this poison damage, you can force it to make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus). On a failed save, the target becomes poisoned until the end of your next turn. While poisoned in this way, the target can't regain hit points. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BONE DEVIL TIEFLING TRAITS

Though the fiends they descend from are known to be especially cruel, bone devil tieflings are often fairly reserved, preferring to best their enemies via their influence and words. The vestigial wings they inherit from their infernal ancestors are incapable of flight; however, their scorpoid tail is not only functional but indeed quite potent. When opportunity necessitates it, these ambitious individuals never hesitate to strike—whether that be on the battlefield, in pursuit of political aspirations, or otherwise.

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

Fractured Escape. As a reaction to taking damage, you can move up to half your speed without provoking opportunity attacks. When you do so, the damage you take from the triggering attack or effect is reduced by an amount equal to your level. You can use this trait a num-

ber of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Poison Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Stinging Tail. Your venomous tail is a natural weapon, which you can use to make unarmed strikes. It has a reach of 10 feet, and when you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Taskmaster's Talent. You have proficiency in one of the following skills of your choice: Athletics, Insight, Intimidation, or Persuasion.

CHAIN DEVIL TIEFLING TRAITS

Chain devil tieflings find joy in thoroughly dismantling the plans set in place by others, seeing their enemies' work as an enduring testament to the flawed ideals they stand for—even after death. These fiendkin prefer to work from the shadows, only revealing themselves once they feel confident it is too late to stop them.

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

Armor of Chains. While you aren't wearing armor, you can perform a special ritual to wrap yourself in hellish chains that you conjure over the course of 1 hour, which can be done during a short rest. These chains provide you a base AC of 14 + your Dexterity modifier (to a maximum of +2). While wrapped in them, you can't wear any other armor, but if you are using a shield, you can apply the shield's bonus as normal. The chains are magically bound to your body and can't be removed until you perform another 1-hour ritual to make them disappear.

Enchained Legacy. Starting at 3rd level, you can cast *disguise self* once with this trait. Starting at 5th level, you can also cast *entangle* once with this trait (the weeds and vines appear as chains); when cast in this way, you can designate any number of creatures you can see to be unaffected by the spell, and any target that is restrained by the chains takes piercing damage equal to your proficiency bonus at the start of each of its turns.

You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your suggested spellcasting ability for these spells.

Fire Resistance. You have resistance to fire damage.

Lashmaster. You are proficient with chain maces,^R chain whips,^R and whips. In addition, you can conjure one of those weapons in your empty hand as a bonus action; the weapon is magical, and it vanishes after 10 minutes. Once you conjure a weapon in this way, you can't do so again until you finish a long rest.

ERINYES TIEFLING TRAITS

Said to bear the fiend-tainted blood of fallen angels, erinyes tieflings are an embodiment of the struggle between good and evil. They are fierce and unyielding, willing to make any sacrifice necessary to achieve their goals.

Suggested Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Erinyean Legacy. Starting at 3rd level, you can cast *divine favor* once with this trait; this version of the spell deals extra poison damage instead of radiant. You regain the ability to cast this spell with this trait when you finish a long rest. Charisma is your suggested spellcasting ability for this spell.

Fire Resistance. You have resistance to fire damage.

Infernal Binding. As an action, you can conjure a magical rope around a Large or smaller creature you can see within 30 feet of you. The target must succeed on a Dexterity saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or be restrained until the end of your next turn. The rope vanishes when the effect ends. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Warrior of the Hells. You are proficient with light armor, medium armor, longswords, and longbows.

HORNED DEVIL TIEFLING TRAITS

Drawing their bloodline from one of the most archetypal fiends, horned devil tieflings are exceptionally in tune with their fiery nature. Many struggle to find motivation, but once they do, little can be done to stem their tide.

Suggested Ability Score Increase. Your Strength, Constitution, and Wisdom scores each increase by 1.

Devilish Talent. You have proficiency in one of the following skills of your choice: Deception, Intimidation, Persuasion, or Stealth.

Fire Resistance. You have resistance to fire damage.

Horned Legacy. You know the *produce flame* cantrip. Starting at 3rd level, you can cast *command* once with this trait. Starting at 5th level, you can also cast *flame blade* once with this trait, requiring no material components (the blade appears as a pitchfork); when cast in this way, the spell doesn't require your concentration, and a pair of batlike wings sprouts from your back, granting you a flying speed equal to your walking speed until the spell ends.

You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your suggested spellcasting ability for these spells.

Spiked Tail. Your tail spike is a natural weapon, which you can use to make unarmed strikes. When you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

ICE DEVIL TIEFLING TRAITS

Ice devil tieflings exhibit varying degrees of insectoid features, such as antennae, mantis-like limbs, and vestigial mandibles, but they remain mostly humanoid in appearance. While some are standoffish like their ancestors, others tend to be more lighthearted and approachable, accustomed to looking for the silver lining in even the most hostile of circumstances.

Suggested Ability Score Increase. Your Strength, Constitution, and Intelligence scores each increase by 1.

Antipodal Resistance. You have resistance to cold damage and fire damage.

Icy Legacy. You know the *ray of frost* cantrip. Intelligence is your suggested spellcasting ability for it.

Wintery Wrath. Starting at 3rd level, you can use a bonus action to cause the frigid energy within you to surge, granting you temporary hit points equal to your level. Once on each of your turns for the next minute, you can deal extra cold damage to one target when you deal damage to it with an attack or a spell; the extra damage is equal to your proficiency bonus. Once you use this trait, you can't do so again until you finish a long rest.

IMP TIEFLING TRAITS

Just as with their namesakes, imp tieflings are inclined toward a life of scheming and trickery. Though many serve as spies, advisors, or even leaders in organized militaries and governmental bodies, it's not uncommon for these devilkin to find their place among less structured guilds and adventuring groups as scouts and assassins.

Size. Your size is Small, instead of Medium. (This replaces the normal tiefling Size trait.)

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

Crafty. You have proficiency in one of the following skills of your choice: Deception, Insight, Persuasion, or Stealth.

Fire Resistance. You have resistance to fire damage.

Impish Legacy. Starting at 3rd level, you can cast *invisibility* on yourself once with this trait. Starting at 5th level, you can also cast *polymorph* on yourself once with this trait to transform into a rat, raven, or spider (your choice). You regain the ability to cast



these spells with this trait when you finish a long rest, and when you cast them in this way, they don't require material components. Charisma is your suggested spellcasting ability for these spells.

Scorpioid Tail. Your stinger-like tail is a natural weapon, which you can use to make unarmed strikes. You can use your Dexterity modifier for its attack rolls. When you hit with it, you deal piercing damage equal to $1 + \text{your Strength or Dexterity modifier}$ (whichever you used for the attack roll) plus an extra $1d4$ poison damage, instead of the bludgeoning damage normal for an unarmed strike.

When a creature takes this poison damage, you can force it to make a Constitution saving throw ($\text{DC } 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$). On a failed save, the target becomes poisoned until the end of your next turn. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

PIT FIEND TIEFLING TRAITS

The sense of superiority that is endemic to pit fiends manifests as an unshakable confidence in their tiefling descendants—though those on the wrong side of their ire may be more inclined to view it as arrogance. Equally

likely to crush their foes both on and off the battlefield, they lead their allies around them, wading through the perils they face together.

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

Aura of Fear. Starting at 3rd level, you can use a bonus action to begin exuding an aura of infernal terror. The aura lasts for 1 minute or until you end it early as a bonus action. When you activate this trait, each hostile creature within 10 feet of you must succeed on a Wisdom saving throw ($\text{DC } 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$) or become frightened until the end of its next turn. For the duration, any creature that starts its turn in the aura and hasn't yet made a saving throw against this effect must immediately do so, becoming frightened until the end of its next turn on a failed save.

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

Fiendish Ward. Whenever you roll a 1 on a saving throw against a spell or other magical effect, you can reroll the die and you must use the new roll.

Fire Resistance. You have resistance to fire damage.

Pitiless Legacy. You know the *minor illusion* cantrip. Charisma is your suggested spellcasting ability for it.

UNBOUND ARCHON

The archons are an elite race of holy warriors and guardians from the Upper Planes who fight unyieldingly to protect their home and the innocent of the multiverse. On rare occasion, these celestial champions may become burdened by their duties or feel they are no longer mentally, physically, or spiritually fit, and may choose to relinquish their divinity and immortal life of service.

HONORABLY DISCHARGED

Fallen celestials are led astray by a path of fear, anger, hate, and suffering due to their wicked acts. Conversely, unbound archons willfully choose their new mortal life, and are respected by celestials for their years of service.

UNBOUND ARCHON NAMES

While many unbound archons retain their divine names, some find it more appropriate to take on a name that is better suited to the culture they now find themselves in. Some examples of true archon names are as follows:

FEMALE NAMES: Arael, Cassiel, Eirwyn, Elyon, Haziel, Israfil, Jefischa, Lumalia, Naya'il, Pravuil, Zaphiela

MALE NAMES: Adonael, Damabiath, Galizur, Jael, Micus, Oriel, Prul, Ramiel, Sannyasi, Saphon, Vachar, Zarall

UNBOUND ARCHON TRAITS

Owing to their celestial origins, unbound archons share the following racial traits.

Age. Like their immortal counterparts, unbound archons show no signs of aging. However, once released from service, an archon typically only lives for about another 500 years.

Suggested Alignment. Archons are lawful good, nearly without exception. However, unbound archons may shed their former celestial constraints and take on any alignment they see fit.

Size. There are many types of archons, including a few that are non-humanoid in shape, such as the lantern archon. Those that take on a more humanoid appearance are typically between 5 and 7 feet tall with an extraordinarily fit build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your celestial blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Archon Magic. You know the *message* cantrip. Starting at 3rd level, you can cast *protection from evil* and *good* once with this trait. Starting at 5th level, you can also cast *tongues* on yourself once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them in

this way, they don't require material components. Your suggested spellcasting ability for these spells is either Wisdom (hound and stag archon) or Charisma (hammer and trumpet archon).

Celestial Ichor. Though your creature type is humanoid, you are also considered a celestial for the purpose of any prerequisite or effect that requires you to be a celestial. In addition, magic can't age you, and you have advantage on saving throws against effects that require you to be a humanoid, such as the *charm person* spell.

Suggested Languages. You can speak, read, and write Celestial and Common.

Subrace. Archons ascend through the celestial ranks to various forms. Choose one of the following subraces.

HAMMER ARCHON

As their name suggests, these archons are most prominently known for their mastery with hammers of all kinds, extending also to being expert crafters. They are remarkably hardy and possess a great affinity for earth and stone, which frequently fosters a sense of kinship between them and dwarves as well as various races touched by the Elemental Plane of Earth.

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

Earth Stride. Difficult terrain composed of earth or stone costs you no extra movement, and you can climb such a surface—even if it doesn't have handholds—without needing to make an ability check.

Hammer of the Heavens. You have proficiency with mason's tools or smith's tools (your choice), and you are proficient with light hammers, mauls, and warhammers.

Seismic Smash. While you're in contact with a solid surface (such as the ground or a wall), you can use an action to cause a tremor to ripple through the area around you. Other creatures within 10 feet of you that are in contact with that surface must succeed on a Dexterity saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Strength modifier}$) or fall prone. Once you use this trait, you can't do so again until you finish a short or long rest.

HOUND ARCHON

Hound archons combine the head of a canine with the stature of a muscular humanoid. Their skin ranges from a deep purple to shades of brown and dark gray. These archons are renowned for their rigorous combat training regimen, and they typically serve as soldiers or sentries before becoming unbound.

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

Hound of the Heavens. You are proficient with one weapon of your choice, and you have proficiency in the Perception skill.

Canine Shape. As an action, you can shift into a canine form resembling a dog, fox, jackal, or wolf. You can stay in this form for up to 10 minutes or until you choose to revert as a bonus action. Once you use this trait, you can't do so again until you finish a short or long rest. While you are transformed, the following rules apply:

- Your size is Small or Medium (your choice when you transform), and you have a walking speed of 40 feet.
- Your AC is equal to 12 + your Dexterity modifier, and you have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Your creature type is beast; you retain all other game statistics in this form, including your ability scores, hit points, and skill and saving throw proficiencies.
- Your vicious maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- You can't wield weapons or cast spells that require somatic or material components.
- You can only verbally communicate with canines or creatures that can understand them.
- You retain the benefits of any features from your class, race, or other source if your canine form is physically capable of doing so, and you retain any of your special senses, such as darkvision.
- When you transform, you choose whether your equipment falls to the ground in your space or merges into your canine form. You can't use or benefit from equipment that merges with you until you leave this form.

STAG ARCHON

Akin to their hound archon cousins, stag archons in their true form appear to be sturdy humanoids possessing the visage of a deer or elk. Though they have lost the ability to assume their cervine form, they still feel most at home among the wilderness and its denizens.

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

Antlers. Your antlers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Divine Shield. When you take damage, you can use your reaction to ward yourself with divine energy. The damage you take is reduced by a number equal to twice your proficiency bonus. Once you use this trait, you can't do so again until you finish a short or long rest.

Huntsman of the Heavens. You are proficient with the herbalism kit or navigator's tools (your choice), and your base walking speed increases to 35 feet.



TRUMPET ARCHON

Unbound trumpet archons are exceedingly rare. However, on occasion their diplomatic missions delivering messages throughout the planes may entice one to embrace a life beyond their celestial duties and freely explore other realms.

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

Horn of the Heavens. You are proficient with one musical instrument of your choice, and you have proficiency in the Performance skill.

X. As an action, you can cause a musical instrument you are holding to boom with divine energy, which can be heard up to 100 feet away. Each creature within 10 feet of you (excluding you) becomes deafened; hostile creatures in the area must also succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you. These effects end at the start of your next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

BARBARIAN

PRIMAL PATH

The following option is available to barbarians when they gain the Primal Path feature at 3rd level.

PATH OF SHAMANIC WRATH

Barbarians who follow the Path of Shamanic Wrath carry a unique presence that is immediately palpable upon meeting them—a primal drive only found among those flawlessly in tune with their surroundings and nature. Though they draw on the same magic as druids, these barbarians command its power with authority rather than as a kindred spirit, relentlessly unleashing its fury upon those who would dare defy them.

DRUIDIC GUARDIAN

When you choose this path at 3rd level, you learn Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

In addition, you can use your Wisdom modifier, instead of Dexterity, when calculating your Armor Class. For example, if you're using your Unarmored Defense, you can calculate your AC as $10 + \text{your Constitution modifier} + \text{your Wisdom modifier}$.

SPELLCASTING

Also at 3rd level, you learn to tap into the primal energy that fuels druidic magic, granting you the ability to cast spells. See the core rulebooks for the general rules of spellcasting and the druid spell list.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots. The Path of Shamanic Wrath Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell 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 *thunderwave* and have a 1st-level and a 2nd-level spell slot available, you can cast *thunderwave* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice that are on the druid spell list, two of which must not require concentration or have a casting time of more than 1 minute. The

PATH OF SHAMANIC WRATH SPELLCASTING

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

Spells Known column of the Path of Shamanic Wrath Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must not require concentration or have a casting time of more than 1 minute, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can be any spell on the druid spell list.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must not require concentration or have a casting time of more than 1 minute, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level that could be any spell on the druid spell list.

Spellcasting Focus. You can use any simple or martial weapon as a spellcasting focus for your druid spells.

Ritual Casting. You can cast any druid spell you know as a ritual if that spell has the ritual tag.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since you learn your spells

PRIMAL LASH

At 6th level, you gain a special attack option you can use once on each of your turns. When you take the Attack action, you can cause a mass of crushing vines to magically extend from your arms in place of one of your attacks. The vines lash out at a target you choose within 30 feet of you.

This special attack is a melee weapon attack with which you are proficient. On a hit, the target takes bludgeoning damage equal to $1d6 +$ your Strength modifier, and it must succeed on a Strength saving throw against your spell save DC or be pulled to an unoccupied space within 5 feet of you; a Huge or larger creature has advantage on this saving throw. If you are raging when you make this special attack, you can add your Rage Damage bonus to your spell save DC for the Strength saving throw.

A friendly creature can choose to be hit by this attack. If it does so, it takes no damage from the vines and automatically fails its saving throw against the effect.

FORCE OF NATURE

When you reach 10th level, you learn to harness the brutal power of untamed wilds. Whenever you score a critical hit with your Primal Lash or a spell attack, or whenever a creature rolls a 1 on its saving throw against a spell you cast that deals damage, that target takes extra damage equal to your proficiency bonus. If you're raging, the target instead takes extra damage equal to twice your proficiency bonus.

WRATH CASTING

By the time you reach 14th level, your druidic magic has become perfectly in tune with your primal fury. You gain the following benefits:

- Immediately after you enter a rage for the first time in a combat, you can cast one of your druid spells as part of the same bonus action; the spell must have a casting time of 1 action or 1 bonus action. When you cast a spell in this way, you gain temporary hit points equal to your barbarian level plus twice the spell's level.
- While you are raging, your Rage Damage bonus is doubled whenever you deal damage with a spell or your Primal Lash.
- When you use your Primal Lash while raging, you can cause the vines to lash out at a target up to 60 feet away from you, instead of 30.

ADDITIONAL SPELL OPTIONS

This book features several additional druid spells that can be chosen by barbarians who select this subclass. See the Spells section on pages [X–X] for details.

by drawing on the divine essence of nature itself. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid 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

Shaman's Rage. While raging, the following rules apply to your spellcasting:

- You can cast druid spells, but only if they don't require concentration. If you are already concentrating on a spell when you enter your rage, the spell immediately ends.
- If your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then, your rage doesn't end early if you targeted a hostile creature with a spell this turn.
- Whenever you cast a spell, you can add your Rage Damage bonus to one damage roll of the spell, and you gain temporary hit points equal to twice the spell's level.

BARD ◊ Bard

BARD COLLEGE

The following option is available to bards when they gain the Bard College feature at 3rd level.

COLLEGE OF LINGUISTICS

Bards of the College of Linguistics are expert translators, elocutionists, and cryptographers. In their bardic studies, they research not only how they can most effectively inspire their friends with their spoken and written word, but also how they can best manipulate the utterances and resonances of their spells for maximum impact.

Despite their profound magical abilities, these bards prefer learning to communicate with other creatures “the old-fashioned way,” as they find it to be the most authentic and precise way to express themselves. They dive headlong into the history and culture surrounding a language—excitedly noting the idiosyncrasies of each dialect—and they dream of opportunities where they can properly show off their fluency to native speakers.

BONUS PROFICIENCIES

When you join the College of Linguistics at 3rd level, you gain proficiency with either calligrapher’s supplies or the forgery kit (your choice). You can also use a writing instrument—such as an ink pen or quill—or a book in which you have written at least 20 pages of text as a spellcasting focus for your bard spells.

In addition, you learn two languages of your choice. You learn additional languages when you reach certain levels in this class, learning another language of your choice at 5th level, 10th level, 15th level, and 20th level.

VOCAL PROJECTION

Also at 3rd level, you learn to enhance the potency of the magical words you speak. The range of your Bardic Inspiration feature increases to 120 feet.

Whenever you cast a spell as an action that has a verbal component, you can expend one use of your Bardic Inspiration to either grant one friendly target of the spell temporary hit points or cause one hostile target affected by the spell to take psychic or thunder damage (your choice). The amount of temporary hit points gained or damage dealt is equal to the number you roll on the Bardic Inspiration die.

When you expend a use of your Bardic Inspiration in this way, you can also use one of the following projection options of your choice:

- **Manipulative Projection.** You interweave the verbal components of the spell with a mind-altering enchant-

LANGUAGE OPTIONS: EXPANDED

There are eight Standard Languages and eight Rare Languages (plus four dialects) listed in the core rulebooks as default options for player characters to choose from; an additional two “secret languages” can also be found in the core rulebooks. This book expounds upon five more languages (plus two dialects).

At the GM’s discretion, any of the following languages may be available to players whenever a racial trait, class feature, or other source allows them to learn a language of their choice.

Standard Languages. These languages are basic options available in most campaigns:

- Common
- Dwarvish
- Elvish
- Giant
- Gnomish
- Goblin
- Halfling
- Orcish

Rare Languages. These languages are rarer options available with your GM’s permission:

- Abyssal
- Celestial
- Constellar^R
- Draconic (*includes Serpentine^R dialect*)
- Deep Speech
- Infernal (*includes Sahuagin^R dialect*)
- Necril^R
- Nodal^R
- Primordial (*includes Aquan, Auran, Ignan, and Terran dialects*)
- Sphinx^R
- Sylvan
- Undercommon

Secret Languages. These languages are exclusive options typically only known by a select group:

- Druidic
- Thieves’ Cant
- Command^R

Consult with your GM to see if there are any other languages spoken by intelligent creatures in their setting that may be available to player characters. For example, gnolls may play an influential role in their world and speak a Gnoll dialect of the Abyssal language, or there may be a prominent society of ratfolk who communicate using their own unique tongue called Skitterspeak.

ment, influencing the actions of one creature targeted by the spell. If the target is friendly, it has advantage on the next attack roll it makes before the end of its next turn; if the target is hostile, it has disadvantage on the next attack roll it makes before the end of its next turn.

- **Thunderous Projection.** Your voice booms as you perform the verbal components of the spell. If the spell has a range of 5 feet or greater, its range is doubled for this casting.

- **Ventriloquist's Projection.** You perform the verbal components of the spell through a willing creature you can see within 60 feet of you, provided that creature isn't incapacitated, speaking through the creature in your own voice. If the spell has a range of touch, that creature can deliver the spell as if it had cast the spell (no action required); otherwise, the spell originates from you as normal.

BARDIC INSCRIPTION

Starting at 6th level, you gain an additional way to grant your Bardic Inspiration: inspiring others via your written word. At the end of a short or long rest, you can inscribe up to twenty-five words on an object (such as a piece of paper, parchment, or other suitable writing material), infusing your script with bardic magic.

While the inscribed object is in the possession of a creature other than you, that creature is considered to have a Bardic Inspiration die from you and can spend the die as normal. Once that Bardic Inspiration die is rolled, the text vanishes from the object.

You can only have up to three objects infused with this bardic magic at a time. You can choose to dismiss the magic from the text of any of these objects at any time (no action required), leaving the text intact.

WORDS OF POWER

By the time you reach 14th level, your esoteric studies of language have unveiled a series of forgotten, forbidden, or destructive words that can magically cripple the linguistic capabilities of your foes. As an action, you can utter these words of power and choose one creature within 120 feet of you that can hear you. The target must make an Intelligence saving throw against your spell save DC.

On a failed save, the target takes psychic or thunder damage (your choice) equal to $2d10 + \text{half your bard level}$; for 1 minute or until you lose your concentration (as if concentrating on a spell), the target can't speak, write, understand language, communicate telepathically, or perform the verbal components of a spell. On a successful save, the target takes half as much damage and stumbles over its words for a short time; until the end of its next turn, the target must succeed on a spellcasting ability check against your spell save DC whenever it attempts to cast a spell with a verbal component, or the casting fails and the spell is wasted.

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

BARD



CLERIC ◊ CLERIC

SUBCLASSES

DIVINE DOMAIN

The following option is available to clerics when they gain the Divine Domain feature at 1st level.

DRAGON DOMAIN

Devoting oneself to the Dragon Domain requires a demonstration of supreme reverence, or outright subservience, to the majestic and awe-inspiring draconic beings of the multiverse. Typically, this pledge is made to a specific deity—such as the warring god and goddess of the metallic and chromatic dragons, or their sibling Khaylûs, sovereign of the cosmic dragons, who stands between them to enforce the balance. Sometimes, however, these clerics simply dedicate themselves to the ideals embodied by a category of dragonkin.

Regardless of the nature of their commitment, these priestly warriors wield the power of dragons with pride, resolving to mete out justice as their creed commands.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

DRAGON DOMAIN SPELLS

Cleric Level	Spell
1st	<i>Aldricor's elemental rebuke</i> , ^R <i>guiding bolt</i>
3rd	<i>bestial strike</i> , ^R <i>branding smite</i>
5th	<i>fly</i> , <i>protection from energy</i>
7th	<i>secret chest</i> , <i>stoneskin</i>
9th	<i>arcane hand</i> (appears as a dragon claw), <i>Talya's energy field</i> ^R

DRACONIC TONGUES

When you choose this domain at 1st level, you gain the following benefits:

- You learn to speak, read, and write Draconic; if you already know Draconic, you instead learn another language of your choice.
- You gain the ability to comprehend and verbally communicate with any draconic or reptilian creature, even if you don't share a language, as if by the *speak with animals* spell.
- Whenever you would deal force or radiant damage, you can invoke draconic power to change it to one of the following damage types instead: acid, cold, fire, lightning, or poison.

ALTERNATIVE DRAGON DAMAGE TYPES

This subclass uses the five standard damage types associated with chromatic and metallic dragons for several of its features. With your GM's permission, you can choose one or more of the damage types specified in those features and replace them with damage types associated with other kinds of dragons (such as necrotic for an undead dragon or psychic for one with psionic powers).

WYRM'S BLESSING

At 1st level, you are gifted with the ability to channel the essence of dragons into your equipment. At the end of a long rest, you can imbue one object you touch that is a suit of armor or a weapon, covering it in dragon scales or Draconic runes. Until the end of your next long rest, the object is considered magical (if it wasn't already), and you are proficient with it while you wear or wield it; you also gain the object's associated benefit below.

Armor. The *heroism* spell is considered one of your domain spells, and you can use this feature to cast it once without expending a spell slot. Additionally, the imbued armor doesn't impose disadvantage on your Dexterity (Stealth) checks if it normally would.

Weapon. The *divine favor* spell is considered one of your domain spells, and you can use this feature to cast it once without expending a spell slot. Additionally, whenever you attack with the imbued weapon, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

CHANNEL DIVINITY: DRAGON CALL

Once you reach 2nd level, you can use your Channel Divinity to call upon the aid of your idols. As an action, you present your holy symbol, and a spirit in the form of a spectral dragon descends upon your space. The spirit remains until the end of your next turn, shedding dim light of an appropriate color in a 20-foot radius centered on that space. Choose one of the following options for the spirit's effect.

Dragon's Breath. The spirit exhales its breath weapon in a 30-foot cone extending from you. Each creature in the area must make a Dexterity saving throw, taking damage equal to $3d6 +$ your cleric level on a failed save, or half as much damage on a successful one. The damage's type is acid, cold, fire, lightning, or poison (your choice).

Dragon's Fear. The spirit unleashes a terrifying roar. Hostile creatures within 30 feet of you that can see or hear the spirit must make a Wisdom saving throw. On

a failed save, a target becomes frightened of the spirit until the end of your next turn. On a successful save, the target has disadvantage on opportunity attacks until the end of your next turn; a creature that can't be frightened is unaffected.

IMPROVED WYRM'S BLESSING

Starting at 6th level, when you cast *divine favor* or *heroism* using your Wyrm's Blessing feature, the spell doesn't require your concentration. In addition, when you imbue an object with that feature, you also gain the object's associated benefit below.

Armor. Choose one of the following damage types: acid, cold, fire, lightning, or poison. While wearing the imbued armor, you have resistance to the chosen damage type. You can change this damage resistance to one of the other listed types when you use your Channel Divinity or cast a domain spell; once you change it in this way, you can't do so again until you finish a long rest.

Weapon. Whenever you use your Channel Divinity or use an action to cast a spell of 1st level or higher that deals acid, cold, fire, lightning, or poison damage, you can use your bonus action to make one weapon attack with the imbued weapon.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with draconic power. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

GREATWYRM'S PARAGON

When you reach 17th level, your devoted service has earned you a divine boon: a pair of spectral dragon wings. You can manifest or dismiss these wings at will (no action required). While they're present, you have a flying speed of 30 feet.

In addition, whenever you use your Dragon Call, a fragment of the spirit inhabits your body, granting you the following benefits until the end of your next turn:

- The flying speed granted by your wings increases to 60 feet.
- If you're wearing the armor imbued with your Wyrm's Blessing, you gain a +2 bonus to AC.
- If you're wielding the weapon imbued with your Wyrm's Blessing, the extra damage dealt by your Divine Strike increases to 2d12.



CLERIC

KHAYLÜS AND THE COSMIC DRAGONS

Juxtaposed between the noble metallic dragons and their vain chromatic adversaries, the comet, moon, nebula, planetary, and sun dragons serve as agents of balance throughout the multiverse—most notably on the numerous worlds of the Material Plane.

A Divine Inception. The origins of Khaylûs, the Dimensional Dragon, can be traced to the same predecessor as their chromatic and metallic deity siblings. Unlike their kin however—destined for eternal conflict—Khaylûs was brought forth with the express purpose of perpetuating the natural balance set forth by their forebear, and charged with ensuring the continued stability of the multiverse upon his death.

Keepers of the Balance. The draconic progeny thus born of Khaylûs share the mantle bestowed upon their supreme deity, tirelessly working toward a fairer, more sustainable reality for all. While cosmic dragons have varying inclinations toward order and chaos, they are of one accord in their stance against the haughty, flawed ideals of the good and evil alike, instead employing a more even-tempered and measured approach.

DRUID

◆


DRUID CIRCLE

The following option is available to druids when they gain the Druid Circle feature at 2nd level.

CIRCLE OF THE CALAMITY

To an outsider, the Circle of the Calamity may seem paradoxical—druids who simultaneously revere nature and emulate that which destroys it. However, these primal champions see themselves as agents of balance, drawing on their environment's own destructive wrath to reinforce the natural order of the world. Some druids of this circle even develop forbidden techniques to infuse their magic with the pure energy of the elemental planes, further enhancing their cataclysmic power as they restore developed lands to their natural, wild state.

CALAMITOUS FORM

When you join the Circle of the Calamity at 2nd level, you learn to harness a surge of your primal magic to embody one of the most destructive forces of nature. As a bonus action, you can expend a use of your Wild Shape feature to assume this form, rather than transforming into a beast. When you do so, choose one of the following forms: Blizzard, Earthquake, Tempest, or Volcano. This form lasts for 1 minute, or until you use this feature again or die.

For the duration, once on each of your turns when you deal acid, cold, fire, lightning, or thunder damage to a creature, you can cause that target to take extra damage equal to $1d6 + \text{half your druid level}$. This extra damage's type is based on your chosen form: cold (Blizzard), bludgeoning (Earthquake), lightning (Tempest), or fire (Volcano).

Until this form ends, you also gain the special benefit associated with it, as detailed below.

- **Blizzard.** Once on each of your turns when you deal cold damage to a creature, you can cause its speed to be reduced by a number of feet equal to the cold damage it took (rounded up to the nearest 5 feet), or half the cold damage it took if the effect already reduced the creature's speed.
- **Earthquake.** Once on each of your turns when you deal bludgeoning damage to a creature, you can push it away from you a number of feet up to the bludgeoning damage it took (rounded up to the nearest 5 feet).
- **Tempest.** Once on each of your turns when you deal lightning damage to a creature, you can immediately fly a number of feet up to the lightning damage the creature took (rounded up to the nearest 5 feet), without expending any movement. You can't fly in this way if your speed is 0.

OTHER CALAMITOUS FORMS

Your GM may allow your character to embody a natural disaster that isn't detailed in the Calamitous Form feature, such as a tsunami. If you do so, work with your GM to determine which option from that feature provides the most appropriate benefits, replacing that option with the new form. Your GM may also change the damage type associated with that form.

For example, if you choose to embody a tornado, you might use the Tempest form's benefits, but change its associated damage type to slashing instead.

- **Volcano.** Once on each of your turns when you deal fire damage to a creature, you can conjure a Tiny mote of flame in its space, which lasts until the start of your next turn. The mote sheds bright light out to a number of feet equal to half the fire damage the creature took (rounded up to the nearest 5 feet), and dim light for an additional number of feet equal to the same amount. The creature has disadvantage on the first attack roll it makes while in this mote's light.

CIRCLE SPELLS

At 2nd level, you learn one cantrip of your choice that deals acid, cold, fire, lightning, or thunder damage; this cantrip can be from any class's spell list. It is considered a druid cantrip for you, but it doesn't count against the number of druid cantrips you know.

You also gain access to one spell of your choice that deals acid, cold, fire, lightning, or thunder damage, and you gain access to another such spell when you reach 3rd, 5th, 7th, and 9th level in this class; each of these spells can be from any class's spell list, and they must be of a spell level that is no higher than the one associated with your druid level, as shown in the Circle of the Calamity Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE CALAMITY SPELLS

Druid Level	Maximum Spell Level
2nd	1st level
3rd	2nd level
5th	3rd level
7th	4th level
9th	5th level

ELEMENTAL ARBITER

Starting at 2nd level, you can call upon nature's wrath to tear down synthetic creations. Whenever you deal damage to an object or structure, it takes extra damage equal to twice your druid level. This extra damage's type can be acid, cold, fire, lightning, or thunder (your choice).

CATASTROPHIC RESILIENCE

When you reach 6th level, you become inured to some elemental effects. Whenever you are subjected to an effect that deals acid, cold, fire, lightning, or thunder damage and allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

PRIMORDIAL HARBINGER

At 10th level, you learn to enhance your primal magic with pure elemental power. When you cast a spell that deals acid, cold, fire, lightning, or thunder damage and has an area of effect, you can choose to enlarge its area, as shown in the table below. If the spell has a duration of longer than 1 round, its area reduces to its normal size at the start of your next turn.

Area of Effect Enlarged Area

Cone	The cone's length increases by 15 feet.
Cube	The length of each of the cube's sides increases by 10 feet.
Cylinder or sphere	The radius of the cylinder or sphere increases by 5 feet.
Line	The width of the line increases by 5 feet or its length is doubled (your choice).

The first time you roll damage for the enlarged spell, you can add your Wisdom modifier (minimum of +1) to the damage roll. Once you enlarge a spell in this way, you can't do so again until you finish a short or long rest.

ASPECT OF THE CATACLYSM

By the time you reach 14th level, you can call upon the power of nature's calamities with ease. When you assume your Calamitous Form, you can simultaneously embody all four forms, gaining access to each of their special benefits for the duration. Whenever you deal the extra damage granted by your Calamitous Form feature, you can choose for the damage's type to be that of any form.

In addition, every spell that deals acid, cold, fire, lightning, or thunder damage is added to the druid spell list for you, which you can prepare as normal.





FIGHTER ◇ FIGHTER

MARTIAL ARCHETYPE

The following option is available to fighters when they gain the Martial Archetype feature at 3rd level.

HELLKNIGHT

Hellknights are impassioned warriors who embrace the reputation that precedes them—blazing a trail of wrathful destruction. Also known as flaming legionnaires when organized in a battalion, these fighters train in the martial techniques of those waging bloody wars on the front lines of the hells and beyond. Some may be hotheaded and reckless while others are methodical and cunning, but they all wield the unforgiving power of devils and other infernal denizens.

FORKED TONGUE

At 3rd level, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. In addition, you learn to speak, read, and write Infernal; if you already know Infernal, you instead learn another language of your choice.

LUCIFEROUS BLAZE

Starting at 3rd level, you can use a bonus action to assume a diabolic form for 1 minute, exhibiting horns, a tail, reddened skin, fiery eyes, or other devilish features. For the duration, you gain the following benefits:

- Any weapon you're holding is wreathed in flames, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. The first target you hit with a weapon attack on each of your turns takes extra fire damage equal to your proficiency bonus.
- When you take the Attack action on your turn, you can replace one or more of your attacks to call hellish flames upon a target you can see within 60 feet of you. The target must succeed on a Dexterity saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or take fire damage equal to $1d10 + \text{your proficiency bonus}$ for each attack you replaced.
- You have advantage on saving throws against being charmed or frightened by celestials or fiends.

You can assume this form a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

VASSAL OF DARKNESS

When you choose this archetype at 3rd level, you gain darkvision out to a range of 60 feet. While in your diabolic form, the range of your darkvision increases to 120 feet.

FLAMES OF WRATH

By the time you reach 7th level, the raging inferno of the hells has irreversibly suffused your very essence. You have resistance to fire damage, and when you are subjected to fire damage, you can use your reaction to become empowered by its energy for 1 minute.

The next time you hit a target with a weapon attack or deal fire damage to a target while empowered in this way, you release the energy, dealing extra fire damage to it equal to your fighter level. Once you use this reaction, you can't do so again until you finish a short or long rest.

DEVIL'S RIGOR

Starting at 10th level, fire damage you deal ignores resistance to fire damage. In addition, whenever you use your Indomitable feature, you can add your Constitution modifier to the new roll.

MIND OF THE BEAST

When you reach 15th level, you learn an ancient fiendish ritual you can perform at the end of a long rest, inscribing an Infernal mark upon yourself and up to five other willing creatures of your choice within 30 feet of you. The mark lasts until you finish your next long rest. Each marked creature can understand Infernal, and as long as you are within 120 feet of a marked creature, you can communicate with it telepathically, and vice versa.

ETERNAL HELLFIRE

Beginning at 18th level, you can assume your diabolic form an unlimited number of times, and it only ends if you choose to end it (no action required). While in your diabolic form, you gain the following additional benefits:

- You have immunity to fire damage, and fire damage you deal ignores immunity to fire damage, unless the target is a devil.
- You can use a bonus action to cause a weapon you are holding to transform into pure hellfire, which sheds bright light in a 30-foot radius and dim light for an additional 30 feet. While transformed, all damage the weapon deals is fire damage. This effect ends if you let go of the weapon or if your diabolic form ends.
- You can't be charmed or frightened by celestials or fiends, and you have advantage on saving throws against their spells and other magical effects.
- Whenever you use the reaction granted by your Flames of Wrath feature, you regain hit points equal to $1d10 + \text{your fighter level}$. In addition, you can now use that reaction even if you're unconscious or otherwise incapacitated.

FIGHTER

MONK ◇ MONASTIC

MONASTIC TRADITION

The following option is available to monks when they gain the Monastic Tradition feature at 3rd level.

WAY OF TRANSCENDENCE

Monks of the Way of Transcendence follow a tradition that emphasizes a path of personal growth, enlightenment, and ultimately absolute understanding. Its principles are most embodied by the pursuit of true freedom: body, mind, and spirit. Their lofty goals eventually manifest outwardly, granting them the ability to hover effortlessly just off the ground—a mark of progress on their spiritual journey.

SPELLCASTING

When you choose this tradition at 3rd level, the mystical essence that suffuses your body allows you to harness the ability to cast spells. See the core rulebooks for the general rules of spellcasting and the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Way of Transcendence Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell 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 *command* and have a 1st-level and a 2nd-level spell slot available, you can cast *command* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration, divination, and enchantment spells on the cleric spell list.

The Spells Known column of the Way of Transcendence Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration, divination, or enchantment spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be

WAY OF TRANSCENDENCE SPELLCASTING

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

an abjuration, divination, or enchantment spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through your divine path of universal understanding. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric 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

EXALTED DISCIPLINE

Starting at 3rd level, your magical ability is as fluid and instinctive for you as your martial arts. If you use your action to cast a spell on your turn, you can make one unarmed strike as a bonus action.

In addition, you learn to speak, read, and write Celestial or another language that you and your GM agree is appropriate for your character's spiritual journey.

KI-EMPOWERED FOCUS

When you reach 6th level, you learn to infuse your ki with your spellcasting, reinforcing and amplifying your spells. Whenever you make a Constitution saving throw to maintain concentration on a spell, you can add your Wisdom modifier to the roll.

In addition, when a creature makes a saving throw against a cleric spell you cast, you can expend ki points to give the target disadvantage on its save. The number of ki points you must expend is equal to 1 + the spell's level (1 ki point if the spell is a cantrip). You can use this ability no more than once per turn.

UPLIFTED SPIRIT

Starting at 11th level, you have a flying speed equal to your walking speed and can hover. This form of flight doesn't allow you to move more than 5 feet off the ground. If you fall from a greater height and aren't incapacitated, your fall ends 5 feet off the ground, where you resume hovering, taking no falling damage.

In addition, you learn to employ a special form of meditation while resting, in pursuit of greater enlightenment. Whenever you finish a long rest, you can cast the *commune* spell, without expending material components, but only as a ritual. While casting the spell and for its duration, you are blinded and deafened to your own surroundings.

NIRVANIC ASCENSION

At 17th level, you have achieved your transcended state, attaining the peak form of your true, metaphysical self. You gain the following benefits.

Dualistic Essence. When an attacker that you can see hits you with a weapon attack, you can expend 2 ki points as a reaction to momentarily evanesce into your immaterial, universal self. The weapon or projectile passes through your form causing the attack to miss you instead.

Liberated Spirit. Whenever you cast a spell of 1st level or higher, your flight becomes unrestricted until the end of your next turn, allowing you to fly more than 5 feet off the ground. In addition, for the duration, you don't provoke opportunity attacks when you fly out of an enemy's reach.

Mystic Vision. You have truesight out to a range of 30 feet.

RANGER

RANGER ARCHETYPE

The following option is available to rangers when they gain the Ranger Archetype feature at 3rd level.

GRAVEKEEPER

Determined to perpetuate the natural cycle of life and death, gravekeepers protect the dead and hunt those who would dare to abuse and manipulate them: body or spirit. These rangers see the unwilling corruption of the dead as an abhorrent distortion of nature. Seeking the guidance of those who have come before them, they work to ease the suffering of creatures nearing their death—and expeditiously deliver it to their foes.

GRAVEKEEPER MAGIC

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

GRAVEKEEPER SPELLS

Ranger Level	Spell
3rd	<i>detect evil and good</i>
5th	<i>gentle repose</i>
9th	<i>speak with dead</i>
13th	<i>death ward</i>
17th	<i>hallow</i>

GRIM UNDERTAKING

At 3rd level, you gain proficiency in the Medicine skill; if you already have this proficiency, you instead gain proficiency with the herbalism kit. You can add double your proficiency bonus to any ability check you make to determine the cause of death for a corpse you can see or to determine what spell or effect caused a creature you can see to become undead.

In addition, you learn to speak, read, and write Necril; if you already know Necril, you instead learn another language of your choice.

REAP AND SOW

When you choose this archetype at 3rd level, the spirits of fellow gravekeepers, long-passed hunters of the undead, and others dedicated to easing the suffering of the dying guide you on your journey. You determine their appearance, or you can generate it by rolling on the Manifested Spirits table.

MANIFESTED SPIRITS

d4 Appearance

- 1 The spirits appear as ghostly, humanoid warriors wielding spectral weapons.
- 2 The spirits appear as one or several phantasmal beasts, fey, plants, or other creatures of nature.
- 3 The spirits appear as a swirling, ethereal mass made up of countless orbs of light.
- 4 The spirits inhabit your body, turning your eyes solid white and causing wisps of glowing energy to radiate around you.

In combat, these spirits retaliate against your foes, assailing them with spectral energy. When you deal damage to a creature, or when a creature attacks you or deals damage to you, you can mark that creature for death (no action required). You can only have one creature marked in this way at a time, which lasts until the end of your next turn or until you mark another creature.

The next time you hit the marked target with an attack, it takes an extra 1d8 force damage and the mark ends; if the target is undead, it instead takes 1d12 force damage. You can deal this extra damage only once per turn.

DEATH'S DOOR

Starting at 7th level, you are immune to disease as well as any effect that would cause your body or spirit to rise as an undead creature, and you have advantage on death saving throws.

In addition, immediately after another creature you can see within 60 feet of you is hit by a critical hit or reduced to 0 hit points (but not killed outright), you can use your reaction to send some of your spirits to shroud that creature in a protective force. The creature gains temporary hit points equal to your ranger level + your Wisdom modifier, which last for 1 minute.

While a creature with 0 hit points has these temporary hit points, it has advantage on death saving throws, and it doesn't suffer a death saving throw failure when it takes damage, even if the amount of damage it takes exceeds the number of temporary hit points it has remaining.

RULES REMINDER: TEMPORARY HIT POINTS

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you.

They can still absorb damage directed at you while you're in that state, but only true healing can save you.

DUST TO DUST

Beginning at 11th level, your spirits guide your strikes with deadly precision against enemies nearing their demise. Any attack roll you make against a creature that is below its hit point maximum scores a critical hit on a roll of 19–20, or 18–20 if the target is undead. When you score a critical hit on a creature, you have advantage on attack rolls against that creature until the end of your next turn.

UNENDING NIGHTWATCH

When you reach 15th level, the souls of the dead you have tended to ceaselessly abide with you, watching over you in return. You gain the following benefits:

- You can't be surprised unless you are incapacitated by something other than nonmagical sleep.
- Any critical hit against you becomes a normal hit.
- At the end of a long rest, you gain the effect of a *death ward* spell, which lasts until the end of your next long rest (the spell can end early as normal). While under the effect of a *death ward* spell, your hit point maximum can't be reduced by a spell or other effect.



SUBCLASSES

ROGUE

ROGUISH ARCHETYPE

The following option is available to rogues when they gain the Roguish Archetype feature at 3rd level.

ENFORCER

Contrary to most rogues, enforcers focus their training on a more brash, rough-and-tumble approach—whether they find themselves up close and personal on the battlefield or shaking someone down in a back alley. Often employed as hired muscle or hitmen, these rogues lean on their physical dominance to intimidate and overpower their foes.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor, as well as battleaxes, flails, morningstars, and warhammers.

MUSCULAR MENACE

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to attempt to grapple a creature, and you have advantage on Charisma (Intimidation) checks against any creature you are grappling.

In addition, you learn to combine your tactical precision with devastatingly powerful blows. You can deal your Sneak Attack damage with your unarmed strikes or any melee weapon that doesn't have the heavy property. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if the creature is grappled and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

BOUNCER'S BRAWN

Starting at 9th level, you can also use the bonus action granted by your Cunning Action to attempt to shove a creature. In addition, you gain proficiency in Strength saving throws; if you already have this proficiency, you instead gain proficiency in Charisma saving throws.

COUNTER MANEUVER

At 13th level, you learn to counter a foe's assault. Whenever a creature within 5 feet of you hits you with an attack or grapples you, you can immediately use your reaction to attempt to grapple or shove that creature (your choice). If you use this reaction in response to a creature grappling you and win the contest, you also escape the creature's grapple.



SKULL CRACKER

Beginning at 17th level, your most precise and powerful strikes can daze your foes and send them reeling. Once on each of your turns, when you hit a creature that is no more than one size larger than you with a melee weapon attack and have advantage on the attack roll, the target must succeed on a Constitution saving throw ($DC\ 8 +$ your Strength modifier + your proficiency bonus) or become stunned until the start of your next turn.

ADDITIONAL ACTION OPTIONS

This book features two new action options for combat that GMs can choose to implement at their table: Reposition and Throw. Though these options are designed to be available to all characters, they are particularly useful for Enforcers and can help players reinforce the fantasy of this Roguish Archetype. See page [x] for the rules detailing these options.

SORCERER

SORCEROUS ORIGIN

The following option is available to sorcerers when they gain the Sorcerous Origin feature at 1st level.

SEASONAL SORCERY

Your innate magic is derived from the natural flow of the seasons. Sorcerers blessed with this primal gift can often trace their birth to the height of a seasonal event—the autumnal or vernal equinox, or the winter or summer solstice—or to the influence of powerful fey magic.

Some seasonal sorcerers remain attuned with a particular season for their entire lives, while others ritually shift their form with the changing of the seasons themselves. Still, some may change merely on a whim or according to their emotional state on any given day.

ONE WITH NATURE

Beginning at 1st level, the cycle of the seasons flows through your body, granting you an innate understanding of the natural world. You learn the *druidcraft* cantrip, which doesn't count against the number of sorcerer cantrips you know. You also either gain proficiency in the Nature skill, or you learn to speak, read, and write Sylvan (your choice).

SEASONAL SYNCHRONICITY

When you select this origin at 1st level, choose a season to which you are attuned—Autumn, Winter, Spring, or Summer. While attuned to that season, you are considered to know the spells in its associated spell list, based on your sorcerer level, as shown in the Seasonal Spells table on the following page. Each of these spells counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know. You can change which season you are attuned to whenever you finish a long rest.

Once you reach 2nd level in this class, you can use an action to regain spent sorcery points. The number of

SEASONAL SPELLS

Sorcerer

Level	Autumn Spells	Winter Spells	Spring Spells	Summer Spells
1st	<i>feather fall</i>	<i>faerie fire</i>	<i>entangle</i>	<i>burning hands</i>
3rd	<i>gust of wind</i>	<i>blindness/deafness</i>	<i>lesser restoration</i>	<i>heat metal</i>
5th	<i>wind wall</i>	<i>sleet storm</i>	<i>plant growth</i>	<i>daylight</i>
7th	<i>death ward</i>	<i>ice storm</i>	<i>giant insect</i>	<i>wall of fire</i>
9th	<i>tornado^K</i>	<i>cone of cold</i>	<i>tree stride</i>	<i>flame strike</i>

^K From *Kibbles' Casting Compendium 2.0*

ALTERNATIVE SEASONS

Some settings may not incorporate a natural flow of seasons, or may have different seasons than the four detailed in this subclass. Work with your GM to determine how you will choose your season each day—even in a game with a regular seasonal cycle. For example, an exciting period in your life may outwardly manifest as a Spring attunement, or if you find yourself in a gothic horror setting, you may tend toward this subclass's Autumn option as an expression of aligning yourself with decay and the ever-present chill in the air.

sorcery points you regain is equal to your proficiency bonus if the season you're attuned to matches the season in your current location, if you're on a plane with a strong connection to nature (such as the Feywild), or if your environment exemplifies characteristics of your attuned season (at the GM's discretion)—for example, if you're in a lush forest and attuned to Spring. Otherwise, the number of sorcery points you regain is equal to half your proficiency bonus (rounded down). Once you regain sorcery points in this way, you can't do so again until you finish a long rest.

ECOLOGICAL EMBODIMENT

By 6th level, elements of your attuned season begin to suffuse your form, granting you the associated benefits.

Autumn. You can ignore the effects of strong wind and wind-based magic, such as the *gust of wind* spell. In addition, you can spend 1 sorcery point as a bonus action to magically create a surge of wind that sweeps you through the air in a direction of your choice. This wind moves you up to 30 feet without provoking opportunity attacks.

Winter. You have resistance to cold damage. In addition, whenever you see a creature within 30 feet of you move at least 10 feet along a solid surface, you can spend 1 sorcery point as a reaction to momentarily coat the surface beneath that creature in slick ice. The target must succeed on a Dexterity saving throw against your spell save DC or fall prone.

Spring. Your movement isn't slowed by difficult terrain or plant-based obstructions (such as the *plant growth* spell), and you have advantage on saving throws against magical plants that would move you or impede your movement (such as the *entangle* spell). In addition, you can spend 1 sorcery point as a bonus action to conjure a mass of vines that lash out at a Large or smaller creature you can see within 30 feet of you. The target must succeed on a Dexterity saving throw against your spell save DC or its speed is reduced to 0 until the start of your next turn.

Summer. You have resistance to fire damage. In addition, immediately after a hostile creature touches you or hits you with a melee attack, you can spend 1 sorcery point as a reaction to momentarily wreath yourself in flames, which are harmless to you. When you do, the creature takes fire damage equal to your Charisma modifier, and the flames appear to consume your form as you teleport to an unoccupied space you can see within 15 feet of you.

SEASON'S ZENITH

Starting at 14th level, your sorcerous magic flares with the intensity of the peak of your season.

Blessing of the Equinox (Autumn/Spring). Whenever you finish a short or long rest, you can either grant a number of temporary hit points equal to twice your sorcerer level + your Charisma modifier (if you're attuned to Autumn) or restore a total number of hit points equal to the same amount (if you're attuned to Spring). These hit points are divided as you choose among any number

of creatures you can see within 30 feet of you. Alternatively, when you finish a long rest while you're attuned to Spring, you can increase the hit point maximum of one creature you touch by an amount equal to your sorcerer level; this increase lasts until the end of your next long rest.

Blessing of the Solstice (Winter/Summer). Whenever a creature you can see within 30 feet of you takes cold or fire damage, you can use your reaction to consume some of that energy, reducing the damage the target takes by an amount equal to half your sorcerer level. In addition, once on each of your turns when you make an attack or cast a spell that deals cold damage (if you're attuned to Winter) or fire damage (if you're attuned to Summer), you can add your proficiency bonus to one damage roll of that attack or spell.

AVATAR OF THE FOUR SEASONS

When you reach 18th level, you learn the spells in every season's associated spell list. You must still designate one season to which you are attuned for the purposes of your other features.

In addition, you can use a bonus action to magically transform into a dazzling fusion of all four seasons. For 1 minute, you gain every season's benefits from the Ecological Embodiment feature, and you can use the abilities granted by that feature without spending any sorcery points. Once you transform in this way, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to transform again.

WARLOCK ◇ DECORATIVE ELEMENT

OTHERWORLDLY PATRON

The following option is available to warlocks when they gain the Otherworldly Patron feature at 1st level.

THE GIANT

You have made a pact with an entity of incredible stature, a living monument most notable first for its size and second for all the power granted by its hulking form. Whether your patron is a storm giant of immeasurable age and wisdom or an ogre with a remarkable affinity for the arcane, it grants you access to magic that strengthens you to your core. This transformation lifts you up, allowing you to tower over your enemies—physically and magically—as you pursue the goals shared by you and your patron.

GIANT KIND

You choose your patron's kind or determine it randomly, using the Giant Kind table.

GIANT KIND

d6	Giant
1	Giant-kin or hill giant
2	Stone giant
3	Frost giant
4	Fire giant
5	Cloud giant
6	Storm giant

EXPANDED SPELL LIST

The Giant lets you choose from an expanded spell list when you learn a warlock spell. The Giant Expanded Spells table shows the spells that are added to the warlock spell list for you: the giant spells as well as the spells associated with your patron's kind.

GIANT EXPANDED SPELLS

Spell Level	Giant Spells	Giant-kin or Hill Giant Spells	Stone Giant Spells	Frost Giant Spells	Fire Giant Spells	Cloud Giant Spells	Storm Giant Spells
1st	<i>elongate</i> ^R	<i>heroism</i>	<i>sanctuary</i>	<i>sleep</i>	<i>burning hands</i>	<i>fog cloud</i>	<i>thunderwave</i>
2nd	<i>enlarge/reduce</i>	<i>alter self</i>	<i>pillar of earth</i> ^R	<i>blindness/deafness</i>	<i>heat metal</i>	<i>blur</i>	<i>detect thoughts</i>
3rd	<i>meld into stone</i>	<i>protection from energy</i>	<i>speak with stone</i> ^R	<i>sleet storm</i>	<i>fireball</i>	<i>call lightning</i>	<i>lightning bolt</i>
4th	<i>resilient sphere</i>	<i>power word slumber</i> ^R	<i>stone shape</i>	<i>ice storm</i>	<i>fire shield</i>	<i>greater invisibility</i>	<i>control water</i>
5th	<i>sonic stone</i> ^R	<i>modify memory</i>	<i>wall of stone</i>	<i>cone of cold</i>	<i>dominate person</i>	<i>telekinesis</i>	<i>telepathic bond</i>

JÖTUN GUARD

When you choose this patron at 1st level, you are emboldened by the ancient magic of giants. While you aren't wearing medium or heavy armor, you can use your Charisma modifier, instead of Dexterity, when calculating your Armor Class. For example, if you're wearing leather armor, you can calculate your AC as $11 + \text{your Charisma modifier}$.

In addition, you can speak, read, and write Giant. If you already know Giant, you instead gain proficiency in the Intimidation skill or learn another language of your choice.

ILLUSORY GIANT

At 1st level, your patron reveals that size's foremost benefit is the illusion of strength. As a bonus action, you can magically cause your body to seamlessly enlarge into a bigger illusory form around yourself. This illusion can be up to one size larger than you, or up to two sizes larger than you once you reach 10th level in this class.

The illusion lasts for 1 minute, and it ends early if you die, you're incapacitated, or you dismiss it (no action required). For the duration, you gain the following benefits against creatures that are subject to the effects of the illusion:

- Your attacks with melee weapons deal extra psychic damage equal to your Strength modifier. You can deal this extra damage only once on each of your turns.
- You gain a +1 bonus to AC. This bonus increases to +2 when you reach 10th level in this class.
- You count as the size of your illusion when determining if you can grapple or shove an affected creature.

To creatures that haven't discerned the illusion for what it is, it seems real in all regards; they believe the illusion to be tangible, and it even realistically responds to being interacted with, such as if a creature hits it

RUNES



OTHER GIANT KINDS

Giant-kin are any creatures of the giant type ranked below hill giants in their hierarchy; this includes, cyclopes, ettins, ogres, onis, and trolls. If you are interested in exploring other giant creatures you can choose as your patron, discuss with your GM what kinds of giants exist in their world.

with a sword. A creature is immune to these effects if it doesn't rely on sight (such as via blindsight) or can see through illusions (such as via truesight). Otherwise, to overcome these effects, a creature must use its action to inspect the illusion and succeed on an Intelligence (Investigation) check against your spell save DC.

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

STATURE'S STRENGTH

Starting at 6th level, you can add half your Charisma modifier (rounded up) to any Strength or Constitution saving throw you make. In addition, your weapon attacks deal extra damage to objects and structures; the amount of extra damage dealt is equal to your warlock level.

COLOSSAL PHYSIQUE

When you reach 10th level, your hit point maximum increases by 1, and it increases by another 1 whenever you gain a level in this class. In addition, you have advantage on Charisma (Intimidation) checks against any creature that is your size or smaller; while using Illusory Giant, you count as the size of your illusion for the purpose of this benefit, provided the creature is subject to the illusion's effects.

CURSE OF DIMINUTION

When you reach 14th level, your patron shares a lost secret of giant magic, allowing you to punish your foes by shrinking their form. As an action, you can curse one creature you can see within 60 feet of you. If the target is unwilling, it can make a Charisma saving throw against your spell save DC. On a success, the target doesn't become cursed.

This curse lasts for 1 minute, and it ends early if the target dies, you die, or you are incapacitated. For the duration, the target is subjected to the following effects:

- Its size is quartered in all dimensions, and its weight is reduced to one-sixteenth of normal. This reduction decreases its size by two categories—from Medium to Tiny for example. Everything the creature is wearing and carrying is reduced with it. Any item dropped by the creature returns to normal at once.
- Its speed is reduced by 10 feet (to a minimum of 5 feet).
- It has disadvantage on weapon attack rolls, and it deals only half damage with weapon attacks.
- It takes a penalty to Strength checks and Strength saving throws equal to your Charisma modifier.

Once you curse a creature in this way, you can't do so again until you finish a long rest.

WIZARD ◇

ARCANE TRADITION

The following option is available to wizards when they gain the Arcane Tradition feature at 2nd level.

ELDRITCH LORE

Wizards of the Eldritch Lore tradition dedicate their lives to studying the mysteries of realms beyond this reality. They willfully wade into inky black seas of unspeakable horrors in search of forgotten secrets.

Many find these wizards to be increasingly eccentric, aloof, or even standoffish as they delve deeper and deeper into their esoteric studies, but there is one fact that all agree upon—it is undeniably easier on one's sanity to have such a wizard as an ally than to be on the receiving end of their otherworldly ire.

FORBIDDEN SCHOLAR

When you select this tradition at 2nd level and whenever you gain another level in this class, one of the spells of 1st level or higher that you add to your spellbook can be chosen from the warlock spell list. You can also copy a warlock spell you find into your spellbook as normal. A spell added in this way that doesn't appear on the wizard spell list is nonetheless a wizard spell for you.

In addition, you learn to speak, read, and write Deep Speech. If you already know Deep Speech, you instead learn another language of your choice.

OTHERWORLDLY TORMENT

Starting at 2nd level, immediately after you cast a spell of 1st level or higher on your turn, you can use your bonus action to choose one creature that you hit with the spell or that failed its saving throw against it, flooding the target's mind with overwhelming visions of incomprehensible horror. The target must make a Wisdom saving throw against your wizard spell save DC. A target automatically succeeds on this saving throw if it is an aberration or if it can't be frightened.

On a failed save, the target has disadvantage on ability checks and attack rolls for 1 minute or until you use this feature again. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RITUALS OF THE OCCULT

When you reach 6th level, your eldritch research unearths a number of strange truths and forsaken abilities some consider to be unnatural. You can perform a dark

ritual over the course of 1 hour; this ritual is a strenuous activity and can't be performed as part of a short rest.

At the completion of the ritual, you undergo one of the changes of your choice below, gaining the corresponding benefits. This effect lasts until you die, you perform the ritual again, or you choose to end the effect when you finish a short or long rest.

- Your eyes fade to pools of inky black as you sequester part of your mind in the void beyond. You have advantage on Intelligence saving throws, and you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration.
- Writhing, black tentacles protrude from your body as you choose. You have proficiency in Strength saving throws, and whenever you make a Strength check or Strength saving throw, you can use your Intelligence modifier, instead of Strength, for the check or save. In addition, your reach for any spell with a range of touch extends to 10 feet.
- Cold, expressionless eyes become strewn across your body. You can add your Intelligence modifier to your initiative rolls, as well as Wisdom (Perception) checks that rely on sight and Charisma (Intimidation) checks.

UNBOUNDED RESOLVE

By the time you reach 10th level, your persistence in studying the unfathomable realms beyond has inoculated you against even the most horrific sights, sounds, and magical effects. You are immune to being frightened, and you have advantage on saving throws against spells and effects from aberrations, such as an aboleth's Enslave action.

SHATTERED MIND

At 14th level, you gain resistance to psychic damage. In addition, while a creature is under the effects of your Otherworldly Torment, its speed is reduced to 0 and it takes psychic damage equal to your wizard level at the start of each of its turns until the effect ends.

WIZARD

BACKGROUNDSS

The following options are available to players when choosing a background for their character.

POLYGLOT

You have dedicated much of your life to a plethora of linguistic pursuits. While some learn languages out of necessity, you continuously immerse yourself in them for their academic value. Do you study dead languages to uncover the secrets of lost cultures? Perhaps you've long wished to adventure and thought it best to prepare yourself for the many peoples you hoped to encounter, or you might have grown up in a melting pot society where many languages were spoken. Regardless, you have an ear for speech and an eye for script, and you revel in the opportunity to add a new language to your arsenal.

Determine where your interest and skill with language arose. Did you encounter a scenario where you couldn't speak the language and vowed never to be caught so unprepared again? Are you an academic, proud of the strong linguistic heritage of the multiverse—or do you abhor the diversity of languages and seek to unite them under a mother tongue of your own creation?

Skill Proficiencies: One from among History, Insight, or Persuasion

Languages: Four of your choice

Equipment: A bottle of black ink, twelve sheets of parchment, three ink pens or quills, a candle, a pocket-size translation dictionary, a set of common clothes, and a pouch containing 10 gp

FEATURE: QUICK VERNACULAR

Your multilingual expertise grants you a strong sense for the differences between diction and connotation, allowing you to deduce how words are used in cultural and regional ways beyond the scholarly norms for a language. Over the course of 1 hour, you can observe a busy location, such as an inn, tavern, or market. Once you do so, you understand and can convincingly mimic the local accent, colloquialisms, and other idiosyncrasies of any language you know that was spoken in the area.

SUGGESTED CHARACTERISTICS

Polyglots are shaped by the study of language and fascinated by the manner in which linguistic determinism affects our perceptions of reality. They recognize that the way things are characterized in different languages can drastically alter a culture's mannerisms and ideals. Characters of this background might be viewed as pedantic for their insistence on using the correct word and grammar in every situation; they may be so preoccupied with definitions and linguistic rules that it dampens their awareness of tone and context.

d6 Personality Trait

- I am constantly reading; I always have a book or scroll in my hands.
- I maintain a thorough dictionary of every word I encounter, recording new words each night.
- I spend my free time trying to craft new languages.
- I randomly exclaim mundane words, convinced that someday I'll stumble upon a new power word.
- I recite exotic-language proverbs at any opportunity.
- I might not be able to speak every language, but I can certainly swear in them.

d6 Ideal

- Compliance.** I speak in the official local language; otherwise, I prefer not to speak at all. (Lawful)
- Community.** I teach languages to everyone so that no one ever feels they can't communicate. (Good)
- Creativity.** I love inventing new words; no one should be forced to follow esoteric restrictions. (Chaotic)
- Scheming.** I treat every conversation and agreement as a contract with fine print to be exploited. (Evil)
- Studiousness.** I have an insatiable appetite for learning. Knowledge is the ultimate power. (Neutral)
- Networking.** I get to know everyone in order to establish connections I can call upon later. (Any)

d6 Bond

- I possess a highly sought-after translation of an ancient text; protecting it is of dire importance.
- I saw a performance in a language I couldn't understand. It's haunted me for years; I must see it again.
- I seek a long-lost library founded by my ancestors.
- I would give my life to recover an ancient translation guide that could help unlock dead languages.
- I had a mentor who spoke more languages than I currently do, and I endeavor to surpass them.
- I am in love with another polyglot whom I seek to impress with the perfect multilingual poem.

d6 Flaw

- I can't help but point out when someone uses the wrong word and suggest a better word in its stead.
- I butt into conversations to flaunt my linguistic skill.
- As I overly focus on words, I sometimes miss out on emotional context, causing me to appear aloof.
- It irritates me when someone speaks a language I don't know, suspicious of what they are hiding.
- Busy places with lots of speakers give me headaches as I can't help but try to listen to everything.
- I ignore perilous circumstances to spend more time studying rare texts, such as a tome in a lich's lair.

RUNE HUNTER

Your interest in runes dates back years, perhaps even decades or centuries. You know what they are, how they work, and oftentimes their origins. While others delight in discovering runes serendipitously on their adventures, you sought them and their creators with a dogged determination. Your interest in runes has brought you to new places—both literally and intellectually via your research—and encouraged you to study new languages.

Alternatively, perhaps you aren't particularly enamored by runes but were instead tasked with acquiring them for a high-class patron or faction. You recognize their power and know their past, but you've put that job behind you and moved on to a life of adventuring.

Skill Proficiencies: Arcana, plus one from among History, Investigation, or Survival

Languages: Two of your choice

Equipment: A bullseye lantern, 5 pieces of chalk, 50 feet of hempen rope, a leather case containing a map of an ancient rune site, a set of traveler's clothes, and a belt pouch containing 10 gp

FEATURE: RUNCIC FAMILIARITY

Your experience tracking myriad runes grants you a cursory knowledge of most languages. If you spend at least 1 minute studying a bit of text in a language you don't know, you can identify the language it is written in; your GM may also allow you to gather a vague understanding of the text, in whole or in part. This benefit doesn't extend to languages that haven't developed runes, such as cyphers and other rare writing systems. In addition, you have a basic understanding of the history and customs associated with the runes of any languages you know.

SUGGESTED CHARACTERISTICS

Seeking runes with any degree of success requires diplomacy, research, and travel. This irrevocably becomes a part of a rune hunter, even if they focused on only one of these pillars. Some are driven by the joy of discovery, while others hope to never cross paths with a rune again. Regardless of their outlook, they will always possess the wherewithal to adventure in a rune-filled world.

d6 Personality Trait

- I love runes and seek to collect as many as possible.
- I carve runic words into a staff, knowing full well they won't become magical; I just like the way they look.
- I maintain a journal detailing all the runes I've seen.
- Before I sleep each night, I recount the names of every rune I've heard of but haven't yet found.
- I cherish runes and talk to them like they're people.
- I avoid questions about my past; my time as a rune hunter is one I'd rather forget.

d6 Ideal

- Preservation.** Runes are a precious representation of culture. They must be protected at all costs. (Lawful)
- Benevolence.** I use runes to help others. (Good)
- Curiosity.** I transfer as many runes as possible to the same item, just to see what happens when all that power is concentrated into one place. (Chaotic)
- Ambition.** Knowledge is power, and runes are my specialty. I will exploit that for my gain. (Evil)
- Seeking.** Some runes are helpful; some are dangerous. I just want to find them all. (Neutral)
- Unburdened.** Just like many runic sites, my past is ancient history. I'm looking for a fresh start. (Any)

d6 Bond

- I was once granted an audience with a runemaster; I hope to someday become their apprentice.
- My former employer believes I stole a priceless rune-filled hoard, but I was framed.
- I carry a map from a job I never completed; it leads to an ancient ruin that is supposedly full of runes.
- I once had a patron with a robust collection of runes; someday I will surpass them.
- A treasured rune was stolen from my people; I will find it—and retribution besides.
- I want to move on from my past, but I received a letter from an old associate with an offer I can't refuse.

d6 Flaw

- When I see an object with a rune transferred to it, I will do whatever it takes to acquire it.
- I will pay any price for documentation regarding a language's runemaking process.
- Due to a failed experiment, I now sneeze whenever I encounter a new rune. Unfortunately, my chronic allergies cause frequent false alarms.
- I let everyone think I speak many more languages than I do. In truth, I just picked up a lot of random words and phrases along my travels.
- I could fill several tomes with esoteric lore about runes, but I rarely remember a person's name the first time I hear it—or the second.
- Runes remind me of my past; the very sight of them hurls me into a bad mood.



NEW WEAPONS

The options detailed in this section are mundane weapons available to characters, at the GM's discretion, in addition to those listed in the core rulebooks.

ATLATL

An atlatl (also known as a spear-thrower) is a handheld tool capable of propelling long, flexible arrows with a force nearly equivalent to that of a longbow. It consists of a shaft that is roughly 2 feet in length with a cupped end, within which the spear rests before being hurled forward in a throwing motion by the user.

Property: Ammunition. The arrow-like spears launched from this weapon are called atlatl darts. A bundle of 10 atlatl darts costs 1 gp and weighs 5 pounds.

Property: Special. When you make a ranged weapon attack with an atlatl, the atlatl dart is considered a thrown melee weapon, and you use your Strength, instead of Dexterity, for the attack and damage rolls.

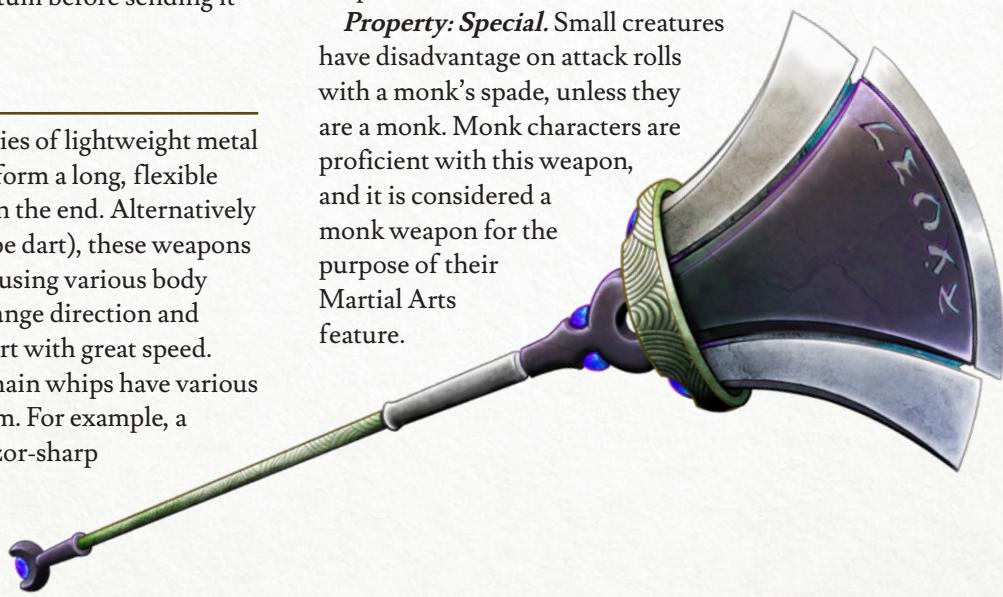
CHAIN MACE

Linked together by thick rings of metal, a chain mace—sometimes called a long-chain flail—is a chain weapon with a large metallic ball attached to the end. It is swung around in the air to build momentum before sending it hurdling toward a target.

CHAIN WHIP

A chain whip is composed of a series of lightweight metal rods and rings linked together to form a long, flexible chain weapon with a sharp dart on the end. Alternatively made of rope (and known as a rope dart), these weapons are continuously twirled around, using various body parts as a fulcrum to suddenly change direction and allowing the user to launch the dart with great speed.

Variant Chain Whips. Some chain whips have various other implements attached to them. For example, a flying claw has a set of curved, razor-sharp blades in place of a dart, and a meteor hammer has a small



WEAPON STATISTICS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Knuckledusters	1 gp	1d4 bludgeoning	8 lb.	Light, special
<i>Martial Melee Weapons</i>				
Chain mace	10 gp	1d8 bludgeoning	8 lb.	Reach, two-handed
Chain whip	5 gp	1d6 piercing	2 lb.	Finesse, reach, two-handed
Monk's spade	10 gp	2d4 slashing	6 lb.	Special, two-handed
<i>Martial Ranged Weapon</i>				
Atlatl	1 gp	1d8 piercing	2 lb.	Ammunition (range 100/400), loading, special

ball-shaped weight on one or both ends. If such an implement would change how the weapon strikes a target, it deals bludgeoning or slashing damage (instead of piercing), as appropriate.

KNUCKLEDUSTERS

Knuckledusters, also known as brass knuckles, consist of a series of thick metal bands shaped to fit over the fingers of one's bare hand. They are used to concentrate the force of a punch into a more powerful blow.

Property: Special. An attack made with knuckledusters is also considered to be an unarmed strike. When you hit with them, the damage roll uses either the knuckledusters' damage die or your normal unarmed strike damage die, whichever is higher. If you have a feature or are benefiting from a magic item that grants you a bonus to the attack and damage rolls of your unarmed strikes, and you are using magic knuckledusters that also have a bonus to those rolls, you can only benefit from one of those bonuses (whichever bonus is higher).

MONK'S SPADE

A monk's spade is a polearm with a flat shovel-like blade on one end and a smaller curved blade on the other, shaped like a crescent moon.

Property: Special. Small creatures have disadvantage on attack rolls with a monk's spade, unless they are a monk. Monk characters are proficient with this weapon, and it is considered a monk weapon for the purpose of their Martial Arts feature.

OPTIONAL RULES

The following section details additional options for various game rules that GMs can choose to implement at their table.

ADDITIONAL ACTION OPTIONS

At the GM's discretion, the following new action options for combat can be added to your game.

REPOSITION

While grappling a creature, you can make a special melee attack to attempt to pull it to another nearby space. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you can move the target to another unoccupied space of your choice that is within your reach.

THROW

While grappling a creature, you can make a special melee attack to attempt to throw it. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If the target is your size or larger, you make this check with disadvantage.

If you win the contest, you can throw the target horizontally a number of feet up to $5 \times$ your Strength modifier (minimum of 5 feet), or half as far if you throw the target vertically. If the target fails the contest by 5 or more, it falls prone at the end of the throw. Whether you win or lose the contest, your grapple ends on the target after attempting to throw it.

NEW SPELL COMPONENT

At the GM's discretion, some spellcasters may be able to utilize a fourth type of component for their spells—in addition to the verbal (V), somatic (S), and material (M) components described in the core rulebooks.

RUNIC (R)

The rituals performed by master runecrafters typically require them to chant mystic words and interact with special physical components as they infuse the rune with powerful magic. Spellcasters in possession of such a rune are able to tap into this energy when they cast a spell to replace some of the spell's components with a runic component.

Replacing Components. Runes are inherently a linguistic medium of magic. As such, characters who have developed this technique can harness the latent energy of a rune on their person to provide a runic component for a spell. A caster can choose to use a runic component in place of a spell's verbal component when it is cast.

A spell's material component can also be replaced by a runic component, provided that material component isn't consumed by the spell. If the spell's description requires an object normally used as a material component in order for the spell to function (such as the *magic jar* spell), that component can't be replaced by a runic component. If a spell has a verbal component and a material component, those components can both be replaced by the same runic component.

Interweaving a Runic Component. In order to be able to cast a given spell using a runic component, a creature must first interweave a rune with that spell at the end of a long rest. This process requires time spent aligning a rune's magic with the desired spell: at least 1 minute per spell level. While interweaving a spell, the creature must be touching the object that bears the targeted rune.

A rune can only be interwoven with one spell at a time; if you interweave a rune with another spell, that rune is no longer interwoven with the previous spell. Once you have replaced a spell's components with a runic component using a given rune, you can't use that rune to do so again until you finish a long rest.

Moreover, the magic within a rune must be potent enough to compensate for the power of the spell's normal components. To interweave a rune with a spell, the targeted rune must be of a rarity that can support the spell's level, as shown in the Spell Level Thresholds table below. If a spell that has been interwoven with a rune is cast using a spell slot of a higher level than the rune can support, the caster can't use a runic component for that casting.

SPELL LEVEL THRESHOLDS

Rune Rarity	Spell Levels Supported
Common	Cantrip
Uncommon	2nd level or lower
Rare	4th level or lower
Very rare	7th level or lower
Legendary	9th level or lower

Perceiving and Identifying Runic Spells. Just as with verbal, somatic, and material components, the use of a runic component creates a perceptible sign that a creature is casting a spell: Most often, this takes the form of glowing runes flowing around the caster. A creature that isn't familiar with the use of runic components has disadvantage on any Intelligence (Arcana) check it makes to identify a spell as it's being cast with such a component.

SPELLS

The following spells are presented in alphabetical order.

ALDRICOR'S ELEMENTAL REBUKE

1st-level evocation (Druid, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering attack or effect is cut in half. You can then hurl the energy back at the creature that damaged you if it is within 60 feet of you. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save, or half as much damage on a successful one.

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

ANTI-BLIGHT

7th-level transmutation (Druid)

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell fortifies and revitalizes the land in a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 300-foot radius centered on that point become thick and overgrown, are immune to all damage, and are imbued with limited sentience and animation. These effects last for 8 hours. For the duration, the area is difficult terrain, and a hostile creature that starts its turn within 5 feet of a plant affected by this spell must succeed on a Strength saving throw or be restrained by the overgrowth. A creature restrained by the plants can use its action to make a Strength check against your spell save DC, freeing itself on a success.

If you cast this spell over 8 hours, you bless the land with natural divinity. The ground in a half-mile radius centered on a point within range becomes consecrated, reviving any normal plants that have died, withered, or rotted within the last 30 days in the area, and causing all plants in the area to become hearty and healthy, bearing fruit, blossoming flowers, and growing vegetables in accordance with their natures. In addition, for the next 48 hours, blight spells and other necromancy spells of



3rd level or lower that would deal damage in the area automatically fail, and creatures with the plant type are immune to necrotic damage and have advantage on all ability checks and saving throws while within the area.

ANTIMORPH

4th-level abjuration (Bard, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (plucked butterfly wings)

Duration: Concentration, up to 10 minutes

You cause a creature or an object you can see within range to be flooded with energy that is debilitating to transmutation magic and similar effects. The target must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. Unless the saving throw succeeds by 5 or more, you learn if the target is a shapechanger, in a beast shape, under the effects of a transmutation spell of 4th level or lower, or otherwise having its form altered by a similar effect.

On a failed save, the target is forced to return to its normal form if its form is being altered. Until the spell ends, the target's form can't be altered, willingly or unwillingly, by any spell or effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature or object for each slot level above 4th. Unless the target's saving throw succeeds by 5 or more, you learn if it is under the effects of a transmutation spell of a level equal to the spell slot used to cast this spell or lower.

SPELLS

BESTIAL STRIKE

2nd-level conjuration (Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a shimmering force resembling a beast of your choice leaps from the weapon and pounces on the target. The target takes an extra 2d6 force damage and must make a Strength saving throw, immediately ending the spell on a success. A Gargantuan creature automatically succeeds on this saving throw.

On a failed save, the target is knocked prone and restrained by the beast until the spell ends. As an action, the target or a creature within 5 feet of it can make a Strength or Dexterity check (its choice) against your spell save DC, freeing the target on a success. The spell ends if the target is freed or otherwise leaves its space, such as via teleportation.

Until the spell ends, you can use a bonus action on each of your turns to make a melee spell attack against the restrained target. On a hit, the target takes force damage equal to 2d6 plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d6 for each slot level above 2nd.

BOLTING BLITZ

Evocation cantrip (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (30-foot line)

Components: S

Duration: Instantaneous

You expel a surge of electrical energy as you burst forward in a 30-foot line. When you do so, you attempt to shove the first creature in your path, stopping before you enter its space. This movement doesn't provoke opportunity attacks, and you can use your spellcasting ability, instead of Strength, for your Strength (Athletics) check to shove the target. If your speed is 0 or you are otherwise unable to willingly move when you cast this spell, the spell fails.

If you win the contest, you either knock the target prone or push it 5 feet away from you, as normal. You then vanish in a flash of electricity and reappear in the space where you cast the spell.

Starting at 5th level, this spell also deals damage to the target, which increases when you reach certain levels.

At 5th level, the target takes 1d8 lightning damage if you successfully shoved it. This damage increases by 1d8 at 11th level (2d8 damage) and again at 17th level (3d8 damage).

DIVINE MIGHT

1st-level transmutation (Cleric, Paladin)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

You bolster the physical form of a creature you touch with a surge of holy power. The target has advantage on Strength, Dexterity, and Constitution checks and saving throws until the start of your next turn, at which point the spell ends.

Once before the spell ends, the target can draw upon the holy power coursing through its body when it makes a weapon attack, adding your spellcasting ability modifier to the attack roll. If the attack hits, it deals an extra 1d6 damage of the weapon's type.

ELONGATE

1st-level transmutation (Bard, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an animal tendon)

Duration: 1 hour

You touch a creature, causing its bones and limbs to become unnaturally elastic. For the duration, the target's reach is 5 feet greater than normal when it makes a melee attack on its turn. The target can also touch, pick up, or otherwise interact with objects and surfaces up to 5 feet farther away from itself than normal.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target's reach and the distance to which it can interact with objects and surfaces increases by an additional 5 feet for every two slot levels above 1st.

FLASH BANG

4th-level evocation (Paladin, Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack during this spell's duration, a dazzling burst of radiant energy erupts on impact, simultaneously releasing a concussive clap that is audible out to 300 feet.

The attack deals an extra 2d8 radiant damage and 2d8 thunder damage to the target and disorients nearby creatures. The target of the attack and each creature within 5 feet of it must make a Constitution saving throw; creatures that are surprised have disadvantage on this

save. On a failed save, a creature becomes blinded and deafened until the start of your next turn.

GREATER IDENTIFY

5th-level divination (ritual; Bard, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an opal worth at least 1,000 gp and a giant owl feather)

Duration: Instantaneous

You choose one object or surface that you must touch throughout the casting of the spell. You learn the following details about it:

- If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any.
- You learn whether any spells are affecting the object or surface, what they are, and their specific effects. If the target was created by a spell, deity, or other powerful entity (such as an archdevil), you learn what or who created it.
- You learn if the object or surface is cursed, and if so, what the curse is.
- You learn the history of the object or surface over the course of the past 10 years. If the target is an object, you learn where it has been, who (if anyone) has attuned to it, any significant lore associated with it, any names it's been called by, and other details at the GM's discretion. If the target is a surface, you learn if it was constructed magically, what spells (if any) have targeted that surface, the names of any creatures with legendary actions that have touched the surface, and other details at the GM's discretion.

If you instead touch a creature or corpse throughout the casting, you learn what spells (if any) are currently affecting it, as well as its history over the course of the past 10 years with regards to any magic items it has attuned to, any spells or magical effects that killed it, whether it has channeled arcane or divine magic, and other details at the GM's discretion.

At Higher Levels. If you cast this spell using a spell slot of 7th or 8th level, you learn the target's history over the course of the past 100 years. If you use a 9th-level spell slot, you learn the target's history over the course of its entire existence.

PARITY

1st-level abjuration (Bard, Cleric, Paladin)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a pair of lodestones)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures within range. When one of those creatures you can see fails an ability check or saving throw, you can use your reaction and choose another creature affected by this spell to make the same check or save. The chosen creature's result replaces the original result, possibly changing the outcome. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

PILLAR OF EARTH

2nd-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You cause a pillar of stone, crystal, or petrified wood to burst from a 5-foot square on a surface that you can see within range (such as the ground, a wall, or a ceiling). The pillar extends perpendicularly up to 30 feet away from the targeted surface, and you can target a surface under a creature or object if it is Medium or smaller. If the pillar is created under a creature, that creature can choose to make a Dexterity saving throw. On a successful save, the creature is pushed to the nearest unoccupied space next to the pillar.

As a bonus action, you can touch the pillar to cause it to extend or retract by up to 30 feet (to a maximum of 120 feet). If the pillar is prevented from extending because of a wall, ceiling, or other obstacle, the pillar stops short of the obstacle, and if there is a Medium creature at the end of the pillar, it is considered to be squeezing between the pillar and the obstacle. The pillar has ample handholds (such as small rocks, grooves, or branches), allowing creatures to climb or crawl along it without needing to make an ability check.

The pillar has AC 15 and 30 hit points, and it is immune to poison and psychic damage. If the pillar is reduced to 0 hit points, the spell ends early. When the spell ends, the pillar retracts back to its original surface, along with any creatures on it, and then vanishes.

SPELLS



POWER WORD MUTE

5th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power, magically silencing one creature you can see within range. If the target has 100 hit points or fewer, it becomes unable to speak or perform verbal components of spells.

A target affected by this spell can make a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends.

POWER WORD SLUMBER

4th-level enchantment (Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

You speak a word of power that lulls one creature you can see within range into a deep magical sleep. If the target has 100 hit points or fewer, it falls unconscious for the duration. Otherwise, the spell has no effect. The effects of this spell end early if the unconscious target takes damage or if another creature uses an action to shake it awake.

SOARING VINES

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: Self

Components: V, S, M (a limb, root, or vine)

Duration: Concentration, up to 1 hour

Vines magically sprout from plants or a solid surface (such as the ground or a wall) within 30 feet of you and wrap themselves securely around your torso, leaving your arms and legs unhindered. The vines shift with you, growing and retracting as you move from plant to plant or along the ground or other surface.

For the duration, if any of the vines are destroyed, they are immediately and seamlessly replaced by more vines. As long as you are within 30 feet of plants or a solid surface, you have a flying speed of 40 feet, which can't be reduced by nonmagical means. In addition, you can't be knocked prone, and you have advantage on saving throws against effects that would move you against your will. When the spell ends, the vines gently pull you back to the nearest plants or solid surface if you are still aloft.

SONIC STONE

5th-level conjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (a pebble)

Duration: Instantaneous

You conjure a massive boulder and hurl it in a 5-foot-wide line in a direction you choose. The line can be any length you choose up to 120 feet long. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes $3d10$ bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

At the end of the line, the boulder explodes with a concussive burst. Each creature within 20 feet of the boulder when it explodes must make a Constitution saving throw. On a failed save, a creature takes $4d8$ thunder damage and is pushed 10 feet away from the explosion. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thunder damage increases by $1d8$ for each slot level above 5th.

SPEAK WITH STONE

3rd-level transmutation (Bard, Druid, Ranger)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

Choose a stone object or surface within 30 feet of you that is no larger than a 30-foot cube. You imbue the target with limited sentience and animation, giving it the ability to communicate with you. You can question the stone about events that occurred within 60 feet of it within the past day, gaining information about creatures that have passed, weather, and other circumstances.

When you cast the spell, you can also turn difficult terrain caused by earth or stone within range into ordinary terrain, which lasts for the duration. Or you can turn ordinary terrain where earth or stone are present within range into difficult terrain, which lasts for the duration, causing fissures and unstable ground to hinder pursuers, for example.

For the duration, you can speak and understand Terran. This spell also makes you aware of any creatures within range that are merged with stone by the *meld into stone* spell; at your command, you can cause the stone to harmlessly expel such a creature, ending that spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the size of the object or surface you can target and the amount of time into the past you can ask questions regarding increases, as shown in the table below.

Spell Slot Level	Size	Time
4th	100-foot cube	1 week
5th	250-foot cube	1 month
6th	500-foot cube	1 year
7th	1,000-foot cube	10 years
8th	10,000-foot cube	100 years
9th	100,000-foot cube	No limit

TALYA'S ENERGY FIELD

5th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

A sphere of elemental energy emanates from you in a 10-foot radius and moves with you, remaining centered on you. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. While in the sphere, friendly creatures (including you) have resistance to the chosen damage type, and their attacks deal an extra $1d4$ damage of that type on a hit.

In addition, you can use a bonus action on each of your turns to fire a beam of energy from the sphere. The beam extends in a 5-foot-wide, 30-foot-long line from the outer wall of the sphere in a direction you choose. Each creature in the line must make a Dexterity saving

throw, taking $2d8$ damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the beam of energy increases by $1d8$ for each slot level above 5th.

TORNADO

5th-level transmutation (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Any creature that starts its turn within the tornado must make a Strength saving throw. On a failed save, the creature takes $4d8$ bludgeoning damage and is pushed 10 feet away and 40 feet up. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the tornado up to 30 feet in any direction. Any ranged weapon attack against a target within 20 feet of the tornado has disadvantage, and any ranged attack that passes through it automatically misses.

VOLTAIC SURGE

2nd-level evocation (Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a bit of copper)

Duration: Instantaneous

You unleash a burst of electrical energy around yourself, causing lightning to arc toward each creature of your choice within range. Each target must make a Dexterity saving throw, taking $2d6$ lightning damage on a failed save, or half as much damage on a successful one.

Residual electricity then continues crackling around you. The next time a creature within 5 feet of you hits you with a melee attack before the end of your next turn, that creature takes $1d6$ lightning damage, can't make any more attacks for the rest of the turn, and can't take reactions until the start of its next turn. The residual electricity then fades.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by $1d6$ for every slot level above 2nd.

WING BLADE

3rd-level transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon that lacks the heavy property worth at least 1 sp)

Duration: Concentration, up to 1 minute

You weave elemental air into the weapon used in the spell's casting, causing a mystical wing to trail from it. Until the spell ends, your attacks with the weapon deal an extra 1d6 force damage on a hit, and it has the finesse and thrown properties (range 20/60) for you. In addition, once per turn when you hit a creature with the weapon, you can immediately fly up to 15 feet without provoking opportunity attacks. Doing so doesn't expend any of your movement, but you can't fly in this way if your speed is 0.

For the duration, if you aren't holding the weapon (for example, if you threw it), you can use a bonus action to cause the weapon to fly back to your hand, as long as the weapon is within 120 feet of you.

WITCH VIAL

3rd-level evocation (Druid, Warlock)

Casting Time: 1 action

Range: Self

Components: V, S, M (an empty vial worth at least 1 gp)

Duration: Concentration, up to 10 minutes

You draw magical essence into the vial used in the casting of this spell, creating a replenishing pool of either positive or negative energy within the vial (your choice when you cast the spell). Until the spell ends, you can use an action to change the pool from positive to negative energy, or vice versa. If you let go of the vial, the pool vanishes until you are holding the vial again.

For the duration, you can use a bonus action on each of your turns to splash some of the vial's contents onto a creature within 5 feet of you. If the target is unwilling, make a melee spell attack against it, affecting the target on a hit. An affected target experiences the following effect, depending on the pool's type of energy:

- **Positive.** The creature gains temporary hit points equal to $2d6 + \text{your spellcasting ability modifier}$.
- **Negative.** The creature takes necrotic damage equal to $2d6 + \text{your spellcasting ability modifier}$.

When the spell ends, any remaining temporary hit points a target has from this spell are lost.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points and necrotic damage increase by 1d6 for every two slot levels above 3rd.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories; storylines; plots; thematic elements; dialogue; incidents; language; artwork; symbols; designs; depictions; likenesses; formats; poses; concepts; themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Dracolisk from the Tome of Horrors, Revised Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Pathfinder Adventure Path #107: Scourge of the Godclaw Copyright 2016, Paizo Inc.; Authors: Larry Wilhelm, with Benjamin Bruck, Paris Crenshaw, Alex Greenshields, Jason Keeley, F. Wesley Schneider, Owen K.C. Stephens, Greg A. Vaughan, and Josh Vogt.

Pathfinder Campaign Setting: Inner Sea Gods Copyright 2014, Paizo Inc.; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Virnich.

Pathfinder Roleplaying Game Bestiary Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Inc.; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Lost Omens Ancestry Guide (Second Edition) Copyright 2021, Paizo Inc.; Authors: Calder CaDavid, James Case, Jessica Catalan, Eleanor Ferron, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Andrew Mullen, Samantha Phelan, Jessica Redekop, Mikhail Rekun, David N. Ross, Mark Seifter, Owen K.C. Stephens, Isabelle Thorne, and Linda Zayas-Palmer.

Masters of the Gauntlet Copyright 2019, Spectre Creations, LLC; Author Tony Casper.

Caliya's Chronicle of Runes Copyright 2023, Spectre Creations, LLC; Author Tony Casper.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: Caliya, the runic languages, Spectre Creations product names, including Masters of the Gauntlet and Caliya's Chronicle of Runes, and all trademarks, registered trademarks, story elements, proper nouns (characters, places, monsters, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), locations, characters, concepts, designs, formats and layout, photographic and other visual or audio representations of the content herein, logos, identifying marks, and trade dress. (Elements that have previously been designated as Open Game Content or are designated as such below are not included in this declaration.)

Open Game Content: No portion of this work (excluding elements that have previously been designated as Open Game Content) may be reproduced in any form without written permission.

Creative Commons Attribution

Includes spells from *Kibbles' Casting Compendium 2.0* by KibblesTasty Homebrew LLC and available at <https://www.kthomebrew.com/krd>. The *Kibbles' Casting Compendium 2.0* is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Additional Art Credits

Daniel Comerci – danielcomerci.com

Some artwork © Dean Spencer, used with permission. All rights reserved.

Some artwork © Wouter Florusse, used with permission. All rights reserved.

Some artwork by John Carl Flores (© The Ruby Feather), used with permission.