



OLD GUS' ERRATA: WANDERERS OF THE INFINITE SKIES

v3.10 (December 2024)

A compendium of races, classes, spells, familiars, treasure,
and more for Dungeons & Dragons 5th Edition

Designer's Notes

Old Gus' Errata: Wanderers of the Infinite Skies, v3.10 (December 12, 2024). This document provides rules and mechanics to supplement Dungeon & Dragons 5th Edition, and includes revisions to material previously available in separate volumes of *Old Gus' Errata*, including: *Beastfolk; Fey Folk; Plantfolk, Undead, and Other Oddities; Heroes of the Multiverse; Tales from the Weird West Player's Handbook*; and *Turning the World*. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Howdy, Partner~

It's been a long, strange trip, and I thank ya for the memories. This small revision fixes some typos and clarifies a few things. Take this volume, run, and show no fear in making it your own. You and your players are an inexhaustible fountain of good ideas, and nothing can hold y'all back. Happy trails!

~Old Gus



Illustration by Pedro Sena

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Illustration by Glenn Porter

INTO THE INFINITE SKIES

A few will bear the fame and fortune of having been the first of their kind, and as many will find themselves in the unenviable feeling of being the last of their kind.

Most of us, however, find ourselves somewhere in the middle of a long, great tradition whose story is still ongoing. For those us who originate on the Material Plane, ours is to exist, subsist, and one day to pass on the best of ourselves to others to carry the torch into the next generation, who will carry our forms, our disciplines, and our ideals into the future.

In this way, no life or story truly ever begins or ends, but is instead part of a long unbroken tangle of churning *continuation*. After enough travel, causality becomes a matter of perspective. We are changed by others, and they are, in turn, changed by us.

In my travels, I've met people with abilities that folk from other worlds would scarcely believe possible. But one thing remains the same across all worlds: people are people. They live and die seeking meaning, seeking to define themselves in stark relief against the endless wonders of creation. Maybe we are just made to suffer. Maybe I'm just a cynic.

~ Old Gus

Using This Material in a Game: Read the Sidebars!

Some options and abilities are not well suited for use with the optional multiclassing rule. In fact, many of the options contained herein are intended to allow a player to attain a satisfying character archetype *without* multiclassing.

Take what is useful, and travel light!

As always, a healthy dialogue between the DM and the players makes for a great game!

OGE Spell and spell lists are detailed in Chapter 4.

Referring to Official Material

The Artificer class appears in *Eberron: Rising from the Last War* and *Tasha's Cauldron of Everything*. Most spells are detailed in Chapter 11 of the *Player's Handbook*.

Other official volumes are referred to as follows:

FTD *Fizban's Treasury of Dragons*

GGR *Guildmaster's Guide to Ravnica*

SCAG *Sword Coast Adventurer's Guide*

SCC *Strixhaven: A Curriculum of Chaos*

TCE *Tasha's Cauldron of Everything*

VGM *Volo's Guide to Monsters*

XGE *Xanathar's Guide to Everything*



The background of the image is a fantastical landscape. A massive, brown-feathered eagle with a yellow hooked beak is the central figure, shown from different angles in flight. In the lower-left foreground, a cyclops-like creature with a single large eye and a hairy, greenish body holds a large, speckled egg. Two small, green-skinned goblins with pointed ears and fierce expressions stand behind him, one holding a shield. The scene is set against a backdrop of misty mountains under a blue sky.

CHAPTER 1: FOLK



Illustration by Javier Charro

FOLK

VARIANTS

As the most successful races of the worlds spread out to its most extreme corners or left to other worlds entirely, variation inevitable takes place over time. Some say this is nature's nurturing guidance to make life a little easier, others see the intermingling of the deep magic into the veins.

Some races spread so prodigiously that they now inhabit other worlds or other planes.

HYBRIDS

While the most famous intermingling of races is the half-elf and half-orc, many races are capable of producing offspring. These unusual offspring might adopt a life among either of their lineages, blending in as best they can and quietly passing their unusual blood down to the next generation. Others seek a life of adventure, living an existence as loudly and proudly as possible, daring others to grapple with the unusual union that produced them, and demanding acceptance in an intolerant world.

Some combinations of races do not produce offspring readily, and some couples try for years before a successful, viable conception.

Legacy Racial Traits

Races include suggested ability score increases, as well as typical alignments and languages, and cultural traits. Cultural proficiencies are still included. Consult the DM if exchanging proficiencies as detailed in *Tasha's Cauldron of Everything*.

Offspring Created by Magic

The *immaculate conception* spell detailed in Chapter 4 allows for all sorts of hybrid offspring between individuals. The DM can use these hybrid races to help them resolve the potential traits of offspring produced by the spell.

Of all the forces that suffuse the infinite skies, love might very well be the most mysterious. I've seen enemies become lovers, and vice-versa. Some of my happiest days were seeing my friends settle down and start a family. I relished my time as the strange visiting uncle for as long they would have me. For some, it was obvious that growing up different is rarely easy. Children can be as cruel as the gods. Some days, I count myself lucky I've only known the wrath of the gods.

~ Old Gus



Illustration by Doodle Hound

DRAGONBORN

Dragons and their kin have spread far and wide across the infinite skies, from Eberron to Andromeda.

BREATH WEAPON (REVISED)

The dragonborn's **Breath Weapon** damage can be improved from the version detailed in Chapter 2 of the Player's Handbook:

A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 5d6 at 5th level, 7d6 at 11th level, and 9d6 at 17th level. Also at each of these levels, your breath weapon's range increases by 15 feet if it is a line, or 5 feet if it is a cone.

This change aims to keep it growing in power as the dragonborn gains new levels. Alternatively, a racial feat can set some dragonborn apart from others as exemplars of their race:

Racial Feat: Improved Breath Weapon

Prerequisite: Dragonborn

Your draconic ancestry manifests anew, and the potency of your breath increases. You gain the following benefits:

- Your Constitution score increases by 1.
- The damage of your breath weapon increases to 5d6 at 5th level, 7d6 at 11th level, and 9d6 at 17th level. Also at each of these levels, your breath weapon's range increases by 15 feet if it is a line, or 5 feet if it is a cone.

PINK DRAGONBORN

INVETERATE PRANKSTERS

The dusty, pearlescent pink, in combination with the elongated snout of the pink dragons leaves them with an almost seahorse-like appearance. Pink dragons love a good joke, and trade wordplay as a kind of cultural currency; prestige by knowing the oldest of jokes and japes in the world, and developing the (and better) joke.

Pink dragonborn share many of the same physical affectations as their draconic ancestors, which often cause those unfamiliar with their kind to take their sedate, jovial, nature and appearance for granted. Pink dragonborn make for fearsome opponents, turning their opponents' senses and thoughts against them.

PINK DRAGONBORN TRAITS

Creature Type. You are a Humanoid.

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Bubble Breath. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation in a 15-foot cone. The save DC for this breath is $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failure, a creature is blinded until the end of your next turn.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Cantrip. You know a cantrip, choosing one from the Pink Dragon Spells table. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Draconic Inscrutability. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Additionally, as an action, you can magically ward your mind from attack for a number of minutes equal to ten times your level. For the duration, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. You can use this ability once, and must finish a long rest before you can use it again.

Pink Dragon Spells

Spell Level	Pink Dragon Spells
Cantrip	<i>acid splash, booming blade^{SCC, TCE}, encode thoughts^{GCR}, guidance, mage hand, message, mind sliver^{TCE}, minor illusion, primal savagery, puff of smoke^{OGE}, thaumaturgy, thunderclap^{XGE}, vicious mockery, whelm^{OGE}</i>
1st-level	<i>absorb elements, allergen cloud^{OGE}, bane, bless, charm person, command, compelled duel, comprehend languages, disguise self, dissonant whispers, drunkard's breath^{OGE}, dust dash^{OGE}, faerie fire, feather fall, fog cloud, grease, mass distortion^{OGE}, metamorphose liquid^{OGE}, reorient^{OGE}, silvery barbs^{SCC}, wood rot^{OGE}</i>
2nd-level	<i>acidic exudation^{OGE}, borrowed knowledge^{SCC}, calm emotions, corrosive touch^{OGE}, crown of madness, detect thoughts, discordant thrum^{OGE}, doublespeak^{OGE}, enlarge/reduce, enthrall, glamoured majesty^{OGE}, heat metal, jinx^{OGE}, kinetic jaunt^{SCC}, Londyn's duet^{OGE}, mind spike^{XGE}, mirror image, misty step, Nathair's mischief^{FTD}, Nystul's magic aura, phantasmal force, pyrotechnics^{XGE}, ray of enfeeblement, shatter, silence, solid fog^{OGE}, suggestion, Tasha's mind whip^{TCE}, zone of truth</i>

Pink Dragonborn Legacy Traits

Ability Scores. Your Strength score increases by 2, and your Charisma score increases by 1.

Alignment. Most pink dragonborn are chaotic neutral, believing a good laugh is worth more than gold.

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

Feat: Gift of the Pink Dragon

Prerequisite: 4th level

You've manifested some of the power of pink dragons, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.

Draconic Whimsy. You learn one cantrip from the Pink Dragon Spells list.

Additionally, you learn one 1st-level spell, and one 2nd-level spell of your choice from the Pink Dragon Spells table. You can cast your chosen spells once each with this feature; you regain the ability to cast it when you finish a long rest.

Your spellcasting ability for these spells is the ability score increased by this feat.

You can select this feat multiple times, choosing a new cantrip and spells each time.

Improved Bubble Breath. If you are a pink dragonborn, your *Bubble Breath* deals $2d6$ acid damage on a failed save, and half as much damage on a successful one. The damage increases to $3d6$ at 6th level, $4d6$ at 11th level, and $5d6$ at 16th level.



Illustration by Jerad S Marantz

DWARVES

Dwarves are prodigious and varied, and while some view other races with suspicion or disdain, some learn to share the legendary love of the dwarves with others.

ARCTIC DWARVES

THE INUGAAKALIKURIT

Inugaakalikurit have smooth, weather-beaten faces with ruddy cheeks and noses from a life exposed to arctic winds. Most have ice-blue eyes and long locks of snow-white hair, which they do not cut. They tunnel great structures within and out of frozen environments, exerting same mastery over ice as other dwarves do with stone or metal. They range over tundra in sleds pulled by beasts—usually wolves or bears. Arctic dwarves revere animals as sacred, and most believe it a sinful to act take life for pleasure. This courtesy does not apply to monsters, however, and great honor is placed upon the warriors who hunt and kill the monsters of the arctic wastes, and their trophies adorn the halls and hearths of the arctic dwarves.

Arctic dwarves have a smaller stature, but maintain the broad strength of their larger cousins, and are fiercely defensive of their dwarvenhood. They can produce offspring with other dwarves without difficulty.

Visitors find the arctic dwarves hospitable hosts, always curious to hear stories from travelers. Their hierarchies are wide and flat, and they share in everything with everyone: food, shelter, weapons, child-rearing responsibilities, joys, and sorrows. Most care little for riches, and dedicate their life to hunting, craft, rearing animals, and domestic arts. The Inugaakalikurit who leave home often need some time to adjust to managing money and learning the customs of cultures with rigorous hierarchies and laws regarding ownership.

ARCTIC DWARF TRAITS

Creature Type. You are a Humanoid.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Arctic Dwarves are smaller than their cousins, standing between 3 and 4 feet tall and averaging about 90-120 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life in long arctic nights, 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.

Kurit Resilience. You have resistance to cold and poison damage.

Hunter-Gatherer. You have proficiency with blowguns, javelins, nets, spears, war picks, and the Survival skill. If you are proficient with pikes or halberds, you can wield them without the penalty usually applied to Small creatures.

Ice in the Veins. Difficult terrain due to nonmagical snow or ice doesn't cost you extra movement. You're also naturally adapted to cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Arctic Dwarf Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength and Wisdom scores increase by 1.

Alignment. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Languages. You can speak, read, and write Common and Dwarvish. You also speak Kurit, an arctic dialect of Dwarvish.

Racial Feats for Arctic Dwarves

Arctic Dwarves are eligible for feats with *dwarf* prerequisites.



Illustration by Alex Konstad

DWORCS

LIKE A ROLLING STONE

Dworcs are the offspring of an orc (or half-orc) and a dwarf. They have greenish-pink skin, and most have eyes with pigmentation that resembles that of precious gemstones – most commonly amethyst or sapphires.

They make for precocious children, learning any and everything anyone will teach them. Most relish praise, but have short tempers, and will match any aggrievance with insult or a clenched fist. Dworcs have healthy appetites for anything: especially exploration of the natural world, food, life, love, and learning.

While few dworcs are born, almost all of them take to a life of adventure, travel widely, and many make no small name for themselves.

DWORC TRAITS

Creature Type. You are a Humanoid.

Age. Dworcs mature at the same rate as humans. On average, they live about 150 years. This makes them quickling to dwarves, but they can live to become revered and respected elders among orcs.

Size. Dworcs stand between 5 and 5½ feet tall and average about 170 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet. Your speed is not reduced by wearing heavy armor.

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.

Artisan. You are proficient in one set of artisan's tools of your choice.

Aggressive Charge. If you move at least 20 feet in a straight line and hit a creature no more than one size category larger than you with a melee weapon attack, the target must succeed on a Strength saving throw DC 8 + your proficiency bonus + your Strength Modifier or be knocked prone. You can use this ability a number of times equal to your Constitution modifier (minimum: 1) and regain expended uses of it when you finish a long rest.

Martial Prowess. You are proficient with two martial weapons of your choice. Additionally, when you score a critical hit with a melee weapon attack using either of these two weapons, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Tough. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dworc Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Alignment. Dworcs are naturally rebellious – Among orcs, their inborn desire for consistency often sees them thought of as a weakness. Among dwarves, they are considered hot-headed and rebellious. They tend toward neutrality, and most form a deep-seated sense of right and wrong informed by personal experience.

Languages. You can speak, read, and write Common and either Dwarvish or Orc (your choice).

Racial Feats for Dworcs

DMs are encouraged to make the feats with dwarf or orc prerequisites available to dworc characters.



Illustration by Maksim Kneht

EV'ARAK

MINDS OF STEEL

Ev'arak is a dwarven contraction for “steel mind”, so named for the primary trait of the rare offspring between a dwarf and a gnome. They are highly intelligent, and love to know how things work, but they are also rigid thinkers who prize consistency and predictability above all else, and most become fussy and irate when anything or anyone deviates from their expectations and high standards. Even when they are in a good mood, most ev'arak maintain a visage that others find expressionless and inscrutable.

Most ev'arak eventually discover they are happiest when making things, preferably on their own. They prefer practical projects, and many become skilled artisans whose goods or services fetch a fair price. Few ev'arak become adventurers, and fewer still stay with the same company for long before seeking a more consistent existence again.

Few ev'arak ever marry or have children of their own, but might form a long and lasting personal relationship with a respected colleague or friend who understands them.

EV'ARAK TRAITS

Creature Type. You are a Humanoid.

Age. Ev'arak mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 400 years.

Size. Ev'arak stand between 3½ and 4½ feet tall and average about 80 pounds. Your size is Small.

Speed. You have a base walking speed of 25 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.

Insular Thought. You have advantage on Wisdom saving throws against magic. Additionally, if there are no other creatures you can see or hear within 15 feet of you, you can add half your proficiency bonus (rounded up) to checks you make to maintain concentration on spells or other effects.

Natural Maker. You are proficient in the Nature skill, tinker's tools, and one other artisan's tools of your choice, choosing from alchemist's supplies, brewer's supplies, cobbler's tools, glassblower's tools, leatherworker's tools, or mason's tools, smith's tools, weaver's tools, or woodcarver's tools.

Silence is Golden. When you reach 3rd level, you can cast the *silence* spell once, and regain the ability to cast it when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Ev'arak Legacy Racial Traits

Ability Scores. Your Intelligence score increases by 2, and your Wisdom score increases by 1.

Alignment. Almost all ev'arak are lawful neutral, but will work tirelessly to change any system they believe is unjust or inefficient.

Languages. You can speak, read, and write Common, Dwarvish and Gnomish.

Racial Feats for Ev'arak

DMs are encouraged to make the feats with dwarf or gnome prerequisites available to ev'arak characters.



Illustration by Kyle Patterson

MOSS DWARVES

THE WOAD-HEARTED

Moss dwarves are few and far between, or at least that is what they would prefer others believe. When unclothed (as most prefer to go), their green hair and rocky or wooden-looking skin makes them nearly indistinguishable from the foliage in which they dwell. Moss dwarves have a reverence for trees and beasts that equals other dwarves' awe for stone and metal.

Few moss dwarves live in permanently established enclaves of their own kind, and even fewer live among other folk. Most prefer a life of patient solitude in their deep, dark, ancestral forests. However, when they do meet, they love to exchange knowledge, stories, rumors, recipes, and dances. Murder among their own kind is nearly unheard of.

Moss Dwarf Features

d8 Feature

- 1 Orifices secrete a green and slimy substance
- 2 Crown of thorny brambles instead of hair
- 3 Feet, forearms, and chest covered in moss and lichen
- 4 Dandelion puffballs growing out of ears
- 5 Bright yellow lichen eyebrows
- 6 Edible, onion-flavored hair
- 7 A nearly-sentient mushroom grows out of one armpit
- 8 Flowers bloom in exposed hair in spring

MOSS DWARF TRAITS

Creature Type. You are a Humanoid.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life in twilit forests and 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.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Natural Talent. You are proficient in the Nature skill, and you are proficient with the herbalism kit.

Moss Dwarf Combat Training. You have proficiency with the club, greatclub, spear, and quarterstaff.

Stone and Woodcunning. Whenever you make an Intelligence (History) check related to the origin of stonework or woodwork, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Woad-ways. You know a cantrip, choosing from *druidcraft*, *infestation^{XGE}*, *magic stone^{XGE}*, *mold earth^{XGE}*, *shillelagh*, and *thorn whip*. Once you reach 3rd level, choose one of the following spells: *barkskin*, *earth tremor^{XGE}*, *goodberry*, *snare^{XGE}*, or *speak with animals*. You can cast your chosen spell once, and regain the ability to cast it when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Moss Dwarf Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Constitution score increases by 2.

Alignment. Moss dwarves tend toward neutrality and good, provided the forest they hail from is healthy and not being mistreated.

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

Racial Feats for Moss Dwarves

Moss Dwarves are eligible for feats with *dwarf* prerequisites.



Illustration by Tiago Alexandre

VUAM-EDARIS

INFERNAL DWARVES

The Vuam-Edaris (literally “hot-blood”) are the dwarven equivalent of tieflings: they are born of dwarven and infernal parentage, and they display a similar array of fiendish traits, including horns, forked tails or tongues, and especially long fingers. They typically have yellow-ochre, rusty-orange or deep red skin, and are slightly less hirsute and taller on average than most dwarves, with a tendency toward a lither frame. They are famous for their quick wits, and even quicker tempers.

Growing up different in dwarven society isn’t easy, and many leave their homes to seek their fortune elsewhere, leaving behind bitter rivalries or even hated enemies. As a part of any dwarf’s young life, learning a craft is important, and vuam-edaris naturally favor those crafts that employ the use of extreme heat, and they burn themselves often in youth. This constant cycle of creativity and pain gifts most vuam-edaris with an incredible gift for inexecrable vulgarity. A vuam-edaris’ speech patterns are often peppered and pockmarked with curses and foul-mouthed-ness.

Vuam-edaris who are raised among their infernal sires are called *maeluth*, and are usually trained as soldiers, and learning to imbue their weapons with unholy power.

VUAM-EDARIS TRAITS

Creature Type. You are a Humanoid.

Age. Vuam-edaris mature at the same rate as dwarves (about age 50), but they do not live quite as long. Dwarves say of them that “the flame that burns brightest burns quickest”. On average, they live about 225 years.

Size. Vuam-edaris stand between 4½ and 5½ feet tall and average about 150 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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. The combination of infernal and dwarven makes your darkvision unusual: everything you see in darkness is in a shade of red.

Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Fiery Craft. You gain proficiency with an artisan’s tools of your choice, choosing from the following: smith’s tools, glassblower’s tools, or potter’s tools.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know one cantrip of your choice, choosing from *create bonfire*^{XGE}, *produce flame* and *fire bolt*. When you reach 3rd level, you can cast the *pyrotechnics*^{XGE} spell; you must finish a long rest before casting the spell again using this trait. When you reach 5th level, you can cast the spell a second time. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Vuam-Edaris Legacy Racial Traits

Ability Scores. Your Strength, Constitution, and Charisma scores increase by 1.

Alignment. Vuam-edaris are hot tempered and impulsive, at least by dwarven standards. Most are of chaotic and neutral alignments. Raised among their own kind, maeluth tend to be lawful evil.

Languages. You can speak, read, and write Common, Dwarvish and Infernal.

Racial Feat: Unholy Smite

Prerequisite: Vuam-Edaris (Maeluth)

You have a number of special unholy dice equal to your proficiency bonus, which are d10s. When you hit a creature with a melee weapon attack, you can expend any number of unholy dice to deal damage to the target, in addition to the weapon’s damage. When you do, you decide if it deals fire or necrotic damage. You regain expended unholy smite dice when you finish a long rest.

Racial Feats for Vuam-Edaris

DMs are encouraged to make the feats with dwarf or tiefling prerequisites available to vuam-edaris characters.



Illustration by Ama & Nova

ELVES

The mutability of elves is legend.

ELOWARIN

FLOWER CHILDREN

Elowarin are leafy elves native to the Feywild. In place of an elf's usual long ears, they have long petals that crown their heads. Their flesh is adorned with bright iridescent flecks of pigment. The arrangement of their colorations creates a pattern that, to the initiated, plainly identifies their family lineage.

Elowarin have a kinship with Plants that surpasses even their love for other elves. They are especially fond of insects and worms, never consume meat, and prefer to avoid even eating Plants whenever possible. They eschew refined metals, and avoid them in clothing – if they bother to clothe their bodies at all. They avoid deserts, and prefer to travel barefoot on soft soil.

ELOWARIN TRAITS

Creature Type. You are a Humanoid.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Size. Elowarin are taller than most elves stand between 6 and 7 feet tall. Their bodies are slightly less dense than other elves, and so they weigh roughly about the same as their cousins. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, 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.

Keen Senses. You are proficient in the Perception skill.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Photosynthetic. You can ingest a handful of fertile soil each day to meet your nutritional needs, provided you are exposed to direct sunlight for 4 hours that day.

Elf Weapon Training. You have proficiency with shortbows, and longbows.

Elowarin Magic. You know the *shillelagh* cantrip. Once you reach 3rd level, you can cast the *entangle* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Elowarin Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

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

Elowarin Racial Feats

DMs are encouraged to make the feats with elf prerequisites available to elowarin characters.

NELED'SIEH

SEERS FROM THE STARS

Neled'sieh are an exceedingly rare, and are related to asimaris, being the offspring of an elf and a celestial being. Most notably, neled'sieh are born with a third eye in the center of their forehead, and white hair atop their heads.

Neled'sieh tend to be purposeful but dispassionate, deeply spiritual, and utterly matter of fact in disposition, with wills of adamantine. They keep their third eye closed most of the time, and only open it only to use its celestial powers of sight. They do this to protect it, but also to avoid unnerving others in their presence. When closed, the eye is difficult for most people to notice.

It is an immense achievement to make a neled'sieh laugh, and songs are written about the sound of it.

NELED'SIEH TRAITS

Creature Type. You are a Humanoid.

Age. Neled'sieh age at the same rate as elves, but tend to reach adulthood early, and are especially long lived, even among elves. Most live for a millennium before their *transcendence* begins.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

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 even make out color in darkness.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Heavenly Mind. You have resistance to radiant and psychic damage.

Sagacious. You have proficiency in the Perception and Insight skills, and can make Wisdom (Insight, Perception) checks using your bonus action.

Seer. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *detect magic* spell once; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the spell without providing material components for the spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).



Illustration by Jen Waldon

Neled'sieh Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 3.

Alignment. Neled'sieh primarily concern themselves with truth, and are almost always of good alignments.

Languages. You can speak, read, and write Common, Elvish and Celestial.

DMs are encouraged to make the Elven Accuracy^{XGE} feat available to neled'sieh.

Racial Feat: Sight Beyond Sight

Prerequisite: Neled'sieh

Your third eye grows in power. Select an eldritch invocation, choosing the following: *Beast Speech*, *Eldritch Sight*, *Eyes of the Runekeeper*, *Devil's Sight*, *Gaze of Two Minds*, *Ghostly Gaze^{XGE}*, *Shroud of Shadow^{XGE}*, *Visions of Distant Realms Whispers of the Dead*, or *Witch Sight*. If your selected invocation requires a minimum warlock level, your character level must meet or exceed it in order to select that option.

You can select this feat multiple times, adding a new invocation each time you do.

Neled'sieh Racial Feats

DMs are encouraged to make the feats with elf prerequisites available to neled'sieh characters.



Illustration by Vanessa Rossek

ULSANYA THE UNCOMFORTABLE TRUTH

There are individuals whose ancestry includes both elves and orcs, a union shunned by some elves, who named them ulsanya, literally “uncomfortable truth”.

Bearing the lithe frame of an elf and muscular strength of an orc, ulsanya children grow up delighting in their capable bodies. Most begin walking within a year, and many are accomplished athletes by the time they are seven years of age.

Ulsanya tend to be passionate, competitive, ambitious, and move through their daily lives with an unparalleled sense of urgency. Some find worthy causes to pledge themselves to, and others dedicate their lives to their own pursuits.

ULSANYA TRAITS

Creature Type. You are a Humanoid.

Age. Ulsanya reach adulthood at around 15 years and live an average of 100 years.

Size. Ulsanya have a similar stature to that of humans. Your size is Medium.

Speed. You have a base walking speed of 35 feet.

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 cannot see color in darkness.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Cantrip. You know one cantrip of your choice from the druid spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell (choose when you select this race).

Weapon Training. You are proficient with two martial weapons of your choice.

Bodily Mastery. You are proficient in the Athletics or Acrobatics skill. Difficult terrain due to Plants, bushes or rocky terrain does not hinder your movement.

Ulsanya Legacy Racial Traits

Ability Scores. Your Strength, Dexterity, and one ability score of your choice increases by 1.

Alignment. Ulsanya are passionate and driven, and might fervently adopt or rebel against the society they are born into.

Languages. You can speak, read, and write Common and one additional language, choosing from Elvish or Orc.

Racial Feats for Ulsanya

DMs are encouraged to make the feats with elf or orc prerequisites available to ulsanya characters.



Illustration by Rick Sardinha

GOBLINS

Goblins are numerous across the infinite skies and display a staggering variance in origin, outlook, and disposition. Goblin tribes can vary widely in culture, for example the Batiri tribes of the jungles of Chult. The following goblin subtypes include some of the outliers and notable variants of goblinkind.

DEKANTER GOBLINS

TERRORS OF THE MOUNTAIN

Dekanter goblins were deep in the Greypeak mountains of Faerûn by an alhoon known as the Beast Lord. Their name is taken from the Dekanter mines from which they were created. They bear only a passing resemblance to other goblins, with a skin of deep oranges and reds, long black manes, and a thick, keratinous horn protruding from just below their noses. Their eyes are usually deep red or entirely black, making it difficult to discern the direction of their gaze. They are also significantly taller and thicker than other goblins, and their disposition usually resembles that more of an orc than a typical goblin. Dekanter goblins are especially hardy, and can heal from minor wounds especially quickly.

Dekanter Goblins in Other Worlds

Goblins with identical traits of Dekanter goblins of Faerûn might appear in any number of worlds across the infinite skies, even if their origin is not identical. They might be a naturally occurring, or have a similar deviate origin.

DEKANTER GOBLIN TRAITS

Creature Type. You are a Humanoid.

Age. Dekanter goblins reach adulthood at 8 years, and live up to 60 years.

Size. Dekanter goblins are between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Healing Factor. You have a number of special healing dice equal to your proficiency bonus, which are d4s. You can use a bonus action to roll any number of these dice, adding your Constitution modifier to each die rolled. You recover any expended healing dice when you finish a long rest.

Horn. Your horn is a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike. If you move at least 20 feet in a straight line and hit a creature with a horn attack, the attack deals an additional $1d4$ damage.

Iceborn. You're acclimated to high altitudes and cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*. You have resistance to cold damage.

Dekanter Goblin Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Alignment. Dekanter goblins believe the strong must bully the weak to ensure that weakness does not spread like a disease. They settle easily into hierarchies, and are usually lawful evil.

Languages. You can speak, read, and write Common, Goblin and Undercommon.

Racial Feat: Summon Gargoyle

Prerequisite: Dekanter Goblin, 8th level

As an action, you create a **gargoyle** from a nearby source of stone or rock that you can see within 60 feet of you.

The gargoyle is friendly to you and your allies. In combat, it acts on its own initiative, obeying any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise take no actions. If the gargoyle drops to 0 hit points, it crumbles into harmless rubble and dust. Otherwise, it becomes an inanimate stone statue after a number of hours equal to one-quarter of your level (minimum of 1 hour).

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



Illustration by Ellis Clark

GAKI

IMPISH TRICKSTERS

Gaki are goblins with infernal heritage. Like their tiefling cousins, their ancestry leaves them marked with a range of skin and eye colors ranging from orange-red, to green-blue or a deep purple-maroon, even white or deep black. Their eyes run a similar gamut in pigmentation, and they can have unusually long, curved nails, horns, cloven feet or even a whip-like tail.

Gaki are typically preternaturally cunning and manipulative. Most become natural leaders among tribes of other goblins, or at least among the upper echelons of a tribe they associate with. It is not unusual for such a goblin to arrive as a stranger to a tribe, ingratiate themselves to its leaders, and slowly build a base of support before deposing old leadership in favor of their own, or that of a convenient surrogate.

GAKI TRAITS

Creature Type. You are a Humanoid.

Age. Gaki reach adulthood at 8 years, and live up to 60 years.

Size. Gaki are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Hellish Resistance. You have resistance to fire damage.

Impish Legacy. You know the *fire bolt* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race), and you require no material components to cast them.

Gaki Legacy Racial Traits

Ability Scores. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Alignment. Gaki are typically lawful evil, either leading a group of goblinoids, or serving their a more powerful master (such as an oni) with the hopes of one day rising to power themselves.

Languages. You can speak, read, and write Common, Goblin and Infernal.

Racial Feat: Impish Wings

Prerequisite: Gaki

Your devilish ancestry is especially strong, and begins to display more prominently. A pair of bat-like wings sprout from your shoulder blades, granting you a flying speed of 30 feet while you aren't wearing heavy armor.

Gaki Racial Feats

DMs are encouraged to make the feats with goblin or tiefling prerequisites available to gaki characters.



Illustration by Igor Bondar

GRODD GOBLINS

SHADOW DWELLERS

Grodd goblins are a race of goblinoids native to the Shadowfell in the caverns of Grodd, where they were reared and cared for by the elf-dragon Nalavarauthatoryl, who infused them with her blood and taught them the elvish language. The goblins worshipped her for so many generations that the goblin language faded from their vocabulary entirely in favor of the Elvish tongue.

Grodd goblins are resilient and crafty, and have blue or purplish skin, similar in coloration to that of the drow. The twists and turns of the endless caverns of Grodd mean that most of Grodd goblins never see the surface of the Shadowfell at all, and so they live in complete ignorance of the other races of the Shadowfell, such as the elven Shadar-Kai.

All Grodd goblins are capable of producing small, flickering lights, which they manipulate to lure the creatures of the endless caverns into position before ambushing their prey.

GRODD GOBLIN TRAITS

Creature Type. You are a Humanoid.

Age. Grodd goblins reach adulthood at 8 years, and live up to 60 years.

Size. Grodd goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

Superior Darkvision. Accustomed to the depths of the Underdark, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Compass Sense. Barring magical interference, you always know which way is north.

Crafty Escape. You are proficient in the Stealth skill, and can take the Hide action as a bonus action on each of your turns.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nalavarauthatoryl's Legacy. You know the *dancing lights* cantrip. Once you reach 3rd level, you can cast the *darkness* spell once with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can cast the *darkness* spell twice. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race), and you require no material components to cast them.

Necrotic Resistance. You have resistance to necrotic damage.

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

Grodd Goblin Legacy Racial Traits

Ability Scores. Your Dexterity, Constitution and Intelligence scores increase by 1.

Alignment. Grodd goblins are typically neutral evil.

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



Illustration by Hunor Vass Kacso

GRUE

GOBLINS OF THE DEEP

Grue are subterranean goblins, preferring a life in the Underdark, expansive cave systems, and occasionally venture into the deepest and darkest of forests, and rarely wander into the surface world without purpose. Even for goblins, they tend to be slight, and many have noses, eyes, and ears vaguely reminiscent of a bat's.

What makes grue unique is their ability to dedicate themselves to cooperative tasks, despite their chaotic tendencies. This has given rise to all manner of myths about grue, with tales being told of a monster with multiple legs, arms, mouths, and eyes. In truth, grue working closely together are simply being interpreted as being part of the same single body. After all, most sightings of grue occur in the dark.

On some worlds, grue are the most numerous of their kind, building vast underground complexes to contain their swarming numbers.

GRUE TRAITS

Creature Type. You are a Humanoid.

Age. Grue reach adulthood at 4 years, and live up to 40 years.

Size. Grue are between 3 and 4 feet tall and weigh between 40 and 65 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

Superior Darkvision. Accustomed to the depths of the Underdark, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Disease Resistance. You have advantage on saving throws against disease.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Keen Hearing. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.

Lateral Thinker. You can use the Help action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

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

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

Grue Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and Intelligence score increases by 1.

Alignment. Grue are typically chaotic.

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



Illustration by James Olley

KOL'KSU

AQUATIC GOBLINS

Kol'ksu are a race of amphibious goblinoids. Their webbed feet and hands make them excellent swimmers, and gill slits on their necks allow them to breathe comfortably above and below the surface of the water.

They live in shoals one to two dozen, making their homes in underground caverns with a few scattered air pockets, and populating the area with natural defenses. A kol'ksu enclave is often defended by predatory fish, strategically placed urchins, and stinging anemone or jellyfish. Few kol'ksu venture far from shorelines, and they prefer wetlands on inlets with salty marshes where they can explore shorelines in relative cover, ambushing their prey and dragging the remains below the surface where it is then shared among the members of their shoal.

Kol'ksu are a resourceful people, and let nothing go to waste, fashioning weapons from cartilage and bone, and strong nets made of sinew.

Most kol'ksu despise the sahuagin, and the feeling is mutual, as sahuagin will occasionally make slaves of their kind or send sharks to torment their enclaves.

KOL'KSU TRAITS

Creature Type. You are a Humanoid.

Age. Kol'ksu reach adulthood at 8 years, and live up to 60 years.

Size. Kol'ksu are slightly taller than most goblins, standing between 3 and a half and 4 feet tall and weigh between 50 and 85 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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.

Amphibious. You have a swimming speed of 30 feet, and you can breathe air and water.

Ambusher. You can take the Hide action as a bonus action on each of your turns.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Kol'ksu Training. You have proficiency with the spear and net.

Kol'ksu Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Alignment. Kol'ksu are typically lawful evil, serving their shoal however they can. A few kol'ksu might tend toward good or neutrality, but only rarely.

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

Racial Feat: Blood Frenzy

Prerequisite: Kol'ksu

Your Strength, Dexterity or Wisdom score increases by 1.

As a bonus action, you enter a blood frenzy for 1 minute. For the duration, you have advantage on attack rolls you make against any creature that doesn't have all its hit points, provided the target is not an undead or construct.

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



Illustration by Jaasif

ORCS

Orcs are a wider-ranging and more varied group than most folk realized. While the orogs of the underdark are notable for their blue skin, their culture differs little from their surface-dwelling counterparts. The additional orc subtypes presented here are markedly different than their green-skinned cousins.

ONDONTIS

GRAY ORCS OF ELDATH

Ondontis are gray-skinned orcs with mottled patches of lighter or darker grey. Their tribes have long since forsaken the warlike ways of most orcs, and turned to the worship of Eldath, a goddess of peace and tranquility. Unlike most of orc-kind, the typical ondonti is not argumentative, and are taught from youth to learn the desires of others and strive to arrive at mutual understanding. Ondonti leaders tend to be pacifists.

Most ondontis favor places of great natural beauty with a nearby watershed, such as a wide river or a large lake, as tranquil waters are considered holy to worshippers of Eldath. Their dedication to peace and tranquility makes them a quiet and reclusive lot, and employ camouflage in their architecture, seamlessly blending their dwellings into the natural environment, rendering them invisible to the casual observer.

ONDONTI TRAITS

Creature Type. You are a Humanoid.

Age. Ondontis reach adulthood at age 12 and live up to 50 years.

Size. Ondontis are usually between 5 and 7 feet tall and weigh between 170 and 280 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Insightful. You are proficient in the Insight skill.

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

Eldath's Legacy. You know the *shape water*^{XGE} cantrip. Once you reach 3rd level, you can cast the *calm emotions* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Ondonti Legacy Racial Traits

Ability Scores. Your Strength, Constitution and Wisdom scores increase by 1.

Alignment. Ondontis prefer to resolve conflict through dialogue and understanding rather than combat. Like other orcs, they still respect strength, but prize it mainly as a means to protect the weak so that all can flourish. They are usually neutral good.

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

Racial Feat: Move Like Water

Prerequisite: Ondonti

When you take the Dodge action on a turn where you have not attacked or damaged a creature or objects, you can choose to move like water. When you do, you concentrate (as if concentrating on a spell) until the end of your next turn. For the duration, you gain the following benefits:

- Your movement doesn't provoke opportunity attacks.
- You gain a bonus to your AC and all saving throws equal to half your Wisdom modifier, rounded up (minimum: 1).
- You have advantage on Wisdom (Insight) checks you make to determine the motives and intentions of hostile creatures.

These benefits end early if you attack or damage a creature, cast a spell that targets a hostile creature or object or use your object interaction. You can use these abilities a number of times equal to your Wisdom modifier (minimum: 1), and regain expended uses of it when you finish a long rest.



Illustration by Eepox

SCRO

STORMTROOPERS OF DUKAGSH

Scro are orange-skinned orcs who originate from a world they call Dukagsh, and most worship an ancestor-god of the same name. Scro have since left their world and traveled to others on vessels of their own design. Most scro live aboard such vessels in a rigid hierarchy, and pirate the Astral plane, making them the natural enemies of the githyanki and others who travel across the planes. In battle, scro favor poisoned weapons, and some even poison their armor, and taunt their enemies (especially elves) in their own languages. To commemorate a conquest, scro remove a tooth from an opponent and wear it on a necklace called a *torekh*.

Scro's hierarchical culture leaves most born into a rigid caste system. A few scro of the upper castes are born with red or white skin, marking them from birth as leaders. Scro leaders tend to be cool-headed, tactical thinkers. They are aided by a series of ranks below them, including war-captains and theurgists, capable spellcasters who merge the arts of arcane and divine spellcasting. Scro regiments adorn themselves in black armor studded with steel, with deviations from uniform only being allowed as markers of rank.

Most scro serve with distinction and dedication to the benefit of their kind, even making great sacrifices for it. A few, usually lower-caste scro defect and make a life for themselves as adventurers.

SCRO TRAITS

Age. Scro reach adulthood at age 15 and live up to 85 years.

Size. Scro are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

Speed. You have a base walking speed of 35 feet.

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.

Aggressive. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

Martial Training. You are proficient with two martial weapons of your choice and light armor.

Poisoner. You are proficient with the poisoner's kit.

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

Scro Legacy Racial Traits

Ability Scores. Your Strength, Dexterity, and Intelligence scores increase by 1.

Alignment. The rigid hierarchies and a life of piracy make most scro of lawful and evil alignments.

Languages. You can speak, read, and write Common, Elvish, Orc and Scro. Scro is similar to Orc, but as a much wider vocabulary, incorporating words from several other languages into Orc variants which are incomprehensible to those that cannot understand Scro.

Additional Vehicle Proficiencies

If your setting includes airships, astral ships or spelljammer vessels, the DM should consider granting a scro character proficiency with at least one important aspect of the operation of such vehicles, for example, navigation, artillery, or propulsion.

Becoming a Theurgist of Dukagsh

The *Theurgist* feat detailed in Chapter 4 allows spellcasters to broaden their spell lists across classes.



Illustration by Luís Bento

BEASTFOLK

BORN WITH THE TOOLS TO SURVIVE

Bestial races can use their bodies in amazing ways, when compared to what most folk consider the general bipedal template to be capable of. Some have heightened senses, and others move through obstacles that would challenge someone else with the benefit of daily training.

Their origins vary: some are descended from fey in the early verses of the song of creation, and others arose naturally alongside the other races of their particular worlds. Some have difficulty integrating into societies; especially where unfounded fear of lycanthropy hangs over the populace.

INTEGRATION

Most beastfolk prefer living in the wilds with their own kind, but this says more about most folks' tolerance for their kind than anything at all about the beastfolk.

Some beastfolk integrate easily and eagerly into city life, often to the derision of their own kind. Others still use stealth and cunning to mask their nature from intolerant folk. A few make their presence known only to trade, and then disappear, returning to their own civilizations deep in the wilderness, never lingering in dangerous or prejudiced lands.

I had probably slain at least a hundred gnolls Before I first befriended one. Like so many others of my kind, I had long since written them off as unintelligent brutes with little to offer.

But in time, I found them tender with their young - at least until puberty - and their dedication to strength admirable, in its own way. They are consummate survivors.

What always amazes me is the sheer materiality and connection to the world that beastfolk seem to have - their specialized bodies and extraordinary senses allow - perhaps even demand - that their societies live as part and parcel with the natural world, moving and flowing along with it, rather than making ever more foolish attempts to dominate it, as my kind have done.

~ Old Gus



Illustration by VilKo

AARATICA

ADVENTURERS ON THE WING

Aaratica are diminutive cousins to the aaracockra, and resemble many types of birds. Most aaratica fear or revere their larger brethren, and will take caution to avoid them should they encounter them.

Most aaratica live in areas where others of their kind are plentiful, or might migrate with their families. In addition to flight, some are capable swimmers, some the brisk waters of the open ocean to the sky.

AARATICA TRAITS

Creature Type. You are a Humanoid.

Age. Aaratica reach maturity by age 3 and precious few live longer than 20 years.

Subrace. Choose one of the following subraces: *Haan-hi*, *Paar-dal*, or *Pii-vin*.

Aaratica Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2.

Haan-Hi. Your Intelligence score increases by 1.

Paar-Dal. Your Charisma score increases by 1.

Pii-Vin. Your Constitution score increases by 1.

Alignment. Most aaratica favor a life of good or neutrality.

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

HAAN-HI

Haan-hi resemble ducks, geese, pelicans, boobies, or other waterfowl. They have a reputation for both passion and formality, and do not suffer fools gladly.

A flock might include up to three dozen members of an extended family of haan-hi. They migrate with seasons, enjoying traditional meals that can only be enjoyed on their long journeys spent chasing warm weather around the world. They settle in places with a permanently temperate climate to rear their young until they can fly, and then most resume their ceaseless journeying.

Size. Haan-hi average 3 feet tall. They have fatty, strong bodies that weigh between 25 and 35 pounds. Your size is Small.

Speed. You have a base walking speed of 20 feet and a flying speed of 30 feet. You can't fly while wearing medium or heavy armor.

Natural Swimmer. You succeed checks you make to swim automatically if you aren't wearing medium or heavy armor.

Compass Sense. If you have an unobstructed view of the sky, you know which way is north.

Well-Traveled. You learn two additional languages of your choice.

PAAR-DAL

Paar-dal resemble cockatoos, sparrows, robins, canaries, nightingales, or other birds with especially bright plumage and loud voices. They tend to be braggarts, and perhaps even a bit selfish, and have developed a reputation for being superficial gossips and chatterboxes.

Many paar-dal are master craftsmen, and they dedicate a great deal of time and energy to the quality and finery of their home, collecting objects of great beauty to arrange and keep on display.

Almost all paar-dal families spend countless hours singing, dancing, and teaching their children to sing, and it is considered a great shame among them to not be able to sing well and have a wide repertoire of traditional songs. Others extend this love of music and learn to play a musical instrument to supplement their musical prowess.

Size. Paar-dal average 3 feet tall. They have lean, lightweight bodies that weigh between 20 and 30 pounds. Your size is Small.

Speed. You have base walking speed of 20 feet and a flying speed of 35 feet. You can't fly while wearing medium or heavy armor.

Birdsong. You are proficient in the Performance skill and one musical instrument or artisan's tool of your choice.

PII-VIN

Pii-vin resemble enormous, hardy, squat penguins. They prefer to eat fresh, raw fish, and prefer to stay along coastlines in colder climates. Most pii-vin children spend as much time in the water as they do on land.

Speed. You have a base walking speed of 25 feet and a swimming speed of 35 feet.

Size. Pii-vin average 4 feet tall. They have fatty, heavy bodies that weigh between 50 and 80 pounds. Your size is Small.

Arctic Living. You can hold your breath for 15 minutes and you have resistance to cold damage. Difficult terrain due to snow and ice does not impede your movement.

Aquatic Mastery. You know the *shape water*^{XGE} cantrip. Once you reach 3rd level, you can cast the *ice knife*^{XGE} spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *locate animals or plants* spell if you can see a body of water; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race), and you require no material components to cast them.



Illustration by Dongjun Lu



Illustration by Roman Kondratenko

APELONG

OUT OF THE FORESTS

Like humans, apelong are varied, clever, and highly adaptable. Those that leave their troops and native jungles behind are rare enough to turn heads when encountered by the unfamiliar, and at first glance, a naked greater ape is almost indistinguishable from their beastly counterparts. This has led to more than a few unfortunate misunderstandings and members of this proud people have been kept imprisoned by charlatans and circuses who show off their talking ape as a curiosity for passing travelers.

Apelong tribes are known for their making alliances and readily join ranks with other races, forming multi-generational bonds. In areas where this has happened, seeing an ape tending bar or serving as a city guard can become a regular sight. Of all other races, apes are the least likely to trust humans, who they often believe themselves superior to in every way.

Apelong do not live quite as long as their human cousins, and mature and age at more rapid rates. The apelong are divided into three distinct races: the *ozo*, the *panzu*, and the *suxiu*. The *ozo* tend to dedicate themselves to a life of duty and service, while the *panzu* and *suxiu* are more likely to choose a life of freewheeling opportunism.

APELONG TRAITS

Apelong consist of three distinct types. Choose one of the following: Ozo, Panzu, or Suxiu.

Ozo

The mighty ozo tower over their relatively hairless human cousins, preferring to walk on all fours. They usually resemble gorillas or orangutans.

Creature Type. You are a Humanoid.

Age. Ozo mature at 10 years and live up to 60 years.

Size. Ozo stand between 5½ and 6½ feet tall, and weigh 250-350 pounds. Your size is Medium.

Speed. You have a base walking speed of 35 feet when your hands are unoccupied, 30 feet when one hand is occupied, and 25 feet when both hands are occupied.

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

Ape Weaponry. You can use your teeth or hands to make unarmed strikes. If you hit with them, you deal bludgeoning (fists) or piercing (bite) damage equal to 1d6 + your Strength modifier.

Stunning Might. When you hit a creature a melee attack, you can attempt to stun the creature with a bonus action. The target makes a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or it is stunned until the start of its next turn. You can use this trait once, and must finish a short or long rest before you can use it again.

Imposing Stature. You are proficient in the Intimidation skill.

Woodland Traveler. Difficult terrain due to plants, bushes or trees does not impede your movement.

Ozo Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Constitution score increases by 1.

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

Panzu Legacy Racial Traits

Ability Scores. Your Strength, Dexterity and Intelligence scores increase by 1.

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



Illustration by Robin Aarseth Larsson

PANZU

Panzu resemble chimpanzees or mandrills, and despite their small stature, are stronger than humans. Their keen minds lead them to all kinds of professions.

Creature Type. You are a Humanoid.

Age. Panzu mature at 10 years and live up to 70 years.

Size. Panzu stand between 3½ and 4½ feet tall, and weigh 80-130 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet, and a climbing speed of 15 feet.

Leverage. You can wield weapons with the *heavy* property without the penalty usually applied to Small creatures.

Panzu Might. You have advantage on grappling creatures no more one size category larger than you.

Ape Weaponry. You can use your teeth or hands to make unarmed strikes. If you hit with them, you deal bludgeoning (fists) or piercing (bite) damage equal to 1d4 + your Strength modifier.

Bodily Harmony. You are proficient in the Athletics or Acrobatics skill.

Tool Adept. You are proficient in one artisan's tool of your choice.

SUXIU

The dexterous suxiu resemble monkeys and macaques. They have exceptional agility, and use it in all aspects of their lives.

Creature Type. You are a Humanoid.

Age. Suxiu mature at 5 years and live up to 30 years.

Size. Suxiu are between 3 and 4 feet tall and weigh an average of 35 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet, and a climbing speed equal to your movement speed.

Prehensile Tail. You can make object interactions using your tail, and if you are not wearing medium or heavy armor, you can suspend your body from it.

Suxiu Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn, you can double your speed. Once you use this trait, you can't use it again until you move 0 feet on your turn.

Graceful Movement. You are proficient in the Acrobatics skill. If you gain this proficiency from your class, you can add double your proficiency bonus to checks made with it. While you are not wearing heavy armor, you can use your Dexterity in place of your Strength score when determining the distance you can cover when making a long or high jump. Additionally, you don't need a running start to perform such jumps.

Suxiu Legacy Racial Traits

Ability Scores. Your Dexterity, Intelligence, Wisdom and Charisma scores increase by 1.

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



Illustration by Alfonso Pardo Martínez



Illustration by Raphael Lacoste

Apelong and Alignment

Apelong are very similar to humans. They share a basic body frame, ingenuity, and almost insatiable appetite for a robust social life. Apelong that live among their own kind build incredible structures out of the surrounding environments.

Some apelong societies are happy and carefree, some are dour and complacent. Some welcome outsiders with curiosity, and others are xenophobic, and do not recognize the personhood of anyone not of their own tribe.



Illustration from the *Monster Manual*

BULLYWUGS

MASTERS OF THE SWAMP

Bullywugs live in primitive groups, hunting and fishing together. The hierarchy is based on strength, with the strongest being the leaders. Bullywugs are very territorial, and mostly will attack anyone who trespasses. Oddly enough, they tend not to fight within the tribe, but rival bullywug tribes will fight with each other. Bullywugs rarely work alongside other creatures since they would rather use them for food or sacrifice. However, occasionally during hard times small groups of bullywugs will latch onto a powerful ally that can help them bring down tougher game.

Bullywugs are known to revere a god named Ramenos. Ancient, crumbling statues of Ramenos can be found in the deepest jungles, great monuments near ruined temples that hint at what was once a mighty deity in some long-forgotten time. The great old temples also indicate a time when Bullywugs were less primitive and more organized, capable of building huge monuments of stone. In Ramenos' absence, many bullywug tribes have come to revere the **froghemoth** instead. If a bullywug tribe (or "pond") came across one, they will try to lure it to their den, paying tribute in the form of food and protection.

BULLYWUG TRAITS

Creature Type. You are a Humanoid.

Age. Bullywugs mature at 10 years, and live up to 50 years.

Size. Bullywugs are between 4½ and 5½ feet tall, and weigh 100-150 pounds. Your size is Medium.

Speed. You have a base walking speed of 20 feet, and a swimming speed of 30 feet.

Amphibious. You can breathe air and water. You must submerge yourself fully in water or mud once per day or suffer one level of exhaustion, which cannot be removed until you finish a long rest while submerged.

Bullywug Metabolism. You have disadvantage on any constitution saving throws to avoid intoxication from ingesting alcohol.

Speak with Frogs and Toads. You can communicate simple concepts to frogs and toads when you speak in Bullywug.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Bite. You can use your teeth to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier.

Standing Leap. Your long jump is up to 20 ft. and your high jump is up to 10 ft., with or without a running start. You can make a standing leap using your bonus action.

Swampland Survivor. You have proficiency in the Survival skill.

Swamp Weapon Training. You are proficient with spears and nets.

Bullywug Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Alignment. Most bullywugs are neutral.

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

Racial Feat: Leaping Strike

Prerequisite: Bullywug

Your Strength or Dexterity score increases by 1.

When an ally of yours that you can see hits a creature with a melee weapon attack, you can use your reaction to immediately make a standing leap, and make one melee weapon attack against the same target if it is within your reach.

You use this ability twice, and regain expended uses of it when you finish a long rest.



Illustration by Joseph Lindsey

CHA'PA OF WATER AND WOOD

The industrious beaverfolk live primarily along rivers, building tiered structures upon and within its waters. They live in family groups of eight to twelve members, and by the time they are four years old, most have already learned how to swim and how to build. Cha'pa consider cooperation a virtue, so they teach their young how to work with others from an early age.

Cha'pa also take great pride in the craftsmanship, maintenance, and expansion of their lodges, which afford them not only a roof over their head, but a constant food supply, all located somewhere inconvenient to their enemies. Clever cha'pa create sections of their dwellings that can be quickly detached, carried away by the river's turbulent current, or lay hidden traps that utilize sharp wooden stakes as a deterrent to invasion. Some even keep a hidden chamber of the structure underwater, dry and with an air pocket, where their loved ones can retreat to until such time as a danger has passed.

CHA'PA TRAITS

Creature Type. You are a Humanoid.

Age. Cha'pa mature at 8 years, and live up to 50 years.

Size. Cha'pa stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. You have a walking speed of 25 feet. Your webbed feet also grant you a swimming speed of 30 feet when you aren't wearing heavy armor.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Tail. Your broad, scaly tail is a natural weapon with which you can make unarmed strikes, dealing 1d6 bludgeoning damage. You can also slap your tail on a liquid surface and produce a sound that is audible up to 200 feet away.

Woodworker. You are proficient with woodworker's tools and carpenter's tools, and your hardy front teeth can be used for simple woodworking tasks, such as chipping, shaping. Many cha'pa take pride in working with no proper tools at all, preferring the intimacy (and nutrition) of crafting their works using nothing more than their own teeth. For example, if you have a length of wood, you can sharpen a stick to a deadly point and create a simple wooden spear during a short rest.

Wood Ken. Whenever you make an Intelligence (Nature) check related to woodwork or architecture, you can add double your proficiency bonus to the check, even if you aren't proficient in the skill. For example, you might identify the type of wood used, identify rotted wood or other structural inefficiencies in a wooden structure.

Wooded Magics. You know the *shillelagh* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Chap'a Legacy Racial Traits

Ability Scores. Your Strength, Constitution and Wisdom scores increase by 1.

Alignment. Sudden changes, loud noises, and interruptions are anathema to most cha'pa, who prefer an orderly, structured life. Most are of lawful alignments.

Languages. You can speak, read, and write Common and cha'pa. Cha'pa is a high, melodious language that is whistled through the front teeth.



Illustration by Regin Wellander

ELKIN

LIFE ON THE HOOF

The moosefolk live primarily in the forests and upon the tundra of sub-temperate climates.

Elkin children grow rapidly, reaching adulthood in just a few years. Men and women alike have antlers on their heads, which vary from tribe to tribe and might resemble a deer or moose. They are tall and lean, and their short life cycles make parenting and rearing their young in the traditions of their kind a top priority for any elkin tribe. Each winter, elkin shed their antlers and grow a new pair the following spring. In autumn, the rites of adulthood are performed for those who have come of age, where young and old compete with one another in great wrestling public matches of hoof and horn where the tribe's grievances are aired and resolved in ritual combat if necessary.

Elkin are cautious, and use their innate magical abilities both to find food and to avoid predators and enemies. It is not uncommon to travel their lands and never see an elkin should they choose to avoid you. Most elkin tribes despise the *shash* tribe of the ursine, and consider them pests to be expelled from their lands.

ELKIN TRAITS

Creature Type. You are a Humanoid.

Age. Elkin mature at 5 years, and live up to 40 years.

Size. Elkin stand between 6 and 8 feet tall, and weigh 250-350 pounds. Their antlers can raise up to 18 inches above their heads, so they often must be careful when entering doorways or other low overhangs. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Poor Vision. You have disadvantage on checks you make with the Wisdom (Perception) skill that rely on sight.

Keen Hearing. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.

Hooved Kick. Your hooves are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Antler Riposte. You can use your antlers defensively. When a creature makes a melee attack against you, you can use your reaction to parry the attack with your antlers, raising your Armor Class by an amount equal to your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with Beasts and Plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Natural Adept. You are proficient in the Nature skill.

Elkin Magic. You know the *druidcraft* cantrip, and you can cast the *detect poison* and *disease* spell once with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *locate animals or plants* spell once with this trait, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race), and you require no material components to cast them.

Elkin Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Strength score increases by 1.

Alignment. As people who follow the rhythm of nature and see themselves as its caretakers, elkin are typically neutral.

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

Racial Feat: Elkin Combat Master

Prerequisite: Elkin

Your antlers grow an impressive span and reach. You gain the following benefits:

- Your Strength score increases by 1.
- You can use your antlers to make a melee attack that deals 2d4 piercing damage + your Strength modifier. If you hit, you can use your bonus action to make a Hooved Kick or shove attack.
- You regain use of your Antler Riposte trait when you finish a short or long rest.



Illustration from *Mordenkainen's Tome of Foes*

GIFF

MERCENARIES EXTRAORDINAIRE

Every aspect of giff society is organized along military lines. From birth until death, every giff has a military rank. It must follow orders from those of superior rank, and it can give orders to those of lower rank. Promotions don't depend on age, but are granted by a superior as a reward for valor. Giff are devoted to their children, even as most of their education is geared toward fighting and war. Few giff bother with wizardry.

Giff are in high demand as mercenaries, but they often insist on serving in units composed entirely of giff. A giff hiring itself out individually is almost unheard of. Giff refuse to fight other giff, and will never agree to a contract unless it stipulates that they can sit out a battle rather than wage war against their own kind. A giff prizes the reputation of their unit above their own life. Life is fleeting, but the regiment endures for generations or even centuries.

Giff are pompous, and most consider themselves many intelligent person in the room, even if this feeling is completely unwarranted. Their focus on military training to the exclusion of all other areas of study can make them seem dull-witted to those who have more varied interests.

GIFF TRAITS

Creature Type. You are a Humanoid.

Age. Giff mature at 20 years, and live up to a century.

Size. Giff stand between 7½ and 8½ feet tall, and weigh 250-350 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet, and a swimming speed of 20 feet.

Brave. You have advantage on saving throws you make to avoid or end the frightened condition on yourself.

Trampling Charge. If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with a melee weapon attack, they must succeed a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier or be knocked prone.

Giff Weapon Training. Choose one weapon. You are proficient with it and gain a +1 to your attack rolls you make with it.

Quick Loading. You can ignore the loading property of crossbows and firearms you are proficient with.

Gif Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Alignment. Giff's natural inclination toward regimented militarism leads them toward lawful alignments.

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

Racial Feat: Giff Gunsmithing

Prerequisite: Giff, proficiency in Blacksmith's Tools or Tinker's Tools

You are a gain the following benefits:

- Your Dexterity score increases by 1.
- You are proficient with giff firearms.
- You can craft firearms from the firearms table below by paying the material costs. The process takes one week.
- You can craft ballistics from the ballistics table below by paying the material costs. The process takes 1 hour.

Firearm	Cost	Damage	Weight	Properties
Giff	100 gp	1d10 piercing	3 lb.	ammunition (range 30/90), loading
Pistol	—	—	—	
Giff	150 gp	1d12	8 lb.	ammunition (range 40/120), loading,
Musket	—	—	—	two-handed

Ballistics	Cost	Damage	Weight	Properties
Bullets (20)	20 gp	—	0.1 lb.	
Frag Grenade	100 gp	5d6 piercing	2 lb.	DC Dexterity saving throw for half damage

GNOLLS

CHILDREN OF YEENOGHU

Gnoll skin is greenish-gray, and their furry hide a light or dark brown hue. Sometimes marked with spots or stripes or a crested mane that stands on end when they are angry, upset, or uncomfortable. A gnoll's sex is indeterminate to most anyone other than other gnolls. The gnolls of Faerûn worship Yeenoghu, the demon prince and lord of savagery. Gnolls from other worlds might have never heard of this particular deity.

Most folk find the gnolls feral and aggressive, and not without warrant. Gnolls start fighting among one another at a very early age and as soon as they can walk, finding places away from the eyes of adults where they engage in vicious, sometimes lethal fights.

A gnoll is more likely to demand answers than it is to actually ask questions. Gnolls see this not as an act of hostility, but rather an important declaration of strength. Gnolls that manage to integrate into societies are often employed in lines of work that make use of their hierarchical and sadistic tendencies: they make excellent hired muscle, jailers, torturers, executioners, pirates, and slavers.

GNOLL TRAITS

Creature Type. You are a Humanoid.

Age. Gnolls mature at 5 years, and live up to three decades.

Size. Gnolls are between 6½ and 7½ feet tall, and weigh 200-280 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Bite. Your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier.

Thrill of the Hunt. If you can see or hear a creature that is below their maximum number of hit points, you can use your bonus action to mark that target for a number of hours equal to your proficiency bonus. For the duration, you have advantage on Wisdom (Perception, Survival) checks you make to track or locate the target, and if you are within 30 feet of the target, you can grant an ally advantage on a melee attack roll they make against the target using your reaction, which consumes the mark. You can use this trait once, and regain use of it when you complete a short or long rest.

Carrión Feeder. You have advantage on Constitution saving throws against disease.

Primal Instincts. You are proficient in the Survival skill.



Illustration from the *Monster Manual*

Gnoll Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and one other ability score of your choice increases by 1.

Alignment. A dedication to Yeenoghu and keen hunting instincts makes many Gnolls chaotic evil.

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

Racial Feat: Yeenoghu's Favored

Prerequisite: Gnoll

Yeenoghu has blessed you with his favor. You gain the following benefits:

- One ability score of your choice increases by 1.
- You learn the *primal savagery*^{XGE} cantrip. Strength is your spellcasting ability for the spell.
- You grow talons on the ends of your fingers, or a shock of fiery orange hair on your mane, stripes, or spots, marking you for other gnolls to see and envy.
- As a bonus action, you can call upon Yeenoghu's favor for up to 1 minute. The next time you hit a creature with a melee or spell attack, it deals a number of d6s equal to your proficiency bonus in necrotic damage. If the target is invisible, it becomes visible and cannot become invisible again for 1 minute. Once you use this ability, you can't use it again until you finish a short rest.



Illustration by Gabriel Ramos

GRIMALKIN

CUNNING CATFOLK

Grimalkin are wily, troublesome and prolific smaller cousins to the tabaxi.

GRIMALKIN TRAITS

Creature Type. You are a Humanoid.

Age. Grimalkin mature at 5 years, and live up to three decades.

Size. Grimalkin average about 3 feet tall, and weigh about 40 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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.

Climbing Claws. Your claws grant you a climbing speed of 20 feet.

Ancestry. Choose one of following ancestries: *Wild Grimalkin* or *Urban Grimalkin*.

WILD GRIMALKIN

Wild grimalkin live in colonies of anywhere from five to five dozen members. Their loose governing structures tend to be matriarchal, with disagreements settled through non-lethal play-combat. Resources and duties are shared equally but unevenly among its members. Each member's individual skills and interests are put to use, from hunting to child-rearing to guard duty. They display a staggering variety of coats, from stripes, spots, tortoiseshell patterns, or solid colors.

Most wild grimalkin worship Ai-Apaec, a trickster archfey who favored the form of a cat, and from whom they believe they are descended.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Wild Savvy. You are proficient in two of the following skills of your choice: Acrobatics, Insight, Perception, or Survival.

URBAN GRIMALKIN

City grimalkin tend to follow one of two paths. Some stake to a life on the streets, where their fierce independence finds them becoming a loner living by their wits in a loose network of regular haunts. Harsh street living takes its toll, however, and their coats can become matted and mangy.

Others find a surrogate family to substitute for their colonies, seeking out a life of pampering by ingratiating themselves to a wealthy patron in exchange for the pleasure of their company. Some city grimalkin can become fussy and stuck in their ways. Their coats tend to be solid colors, or to have splendidly refined patterns in their fur, which can grow quite long (a product of selective breeding among their own kind). Others lose their hair entirely, displaying their loose, wrinkled skin with regal pride.

Street Smart. Accustomed to being underfoot in city streets, you can move through the space of any creature that is of a size larger than yours.

Urban Savvy. You are proficient in two of the following skills of your choice: Deception, Sleight of Hand, Performance, or Persuasion.

Grimalkin Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2.

Wild Grimalkin. Your Wisdom score increases by 1.

Urban Grimalkin. Your Charisma score increases by 1.

Alignment. Their dedication to individuality and personal freedom makes most grimalkin chaotic.

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

Racial Feat: Nine Lives

Prerequisite: Grimalkin

Ai-Apaec has blessed you with his favor. You gain the following benefits:

- You have advantage on death saving throws.
- When you are reduced to 0 hit points, but not killed outright, you can drop to 1 hit point instead. If you die, but your body is intact (for example, not decapitated or disintegrated), you can permanently mark one death saving throw failure, and return to 1 hit point instead. You can't use this feature again until you finish a long rest.



Illustration from *Volo's Guide to Monsters*

GRUNG

SWAMP SLAVERS

Green grung tend to be warriors, hunters, and general laborers. Blue grung are usually artisans and domestic workers. Purple grung tend to supervisors of the green and blue grungs or serve as overseers. Red grung are born with magical talent, and often serve as advisors to those in positions of true leadership. Orange grung are a tribe's elite warriors, with authority over all lesser grungs. If a rare golden grung is born into a tribe, they usually end up ascending to a leadership role.

There is occasionally some mobility possible between castes, in cases of valuable contributions and great deeds, by the use of ritual magic and herbal compounds.

Grung tribes are often slavers, and they use their skill with poisons to keep their captives sedate by poisoning their food. They typically prefer their own kind, but a few ambitious grung manage to find steady work as assassins, alchemists, or poison makers.

GRUNG TRAITS

Creature Type. You are a Humanoid.

Age. Grung mature at 5 years, and live up to 30 years.

Size. Grung are between 3 and 4 feet tall, and weigh 30-50 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet and a climbing speed of 20 feet.

Amphibious. You can breathe air and water. You must submerge yourself fully in water or mud once each day or suffer one level of exhaustion, which cannot be removed until you finish a long rest while submerged.

Poison Immunity. You are immune to poison.

Poisonous Skin. The first time a creature's skin comes into direct contact with your skin on a turn, it must succeed on a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier or be poisoned until the end of its next turn. On a success, the creature is immune to your poisonous skin for 1 minute.

Standing Leap. Your long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

Poisoned Weapons. You are proficient with the poisoner's kit.

Grung Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Alignment. Most grung are lawful evil.

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

Racial Feat: Mesmerizing Chirr

Prerequisite: Grung, 8th level

Your Charisma score increases by 1.

As an action, you can make a chirring noise to which other grung are immune. Each Humanoid or Beast that is within 10 feet of you and able to hear you must succeed on a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier or be stunned until the start of their next turn. Once you use this ability, you can't use it again until you finish a long rest.



Illustration by Andrea Butera

HAASHIR

BRAINS AND BRAWN

Compared to a loxodon, a haashir's tusks are small and serve more as points of decoration than natural weaponry. Most haashir prefer to use their brains rather than their bulk to guide them through their long lives. They have extraordinarily sensitive noses at the end of a long, prehensile trunk that extends from their faces.

All haashir are born with some amount of innate magical talent, and magic suffuses their daily lives, with each individual showing talent for magic of one kind or another. Haashir specialize not just in the casting of spells, but integrating their use into their daily life and tasks. As they mature, these abilities intensify, and they discover new magics they are capable of. Haashir make quick studies at arcane universities, and often spend their long lives in search of knowledge and wisdom, which they consider sacred.

As a rite of adulthood, haashir commit complex epic tales and poems to memory and can recall them with precision decades later.

HAASHIR TRAITS

Creature Type. You are a Humanoid.

Age. Haashir mature at 30 years, and live up to two centuries.

Size. Haashir are between 6½ and 7½ feet tall, and weigh 270-400 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

Seismic Hearing. You can detect seismic signals and hear low pitched sounds inaudible to other races. While standing on a stable surface on two feet, you have a tremorsense of 15 feet.

Prehensile Trunk. You can make object interactions using your trunk.

Stomp. Your wide, heavy feet are natural weapons. You can use your bonus action to make a melee weapon attack against tiny creature on the ground, or a small or medium creature if they are prone. If it hits, your feet deal $1d6 + \text{your Strength modifier}$ in bludgeoning damage to the target creature. You are unable make stomping attacks if you are prone.

Haashir Magic. Choose one cantrip to learn.

Additionally, choose one 1st-level spell. You learn the spell and can cast it once using this trait. You must finish a long rest before you can cast the spell again using this trait.

When you reach 5th level, choose two 2nd-level spells. You learn those two spells, and can cast each once using this trait, or you can choose to cast your 1st-level *haashir magic* spell at 2nd-level instead. Once you cast either spell, you must finish a long rest before you can cast it again using this feat.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Haashir Legacy Racial Traits

Ability Scores. Your Intelligence score increases by 2, and your Strength score increases by 1.

Alignment. Haashir's strong sense of community and tradition give them a reliably lawful bent.

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

Racial Feat: Goring Tusks

Prerequisite: Haashir

Your Strength or Constitution score increases by 1.

You grow a set of dangerous wild tusks. You can use them to make a gore attack that deal $1d8 + \text{your Strength modifier}$ piercing damage. If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with your tusks, you can use your bonus action to shove the creature.



Illustration by Mike Mishkin

KAMELON

RECLUSIVE JUNGLE LIZARDFOLK

Kamelon are smaller than their lizardfolk cousins, and gentler, standing only as tall as the average gnome. The few who are no doubt aware of a kameleon's ability to change the color of their skin to blend with their surroundings, and in fact many lands that host Kamelon villages never become aware of them at all.

Kamelon make their homes nestled into the branches of thick jungle canopy, and their simple structures are scarcely visible to the untrained eye, blending in perfectly with the host tree's natural foliage. They rarely light fires, and most find them distracting and noisy.

The insides of their homes betray the mundane outer surroundings, and usually are filled with bright colors. Kamelon rarely wear clothing in their homes or among their own kind.

KAMELON TRAITS

Creature Type. You are a Humanoid.

Age. Kamelon mature at 12 years, and live up to 60 years.

Size. Kamelon stand between 3 and 4 feet tall, and weigh an average of 50 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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 see color in darkness, only shades of grey.

Stealthy. You are proficient in the Stealth skill.

Natural Climber. You have a climbing speed equal to your movement speed.

Eye Alignment. You can use your bonus action to focus your eyes on a creature or object you can see. Until the end of your next turn, you have advantage on the first ranged attack you make targeting that creature, or any Wisdom (Insight or Perception) checks you make against it, provided you can still see it. Once you use this trait, you can't use it again until you complete a short or long rest.

Tongue. You have a whip-like tongue with a sticky coating at the tip, with which you can make unarmed strikes with the reach and finesse properties. If you hit with it, you deal bludgeoning damage equal to $1d4 + \text{your Dexterity modifier}$ bludgeoning damage. When you hit a creature no more than one size category larger than you with your tongue, you can use your bonus action to pull the target 5 feet toward you.

Unseen Magic. You can cast the *blur* spell once; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Kamelon Legacy Racial Traits

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

Alignment. Most kamelon are neutral.

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



Illustration by Martin Whitfield

KANGAREN

ARDOR OF THE ARID LANDS

Kangaren dwell in arid grasslands and dusty deserts. Most kangaren are strict vegetarians, and will vocally disapprove of meat-eating. This should not be confused with an aversion to blood, however: learning to fight is part of becoming an adult in kangaren culture. Children begin fighting with others their as early as age 6, and many do not make it to adulthood without suffering at least two serious injuries in their youth.

Kangaren have a deeply passionate culture, treasuring friends, family, and lovers. They see life as a vast desert: it can be a dangerous and hostile place, but this is only all the more reason to enjoy the plants of the oasis when you can, and appreciate all you have.

KANGAREN TRAITS

Creature Type. You are a Humanoid.

Age. Kangaren mature at 15 years, and live up to 80 years. Kangaren joeys spend the first 2 years of their lives in their mother's pouch, and slowly gain independence, growing too large to fit by age 9.

Size. Kangaren have lean, muscular bodies, standing between 6 and 7 feet tall, and weighing an average of 200 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Natural Athlete. You are proficient in the Athletics skill.

Arid Adaptation. You're acclimated to dry climates, such as arid deserts, and require only half the normal amount of water to survive. You're also naturally adapted to hot climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Combat Training. Your muscular arms and legs are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you take the Attack action, you can use your bonus action to make one attack with your natural weapons.

Extended Long Jump. Your powerful legs also allow you to leap great distances: You can cover a number of additional feet equal to twice your proficiency bonus when making a long jump.

Mighty Hop. On your turn, if you move at least 20 feet in a straight line along the ground without encountering difficult terrain, you gain 10 additional feet of movement, which can only be to move along the same line.

Kangaren Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment. Most kangaren are neutral. Competition among their kind can be fierce, with prizes placed upon both strength and cunning.

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



Illustration by Adrian Alejo

KUNEK

EL-AHRAIRAH'S QUICKLING CHILDREN

Kunek are small folk about the size of a gnome with the heads, tails, and feet of rabbits. They have long, sensitive ears and their eyesight detects motion almost reflexively. They are careful, intentional, and cautious beings, but make excellent and loyal friends to those they come to know and love.

On their own, kunek live in underground warrens much like halfling dwellings. They regularly have as many as five children at once. Their infants are tiny and helpless for about a year, but quickly grow and reach adulthood in just a few short years, mastering language and their bodies at an incredible rate.

Kunek are very social, but prefer to have a few feet of personal space and do not like to be touched or jostled by strangers. Kunek will go to great lengths to avoid a crowd. Most of them also dislike temperature extremes. When they are happy, they will hop or dance with joy.

Most kunek are fastidious, and keep themselves immaculately clean. Other races think of them as flighty busybodies because of their predilection to take on more than one task at a time, but kunek intergenerational wisdom teaches that their short lives leave only so long to accomplish their goals.

KUNEK RELIGION

Most kunek worship El-ahrairah, an archfey who favors the form of a rabbit, and from whom they claim ancestry. Their religion prizes wisdom, cunning and caution as virtues, believing if one uses their gifts to the utmost, they will leave a lasting legacy upon the world in the form of friendships and children that will echo throughout the ages.

KUNEK TRAITS

Creature Type. You are a Humanoid.

Age. Kunek mature at 5 years, and live up to 30 years.

Size. Kunek are between 3 and 4 feet tall, and weigh an average of 35 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Keen Hearing. You are proficient in the Perception skill, and have advantage on checks you make with it that rely on hearing.

Kunek Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can dash as a bonus action. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Nimble Hop. You can move through the space of any creature at least one size category larger than yours.

Swift Warning. You receive a bonus to your initiative rolls equal to half your Wisdom modifier (minimum: 1).

El-ahrairah's Favored. You are proficient in the Insight skill.

Kunek Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Alignment. Kunek are lawful almost without exception, and most are good.

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

Racial Feat: Cunning Trick

Prerequisite: Kunek

When you are forced to make a saving throw, you can choose a different ability to substitute your saving throw with, and roll it at advantage. You can use this ability before or after you roll your saving throw, but must use it before the results have been announced.

Once you use this ability, you can't use again until you finish a short or long rest.



Illustration by David Kuo

MADRA

LOYAL COMPANIONS

Like the dogs they resemble, madra are loyal, and integrate eagerly with other races, making themselves useful any way they can, and delighting in others' approval. Most madra prefer an ordered existence with some consistency, either in daily routines or the company kept, and many become distressed without it. Few madra live alone, and they cohabit with others of their kind or anyone else who will take them in.

MADRA TRAITS

Creature Type. You are a Humanoid.

Age. Madra mature at 8 years and live up to 50 years.

Keen Senses. You are proficient in the Perception skill.

Pack Bravery. If an ally of yours is within 30 feet of you, you have advantage on saving throws against being frightened.

Ancestry. Choose one of following ancestries: *Hundr Madra* or *Koer Madra*.

HUNDR MADRA

The powerful hundr resemble mastiffs, bulldogs, or other larger breeds of dogs. They have a reputation for loyalty and aggression. They are frequently employed as guards, trackers, or shepherds.

Size. Hundr stand between 4 and 5 feet tall and average about 130 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Canine Jaws. Your teeth 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.

Tracker. You are proficient in either the Intimidation, Investigation or Survival skill.

Warden's Legacy. You know the *true strike* cantrip. When you reach 3rd level, you can cast the *hunter's mark* spell once with this trait and regain the ability to do so when you finish a long rest.

KOER MADRA

The koer resemble tend to be gregarious or neurotic in nature, and cut a far less imposing stature than the hundr, which they make up for with natural allure. They are frequently employed as bards, dancers, and jesters.

Size. Koer are between 3 and 4 feet tall and average about 55 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Clever Companion. You are proficient in either the Insight, Performance or Persuasion skill.

Language Learner. You learn an additional language of your choice.

Comate's Legacy. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *zephyr strike^{XGE}* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Madra Legacy Racial Traits

Ability Scores. Your Constitution score increases by 1.

Hundr. Your Strength score increases by 2.

Koer. Your Charisma score increases by 2.

Alignment. Madra feel most comfortable in societies with well-ordered hierarchies, giving them a strong lawful bent.

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

Racial Feat: Alert Senses

Prerequisite: Madra

You never forget a scent or sound, and can smell and hear things others cannot. You gain the following benefits:

- Your Wisdom score increases by 1.
- You have advantage on Wisdom (Perception) checks you make that rely on hearing or smell.
- When you make an Intelligence (Investigation) check, you can add your Wisdom modifier as a bonus to the roll.



Illustration by Lorne Colt

NYCHTERIDS

NOCTURNAL SHARERS

Nychterids are a race of sapient batfolk. They make their colonies in caves or large hollowed-out trees, preferring to live in forests or jungles. Most nychterid colonies have two locations, and like bats, make an annual migration between the two to stay with favorable weather and the availability of their preferred foods.

Nychterids are famously private as individuals, except within others of their colony. Most nychterids live in a commune of 2-6 other nychterids. No matter what a nychterid's other vocation in life, within their communes, they share everything: living quarters, domestic labor, food, sexual partners, and child-rearing responsibilities. Nychterids derive their surnames from their commune, which are chosen among its members, and can change when a new member is accepted into it. Nychterid children are given the surname of their birth commune until they join another.

This desire for relative insulation from others suits most nychterids just fine, as their resemblance to bats inspires a seemingly primal fear in folk, and they are often discriminated against, being thought to be harbingers of plague or disease, or the agents of vampires. This is, of course, ridiculous, and most nychterids maintain a diet of fruit and insects.

Everyone in nychterid society takes their turn in the kitchen, so most nychterids are gourmands. If a one has invited you to their home and prepared for you a meal, you know you have made a friend for life.

NYCHTERID TRAITS

Creature Type. You are a Humanoid.

Age. Nychterids reach physical maturity at the age of 15, and can live up to 80 years.

Size. Nychterids are between 3 and 4 feet tall, and weigh an average of 35 pounds. Your size is Small.

Speed. You have a base walking speed of 20 feet.

Flight. Your leathery wings grant you a flying speed of 30 feet. If you can attain a firm grasp, you can suspend your body from your feet without the need to make an ability check. You can't fly or suspend yourself if you are wearing medium or heavy armor.

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 an action, you emit a short burst of high-pitched noise, audible up to 60 feet away, but perceptible only to bats, other nychterids, creatures with the *Keen Hearing* trait, or creatures with a passive Perception of 17 or higher. Until the end of your next turn, you are aware of the location of objects and creatures within 30 feet of you, including invisible or hidden ones. You can't use this ability if you are deafened, and its effects end early if you become deafened or take thunder damage.

Keen Hearing. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.

Nychterid Resilience. You have advantage on saving throws against disease.

Speak with Bats. You can communicate with bats as if you shared a language.

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

Gourmand. You are proficient with cook's utensils.

Nychterid Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Alignment. Nychterids are usually of neutral alignments.

Languages. You can speak, read, and write Common and Nychterid. Nychterid is a chittering language, involving many sounds at higher frequencies than most folk can hear.

Racial Feat: Improved Echolocation

Prerequisite: Nychterid, 12th level

Increase your Wisdom score by 1, to a maximum of 20.

You can perform your echolocation using a bonus action, and its distance is increased to 60 feet.



Illustration by Juliane Prenhacca

OPSU

NOMADIC OPPORTUNISTS

The opossum-folk live in nomadic families of six to twelve members, making a living wherever the weather is good, and the food is plentiful, preferring woodlands and jungles. Often erroneously thought to be bearers of disease by folk, opsu are actually clean and fastidious creatures. As their family travels, they will bargain for food and lodging in exchange for honest labor, an enterprise an entire family learns to pitch in with not long as soon as they can walk.

Opsu are efficient climbers, and so many become carpenters, lumberjacks or other work that takes advantage of their natural talents.

Female opsu have a pouch on their abdomens that they use to carry their young until they are mobile enough to get around on their own. The pouch is roughly six inches wide and four inches deep. Some opsu keep important and personal items, such as keys in their pouches, while others frown on this practice and consider it unsanitary.

OPSU TRAITS

Creature Type. You are a Humanoid.

Age. Opsu mature at 5 years, and live up to 30 years.

Size. Opsu are between 3 and 4 feet tall, and weigh an average of 40 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) skill that rely on smell.

Nimble Claws. Your claws and tail are useful climbing tools, and grant you a climbing speed of 20 feet.

Prehensile Tail. You can make object interactions using your tail, and if you are not wearing medium or heavy armor, you can suspend your body from it.

Nomadic Proficiency. You are proficient with one set of artisan's tools of your choice.

Opsu Resilience. You have advantage on saving throws against poison and disease, and resistance to poison damage.

Play Dead. As a reaction, you can enter a cataleptic state that is indistinguishable from death for up to 10 minutes. You appear dead to all outward inspection. For the duration, you are blinded and incapacitated, you fall prone, your speed drops to 0, and you have resistance all damage except psychic damage. At the end of each of your turns, you can choose to end the state and reawaken.

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

Opsu Legacy Racial Traits

Ability Scores. Your Constitution, Wisdom and Charisma scores increase by 1.

Alignment. Opsu are usually of neutral alignments.

Languages. You can speak, read, and write Common and opsu. Opsu is a language composed of hisses, clicks and glottal stops.



Illustration by Theresa Königseder-Haller

PANGOLO

ENDURING ARBORISTS

Pangolo resemble armadillos, pangolins, and anteaters. They are hardy explorers, and pangolo elders pride themselves in being able to identify any animal or plant in their home territory, from the smallest insects (which they are particularly fond of making meals of) to the largest trees. Desert pangolo use trees as landmarks, etching their bark with their claws. Pangolo that live in thicker wooded areas take this practice to the extreme, growing idealized tree-gardens as the centerpieces of their lives.

Pangolo prefer to make their homes in subterranean dens inside the root structures of trees, where they can monitor their health and ensure they are free of unwanted infestations of insects or blights.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.

PANGOLO TRAITS

Creature Type. You are a Humanoid.

Age. Pangolo reach physical maturity at the age of 15, and can live up to 80 years.

Size. Pangolo stand between 4½ and 5½ feet tall and average about 170 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Armor. You have tough armor plates. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Claws. Your hands have long, deadly claws which are natural weapons, which you can use to make unarmed strikes. If 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.

Wilderness Living. You have advantage on Wisdom (Survival) checks you make to correctly identify a Plant or Beast you can see and smell.

Subterranean Senses. When underground, you always know your depth from the surface, and which way is north.

Earthen Affinity. You know the *blade ward* and *mold earth^{XGE}* cantrips. When you reach 3rd level, you can cast the *locate animals or plants* spell once with this trait, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Pangolo Legacy Racial Traits

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

Alignment. Pangolo are usually of neutral alignments.

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

Racial Feat: Thick Armor

Prerequisite: Pangolo

Increase your Constitution score by 1, to a maximum of 20.

Your armor plating grows thicker than others of your species, and you become ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.



Illustration by Viktor Titov

QUILLEN SPINY PROTECTORS

Quillen resemble hedgehogs and porcupines. Their furry bodies are adorned by patches of sharp quills, which they can bristle and use as a natural defense. Quillen typically dislike being surprised or startled. When a quillen is angry or upset, their speech becomes punctuated by huffed breathing and a displeased tut-tut of a clicked tongue.

Quillen do not see very well compared to other folk, and primarily rely on their keen senses of hearing and smell to guide them through their lives. Quillen often have epicurean leaning where these two are concerned: they savor their food's smell before eating it, naming each spice and flavor they can identify before the food reaches their mouth. Many quillen are also fond of floral and herbal scents, teas, perfumes, and incense.

QUILLEN TRAITS

Creature Type. You are a Humanoid.

Age. Quillen reach physical maturity at the age of 8, and can live up to 50 years.

Size. Quillen stand between 3½ and 4½ feet tall and average about 60 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Poor Eyesight. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when the target of your attack, or whatever you are trying to perceive is not in bright light or direct sunlight.

Keen Smell and Hearing. You have advantage on checks you make with the Wisdom (Perception) skill that rely on smell or hearing.

Wilderness Living. You are proficient with the Survival skill.

Quills. Portions of your body are covered in hard, sharp quills. When a creature you can see hits you with a melee attack that lacks the reach property or attempts to grapple you, you can use your reaction to deal piercing damage to your attacker equal to your proficiency bonus. You can poison your spines as if they were a weapon.

Natural Affinity. You know the *druidcraft* cantrip. You can cast the *speak with animals* spell once with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *cordon of arrows* spell once with this trait, and regain the ability to do so again when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Quillen Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Alignment. Quillen are usually of good alignments.

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

Racial Feat: Dire Quills

Prerequisite: Quillen

The damage your quills deal is increased to twice your proficiency bonus.

Additionally, you can make ranged attacks with proficiency using your spines that deal 1d8 piercing damage with a range of 60 feet. You can make a number of these attacks equal to your Constitution modifier (minimum: 1). You regain expended uses of your spine attacks when you complete a short or long rest.



Illustration by Luis Lasahido

RHINOX

GENTLE GIANTS

The rhinox have a broad build, thick hides, and heads of a rhinoceros, complete with a large single horn protruding from the tops of their head.

Rhinox rear their young in family groups called a crash, and travel wide savannahs chasing seasons and favored tastes in fruit, berries, and green, leafy plants.

A rhinox is not born with a horn. The horn begins to grow at when a young rhinox reach adolescence, usually at around six years of age, and reaches full size around the time a rhinox reaches adulthood two years later.

Urban rhinox are rare, as most prefer the wind and solitude of the open savannah, where their considerable bulk is not considered a nuisance. Rhinox are so large and heavy that most furniture cannot withstand their weight, and fitting through doorways meant for most folk can be a daily challenge for them.

Most rhinox revere and even worship fey, from which they are descended.

RHINOX TRAITS

Creature Type. You are a Humanoid.

Age. Rhinox mature at 8 years, and live up to 60 years.

Size. Rhinox stand between 6 and 8 feet tall, and weigh 300-400 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

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

Horn. You have a large single horn on your head, with which you can make gore attacks, dealing $1d6 + \text{your Strength modifier}$ in piercing damage.

Trampling Charge. If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with a horn attack, they must succeed a Strength saving throw DC $8 + \text{your proficiency bonus} + \text{your Strength modifier}$ or be knocked prone.

Pachyderm. You have thick, leathery skin. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. If you are using a shield, you can apply the shield's bonus as normal.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Cantrip. You know one cantrip of your choice from the druid spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Rhinox Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Wisdom score increases by 1.

Alignment. Rhinox's sense of honor and gentle nature usually lead them toward a life of good. Evil rhinox are rare and are usually the sworn enemies of the rest of their kind.

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

Racial Feat: Thick Hide

Prerequisite: Rhinox

Your hide is even thicker than usual. You can use your reaction to position your plates advantageously, granting you resistance to an incoming attack that would deal piercing or slashing damage to you.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.



Illustration by Zeker Toons

SKIOUROS

SHADOW TAILS

The skiouros are a race of beady-eyed, bushy tailed crepuscular people that prefer to live in dark woods.

Skiouros have luxurious patches of color in their fur: usually inky blues, deep reds, or royal purples, especially on their tails and the tips of their ears. Their unique colorations often see them becoming prized prey for ursine, gnoll or orc tribes who use their pelts as signifiers of position or prestige.

For this reason, most skiouros are secretive, and do not trust other races and keep primarily to themselves and a loose network of family relations or close friends that live in the same area. They make their homes in the tops or bases of wide, ancient trees, and eat by scavenging the edible plants of the wood, and hunting birds and snakes. Most skiouros are born as twins or triplets, and single births are considered auspicious, and thought of among their kind as if fate had something special in store for them as an individual.

Despite their secretive nature, Skiouros tend toward curiosity, and love to try new foods if they travel, pocketing anything that will keep so they have a snack on hand for later.

SKIOUROS TRAITS

Creature Type. You are a Humanoid.

Age. Skiouros mature at 5 years, and live up to 25 years.

Size. Skiouros average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, 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.

Climber. You have a climbing speed equal to your walking speed, and when you aren't wearing medium or heavy armor, you can descend headfirst.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Sneaky. You are proficient in one of the following skills: Acrobatics, Sleight of Hand, Survival or Stealth.

Shadowy Legacy. Once you reach 3rd level, you can cast the *darkness* spell; you must finish a long rest in order to cast the spell again using this trait. When you cast the *darkness* spell, you can see normally inside of it. Once you reach 5th level, you can also cast the *locate animals or plants* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and require no material components to cast them.

Skiouros Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Alignment. Skiouros tend toward neutral alignments, and their independent streaks and natural curiosity see most tending toward chaos.

Languages. You can speak, read, and write Common and Skiourosi. Skiourosi is a chittering language of squeaks that are barely audible to most species, and is rarely spoken over distances further than 10 feet away.



Illustration by Pratik Jaiswal

THANOI

WARRIOR WALRUSFOLK

The thanoi, or “walrus-men”, as they are sometimes known to outsiders, patrol arctic coasts. They make these patrols both above the water in boats, and below the water as powerful swimmers, and they are rarely welcoming to outsiders to their lands.

Thanoi tribes are led by the biggest, strongest, and often the meanest members of their tribe. These leaders usually appoint close family members or longtime allies as bodyguards, advisors, and other leadership positions as bulwarks against their deposition. In practice, however, challenges are equally as likely to come from within this inner circle as without it.

Thanoi spiritual leaders are known as a *kagog*. By magic or more practical means, a *kagog* is expected to tend to the tribe’s wounded, and keep the tribe safe during travel and hunting by predicting the ever-changing arctic weather. *Kagogs* pass their secrets down to the next in their lineage or a trusted apprentice. This institution is often kept separate from tribal leadership, with the two working in tandem to direct the tribe.

A few thanoi live solitary lives, away from their tribes, and most often find work as trappers, guides, traders, or soldiers of fortune, but few of these ever leave their arctic domain, finding warmer weather too uncomfortable to put up with for long.

THANOI TRAITS

Creature Type. You are a Humanoid.

Age. Thanoi mature at 15 years, and live up to 80 years.

Size. Thanoi stand between 7 and 8 feet tall, and weigh 280-400 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

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

Blubber. You have resistance to cold damage. You’re also acclimated to cold climates as described in Chapter 5 of the *Dungeon Master’s Guide*. You are uncomfortable in warmer climates. In hot climates, you have disadvantage on saving throws against exhaustion.

Flippers. Your clawed flipper-like feet grant you a swimming speed of 30 feet. Difficult terrain due to ice or snow doesn’t cost you extra movement.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Spear-Fisher. You are proficient with spears, and nets. When you attack with a net, you cannot have disadvantage on the attack.

Tusks. Your long tusks 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.

Thanoi Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Constitution scores increase by 1.

Alignment. Thanoi tribes are notoriously unstable, and challenges to authority are frequent. Their tribes tend toward neutrality or evil.

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

Playing a Thanoi *Kagog*

A druid of the *circle of the land* with a focus on the *arctic* or *coast*, or a cleric of the *nature* domain make obvious choices for thanoi *kagog*, but a bard, sorcerer, wizard, or warlock can work just as well! The *Theurgist* feat detailed in Chapter 5 is also appropriate for *kagog* characters.



Illustration by Tuncer Eren

URSINE

BEARFOLK OF THE WILDS

The ursine are a race of bear-like folk that prefer to live in forests. When encountered by the ignorant, they are commonly mistaken for werebears or even the odd sasquatch. These misunderstandings have driven most ursine tribes deep into wildernesses, far from the bustling metropolises of the world.

Ursine have large heads, noses, ears and thick necks and claws that resemble those of bears. Their bodies are completely covered in fur that can be brown, black, white, grey, or even red, orange or tawny in color. A few tribes have stripes or collars of another fur color as a general rule, and other tribes consider such patterns a sign from their ancestors, whom they worship. They organize themselves into tight-knit family groups, usually between ten and thirty individuals.

When adulthood is reached, some ursine leave their tribe for on a spiritual quest of personal discovery. When they have finished, then return to their tribe and add their knowledge to the tribe, passing down their worldly wisdom to the next generation of cubs. These ursine spend up to fifteen years of their relatively short lives on such quests.

THE ENDLESS JOURNEY

Ursine travel great distances by caravan, moving between traditional hunting and fishing grounds. Tribes maintain formal diplomatic relations with the permanent inhabitants of their ancestral lands, or ally with their enemies if feel the land is being mismanaged.

URSINE TRAITS

Creature Type. You are a Humanoid.

Age. Ursine mature at 10 years, and live up to 60 years.

Size. Ursine stand between 6 and 8 feet tall, and weigh 240-380 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) skill that rely on smell.

Natural Weaponry. Your claws and bite are natural weapons, which you can use to make unarmed strikes with proficiency. If you hit with them, you can choose to deal slashing or bludgeoning (claw) or piercing (bite) damage equal to $1d4 + \text{your Strength modifier}$.

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

Hibernation. If you prepare yourself by consuming double the amount of food you require to live for at least one month, you can enter a state of deep sleep for a number of months equivalent to your proficiency bonus. For the duration, your metabolism slows, you do not need food or water, and you are immune to cold damage caused by your environment.

You can awaken yourself at any time. If you take damage or are forced make a saving throw, you awaken. If you have been hibernating for at least 1 month when you awaken, you must immediately succeed a DC 12 Constitution saving throw or suffer from one level of exhaustion.

Tribal Ancestry. Choose one of following tribes: *Shash*, *Makwa* or *Helarc*.

Ursine Legacy Racial Traits

Ability Scores. Your Strength score increases by 1.

Shash. Your Strength and Constitution scores increase by 1.

Makwa. Your Dexterity and Intelligence scores increase by 1.

Helarc. Your Charisma and Wisdom scores increase by 1.

Alignment. Ursine tribal traditions see them tend toward lawful alignments, but their tribes are good, neutral, or evil in equal measure.

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

SHASH

Largest and most fearsome of the tribes, the shash favor temperate arboreal areas in temperate or arctic regions, and avoid other races as much as possible, preferring the company of their own kind. Their fur is usually brown, grey, or white.

Honor, status, and lineage mean a great deal in their societies, and members often have use-names that identify an important lineage or memorialize a particularly memorable feat that individual might have accomplished in their lifetime.

Above all else, the shash prize honor, bravery, and selfless dedication to their tribe. They will actively hunt Elkin tribespeople when moving through their lands, especially in the long winter months.

Menacing. You are proficient in the Intimidation skill. If your class or background grants you the Intimidation skill, you can add twice your proficiency bonus to rolls with it.

Forager. If there's edible flora, game to hunt or potable water within a number of miles equal to your proficiency bonus, you know it and where to find it.

MAKWA

Smallest and most cunning of the tribes, makwa are clever tribes who often find ways to enter into mutually beneficial relationships with their neighbors. Their natural talent for craftsmanship and tolerant attitude makes them the most likely of the tribes to fully integrate into other societies. Their fur ranges from dark brown to black and deep red. A few have ringed tails or white markings.

However, even the most urban makwa still favor trees and prize them for climbing and scratching unreachable spots of their body, and are loathe to live anywhere that doesn't have a few good trees within reach.

Makwa prize cunning, ingenuity, and flexibility as virtues.

Nimble Claws. Your claws are especially dexterous, and grant you a climbing speed of 20 feet. They can also serve as one artisan's tool (or thieves' tools), with which you are proficient.

Unseen Among the Leaves. You have advantage on Dexterity (Stealth) checks when in forest or jungle terrain.

HELARC

Members of the helarc tribe are the least likely of their kind to engage in the practice of hibernation, preferring tropical forests, jungles or swamps that brim with food year-round, enjoying in the continuous bounty that the warm climate provides. They range in color from brown to gold and tawny. A few are marked by dramatic white and black alternations.

Helarc prize affability, wisdom, and optimism as virtues. They tend to be gregarious, and engage eagerly with other races. Helarc merchants are famous for their ability to sell anything to anyone, be it goods or ideas.

Golden Tongue. You are proficient in the Persuasion skill. If your class or background grants you the Persuasion skill, you can add twice your proficiency bonus to rolls with it.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with Beasts and Plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.



Illustration by Luis Lasahido



Illustration by Kieron McGuire

VARKINDS

ETERNAL OPTIMISTS

Urban varkinds tend to look like domestic pigs, with tufted ears, large snouts, and hooves at the ends of their feet. They are famously happy-go-lucky, with sunshine-laden, easy-going personalities. Barbarian tribes of varkinds tend to have a more boar-like appearance, with thick fur or a crested mane, and some even have large tusks protruding from their faces. They can be considerably more serious, but like their urban counterparts, they welcome friends and allies with great hospitality.

Varkinds never forget favor nor offense: they are patient and kind with friends and loved ones, and vicious and unforgiving toward their enemies or those who have done them wrong. Varkinds are known to hold a grudge for the entirety of their lives, and moments later seem to forget it entirely once they are otherwise occupied, returning to their usual happy-go-lucky self.

Varkind tribes are called saunders, and number from twenty to thirty individuals, and are matriarchal. When male varkinds reach adulthood, they leave their saunders to make their own way in the world. Most die as contented bachelors.

VARKIND TRAITS

Creature Type. You are a Humanoid.

Age. Varkind mature at 15 years, and live up to 70 years.

Size. Varkind are as stout as dwarves, standing between 4 and 5½ feet tall, and weigh 100–200 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet. Your speed is not reduced by wearing heavy armor.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

Open Minded. You are proficient in the Insight skill.

Natural Philosopher. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *goodberry* spell once, and you must finish a long rest in order to cast the spell again using this trait. You can choose your spellcasting ability for these spells, choosing Intelligence, Wisdom or Charisma.

Sure-Footed. Your low center of gravity makes it difficult to knock you over. You can double your proficiency bonus to saving throws you make to avoid being knocked prone.

Mud Lover. Difficult terrain due to mud does not impede your movement.

Thunderous Squeal. As a bonus action, you can release a loud squeal. It is audible at 500 feet, and creatures within 10 feet of you that can hear you must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or take your level in thunder damage. You can use this ability twice, and regain expended uses of it when you finish a long rest.

Varkind Legacy Racial Traits

Ability Scores. Your Intelligence, Wisdom and Charisma scores increase by 1.

Alignment. Urban varkinds tend toward good alignment, while rural and wild tribes tend toward neutrality.

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

Racial Feat: Boar Tusks

Prerequisite: Varkind

Your Strength or Constitution score increases by 1.

You grow a set of dangerous wild-looking tusks. You can use them to make a gore attack that deal $1d6 + \text{your Strength modifier}$ piercing damage.

If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with your tusks, you can use your bonus action to shove the creature.

VULPINI

CUNNING, CLEVER AND FEARLESS

Vulpini are folk with features that resemble foxes, coyotes, badgers, skunks, or raccoons, depending on their ancestry. They can be white, grey, black, red, brown, tawny. Some have alternating stripes along their bodies or tails.

Vulpini are sharp-tongued, fiercely individualistic, and adventurous, and have a notorious predisposition toward wanderlust. They often travel incredible distances over their lifetimes and die far from their place of birth. Some settle down and live for years in the same place if the area is filled with opportunity or to rear their young, but they almost always eventually leave anything (and anyone) they cannot easily bring with them behind, up to and including their own children. This tendency to leave without arranging one's affairs has earned their race more than a few enemies, and some folk are reluctant to enter into any long-term arrangements that rely on trust with a Vulpini.

Few vulpini ever dedicate themselves to religion, although some find a worthy of dedicating themselves to, if only for a time.

VULPINI TRAITS

Creature Type. You are a Humanoid.

Age. Vulpini mature at 12 years, and live up to 60 years.

Size. Vulpini are between 3½ and 4½ feet tall, and weigh an average of 60 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

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.

Compass Sense. Barring magical interference, you always know which way is north.

Subrace. Choose one of the following subraces: *Raposi*, *Tenko* or *Guaxin*.

Vulpini Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2.

Alignment. Most vulpini are chaotic, but few are evil.

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



Illustration by Stu Harrington

RAPOSI

The most numerous and successful of the vulpini, the raposi always seem to overcome any challenge life throws at them.

Unseen Movement. You are proficient in the Stealth skill. Additionally, you can hide using your bonus action.

Fast Talker. You are proficient in the Persuasion skill.

Quick to Endear. You know the *friends* cantrip. At 3rd level, you can cast the *expeditious retreat* spell once with this trait, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Raposi Legacy Racial Traits

Ability Scores. Your Charisma score increases by 1.



Illustration by Luiz Prado

GUAXIN

The industrious guaxin have a reputation for avarice, and rarely mind giving someone a piece of their mind if they feel offended or taken advantage of. They have a keen mind for business and often make a living as traveling traders or merchants. However, their bark is worse than their bite, and most prefer to avoid physical conflict when it comes down to it.

Keen Insight. You are proficient in the Insight skill.

Cowering Feint. You can Disengage using your bonus action.

Sharp Tongue. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *knock* spell once with this trait, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Guaxin Legacy Racial Traits

Ability Scores. Your Intelligence score increases by 1.



TENKO

A rare few tenko are born with more than one tail, a sure sign of an auspicious life.

Tenko Magic. You know the *Fire Bolt* cantrip. You can cast the *faerie fire* spell once; you must finish a long rest in order to cast the spell again using this trait. When you reach 3rd level, you can cast the *magic mouth* spell once without the need for any material components once; you must finish a long rest in order to cast the spell again using this trait. At 5th level, you can cast the *Nystul's magic aura* spell once; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Ethereal Jaunt. As a bonus action, you can enter the ethereal plane, and take the Dash action when you do. You can remain in the ethereal plane until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

Tenko Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 1.

Illustration by Dante2906



Illustration by Kirk Quilaquil

FY FOLK

CHANGE IS ETERNAL

Some elves revere fey for their mutability, a trait they associate with their common ancestor Corellon. They might commune with fey in the Astral Plane or if they are brave, enter the Feywild itself.

Halfling farmers credit fey for a bountiful harvest, but some also blame them for a poor one. Superstitious gnomes tell tales of child-stealers, evil fey who lure children and travelers into deep woods to their inevitable doom.

In truth, fey most often enter the Material Plane out of curiosity or compulsion. They might be called there by a powerful spellcaster, or by deep magic, their returning like a comet on a calendar longer than living memory. These excursions produce bonds of family, love, and enmity, echoing down generations. Some fey live a life of adventure in the Material Plane for years, eventually return to the Feywild as if called home, and many are never seen again by the denizens of the Material Plane.

Fey are thought fickle and incapable of loyalty, but I have found nothing further from the truth.

The Feywild enforces two laws upon its denizens: Firstly, be true, to yourself and to your word. The second, and perhaps more important is:

Change, or die.

~ Old Gus

Fey Nature and Fey Hybrids

The faerie class is detailed in Chapter 3. The faerie spell list detailed in Chapter 4 also provides a list of spells suitable for characters with the *Fey Ancestry* trait or other fey inclinations.

Additional Reading

Additional considerations for DMs for bringing fey into the material plane are detailed in Chapter 6, and also in Chapter 2 of the *Dungeon Master's Guide*.



Illustration by Jack Griffin



Illustration from Volo's Guide to Monsters

BOGGLES

SMALL, STICKY AND MISCHIEVOUS

Boggles resemble monstrous, gnarled gnomes with grey, blue, or purple skin and a pungent odor. They lurk in the fringes of the Feywild and are also found on the Material Plane, where they hide under beds and in closets, waiting to frighten and bedevil folk with their mischief.

Boggles engage in petty pranks to amuse themselves, which are annoying but usually harmless. Most boggles are cowards and avoid confrontation or combat. A boggle that feels bested by someone else might offer its services to the being that defeated or cornered it, although precious few are strong-willed enough to get the best out of a boggle's mischievous compulsions.

BOGGLE TRAITS

Creature Type. You are a Fey.

Age. Boggles reach adulthood at around 20 years and live up to 150 years.

Size. Boggles stand between 2 and 4 feet tall, and average about 40 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

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.

Uncanny Smell. You are proficient in the Perception skill, and have advantage on Wisdom (Perception) checks that rely on smell.

Boggle Oil. As a bonus action, you excrete a non-flammable oil from your skin for 1 minute. You choose whether the oil is slippery or sticky, and for the duration, you can change the oil from one viscosity to another as a bonus action.

While coated in slippery oil, you have advantage on ability checks you make to escape bonds, squeeze through narrow spaces, and end grapples.

While coated in sticky oil, you have advantage on ability checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. You gain a climbing speed of 20 feet.

You can use this ability a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

Oil Puddle. While coated in oil, you can use your action to create a puddle of it 1 inch deep and covering the ground in your space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour. Saving throw DCs against your oil puddle are $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a Strength saving throw or be restrained. On its turn, a creature can use an action to make a new saving throw and extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space.

Fire Resistance. Your skin is coated in a non-flammable oil. You have resistance to fire damage.

Boggle Legacy Racial Traits

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

Alignment. Almost all boggles are chaotic.

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

Racial Feat: Twisting Space

Prerequisite: Boggle

As a bonus action, you can create an invisible and immobile rift within an opening or frame it can see within 5 feet of you, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of you that you can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, you can see through it and are considered to be next to the destination as well, and anything you put through the rift (including a portion of your body) emerges at the destination. Only you can use your rift, and it lasts until the end of your next turn.

Racial Feat: Mischievous Familiar

Prerequisite: Boggle

You can serve as familiar to a spellcaster with the *Find Familiar* spell if their level is equal to or higher than yours. You can access the dimension their spell creates using your action. While inside, you share your master's hearing and vision, but cannot take any actions other than exit.



Illustration from Volo's Guide to Monsters

DARKLINGS

LURKING IN THE SHADOWS

Ancient legends speak of a seelie fey who betrayed the Summer Queen. His true name has been stricken from history, but the stories call him Dubh Catha ("Dark Crow" in common). So great was the Summer Queen's wrath that she cursed every member of his house. Other fey refer to the descendants of Dubh Catha's house as the dubh sith- or, in Common, "darklings". Darklings most often settle in secluded caverns and chambers beneath the towns of other species. From such enclaves, they quietly ply their trades as thieves, spies, and assassins.

The Summer Queen's curse causes a darkling's body to absorb light, and doing so wizens them, much like the effect of rapid aging. For this reason, darklings cover every part of their body with clothing when exposure to light is a risk.

Darklings have a particular fondness for beauty and art, and might risk taking a peek at a sunset or lighting a tiny candle to glimpse the colors in a painting or a jewel.

DARKLING TRAITS

Creature Type. You are a Fey.

Age. Darkling reach adulthood at around 20 years and live up to three centuries.

Size. Darklings stand between 3 and 4 feet tall on their cloven feet, and average 50 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Darkling Vision. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Darkling Movement. You have proficiency in the Stealth skill, and have advantage on checks you make with it when in darkness.

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

Darkling Weapon Training. You are proficient with daggers, scimitars, shortswords, and rapiers.

Darkling Magic. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *bane* spell once; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race),, and you require no material components to cast them.

Death Flash. When you die, nonmagical light flashes out from you to a distance of 10 feet as your body, your possessions, burn to ash. Metal or magic objects are not consumed in the flash. Any creature in the area and able to see must succeed on a DC 10 Constitution saving throw or be blinded until the end of their next turn.

Darkling Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Alignment. Most darklings are evil.

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

Racial Feat: Darkling Transformation

Prerequisite: Darkling

You undergo a ritual transformation, gaining these benefits:

- Your Dexterity or Wisdom score increases by 1.
- Your size becomes Medium, and your movement increases to 30 feet. Your hooves become feet, and you are indistinguishable from an elf.
- You learn the Elvish language if you do not know it.
- You regain use of your *Darkling Magic* spells when you finish a short or long rest.



Illustration by Sandra Duchiewicz

DRYADS

KEEPERS OF THE GROVES

Dryads dedicate their long lives to watching over, caring for, and living within trees, woods and forests and caring for the beasts that inhabit it. Visitors to their forests would do well to not act foolishly around any tree inhabited or protected by a Dryad.

It is rare that a dryad leaves their wood for long, but they will, especially if it is safer to deal with a threat without putting their beloved trees at risk.

As traveling companions, Dryads often seem aloof or lost in thought worrying about how their tree or grove is faring without them, but will often display a gentle, nurturing compassion to an ally who needs it.

DRYAD TRAITS

Creature Type. You are a Fey.

Age. Dryads reach adulthood at 100 years and live up to three millennia.

Size. Dryads stand between 4 and 7 feet tall, and average 180 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Natural Adept. You are proficient in the Nature skill.

Fallow. Dryads don't need to sleep. Instead, they lie fallow, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 72 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 6 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Natural Speech. You can communicate with Beasts and Plants as if you shared a language.

Dryad Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *goodberry* spell once; you must finish a long rest in order to cast the spells again using this trait. When you reach 5th level, you can cast the *plant growth* spell once with this trait, and must finish a long rest before you cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Tree Bond. As a 10-minute ritual, you can deposit your essence within a tree large enough for your body to fit inside, and can see, hear, rest, and sustain yourself for the remainder of its lifetime or yours, whichever comes first. If the host is uprooted, damaged or disturbed, you are expelled and also take the damage done to the tree as psychic damage to yourself.

Dryad Legacy Racial Traits

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

Alignment. Most dryads are neutral.

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

Racial Feat: Tree Stride

Prerequisite: Dryad

Your Wisdom or Charisma score increases by 1.

Once on your turn, you can use 10 feet of your movement to step into a living tree and emerge from a second tree within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger. You can use this ability a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

GELFLING

CHILDREN OF THRA

Tucked away in a remote corner of the infinite skies under the light of three suns, the Gelfling are the people of a land called Thra. Gelfling have four fingers on each hand, and four toes on each foot. They are often described as innocent, naive, and forgetful. Their society is composed of seven Gelfling clans, each of which is close to Thra in their own unique way.

Each clan is led by a Maudra, a woman of supreme wisdom whose connection to Thra is unrivaled among their clan. Most Gelfling live their lives out in peace among their own clan, but a few end up adventurers who see the wider world, finding adventure, fame, danger, and friendship among the other clans.

GELFLING TRAITS

Creature Type. You are a Fey.

Age. Gelfling reach adulthood at around 16 years and live up to 80 years.

Size. Gelfling stand between 2 and 3 feet tall, and average about 60 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Dreamfasting. Gelfling can share their memories through physical contact with one another. With time and practice, Gelfling have occasionally been able to teach others this remarkable skill.

Dreametching. Gelfling know a secret art called *dreametching*, which allows them to carve thoughts and ideas into physical shapes. The more Gelfling involved in a dreametching, the more powerful the creation. A Gelfling who touches such an etching is able to dreamfast with the etching and experience the dream that was stitched there. When multiple Gelfling dreamfast together, a dreametching might be spontaneously created between them upon a nearby surface (at the DM's discretion).

Brave Men. If you are male, you have advantage on saving throws you make to avoid or end the frightened condition on yourself.

Winged Women. If you are female, you were born with a pair of retractable wings, giving them a flying speed equal to their movement speed. Taking any damage while flying causes them to immediately fall, but a falling Gelfling uses their wings to flutter and slow their descent, suffering only half the falling damage they otherwise would have taken were it not for their wings. The precarious nature of flight makes most Gelfling woman prefer to walk rather than fly, keeping their gossamer wings safely tucked away in their clothing.

Gelfling Clan. Gelfling are born to one of seven clans, each of which has a unique history and traits. Choose a clan from one of the following: *Dousan*, *Drenchen*, *Grottan*, *Sifa*, *Spriton*, *Stonewood*, or *Vapra*.



Illustration by Vincent Covello

Gelfling Legacy Racial Traits

Ability Scores. Your Charisma score increases by 1.

Dousan. Your Wisdom scores increases by 2.

Drenchen. Your Dexterity and Constitution scores increase by 1.

Grottan. Your Intelligence and Wisdom scores increase by 1.

Sifa. Your Dexterity and Wisdom scores increase by 1.

Spriton. Your Strength and Dexterity scores increase by 1.

Stonewood. Your Dexterity and Intelligence scores increase by 1.

Vapra. Your Charisma and Intelligence scores increase by 1.

Alignment. A Gelfling's innocent and naïve nature makes most Gelfling lawful good.

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

Learning to Dreamfast

At the DM's discretion, a Gelfling can attempt to teach a willing creature whose intelligence score is at least 6 to dreamfast by touching them for 1 minute. The recipient must succeed on a DC 18 Charisma ability check, or the pair must finish a long rest before trying again. Once a creature gains master of dreamfasting, they can eventually learn the craft of reading or even creating dreametchings with time, training, or experience with the art.

DOUSAN

The Dousan live upon sandships—flying constructs of bone and crystal that navigate sandy, crystalline deserts. Their culture is shrouded and unsettlingly quiet compared to the other clans, and their life stories told in intricate, magic tattoos painting their bodies in sparkling green, silver, and golds. The Dousan shun materialism, preferring the immaterial and spiritual pursuits. They also have a great love of music and song.

Thoughtful. You are proficient in either the Insight or Perception skill.

Songs of Thra. You are proficient with one musical instrument and one gaming set of your choice.

Desert Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to hot climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Dousan Magic. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *augury* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *dust devil^{XGE}* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

DRENCHEN

The Drenchen clan are a Clan of amphibious Gelfling. They tend to be taller and stronger than other Gelfling, the proud Drenchen wear their hair in long dreadlocks. They are powerful in combat, though they generally prefer to keep to themselves. Their skin is of a yellowish-green hue, with orange tinges around their prominent forehead ridges, a unique feature to their clan.

Amphibious. You can breathe air and water.

Swim Speed. You have a swimming speed of 25 feet.

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

Drenchen Weapon Training. You are proficient with scimitars, blowguns, and shortbows.

Survivalist. You are proficient in either the Animal Handling or Survival skill.



Illustration by Kimberley Dawn Robson

GROTTAN

The Grottan are a mysterious, secretive breed who dwelled in perpetual darkness. Generations in the shadows has left them with an extreme sensitivity to light—and solid black eyes that could see in the dark and large ears to make out even the faintest of echoes. The Grottan clan is the smallest of the clans, numbering only in the dozens.

Age. Grottan reach adulthood like at the same as other Gelfling, but live longer: up to two or three centuries.

Superior Darkvision. Accustomed to the depths of the caves of Grot, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Herbal Training. You are proficient with the herbalist's kit.

Magic of Stone. You know the *magic stone^{XGE}* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell (choose when you select this race).

SIFA

The Sifa worship the wind, whose changing whims can mean life or death on the open sea. Most Sifa are well-traveled merchants, and the only Gelfling to harvest the bounty of the ocean. When in port, they're happy to trade anything and everything—including wisdom. Sifa charms enchanted with different spells were highly desired by travelers, craftsmen, and warriors of all clans.

Silver Tongue. You are proficient in either the Persuasion or Deception skill.

Sifa Crafts. You are proficient with either water vehicles or navigator's tools.

Sifa Weapon Training. You are proficient with scimitars, shortbows and longbows.

Sifa Magic. You know the *gust* cantrip. Once you reach 3rd level, you can cast the *illusory script* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *gust of wind* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

SPRITON

Age-old rivals of the Stonewood, the Spriton are a warrior race who inhabit rolling, grassy fields nestled in wide valleys. In addition to being the fiercest of Gelfling fighters, the Spriton are also skilled at stitching, fabric and textile working, and beading. Their handiwork was unparalleled and widely sought, and it is said their clan were the first to learn the art of dreamatching.

Capable. You are proficient in either the Athletics or Acrobatics skill.

Spriton Weapon Training. You are proficient with light armor and two martial weapons of your choice.

Spriton Crafts. You are proficient with either calligraphers' supplies, leatherworker's tools, or weaver's tools.

STONEWOOD

The Stonewood clan dwells on fertile lands near and within thick, dark woods. This is the tribe of the hero *JarraJen*, whose courageous and daring exploits famed the Stonewood as warriors and adventurers, although most are content to live as farmers or cobblers.

Stonewood Weapon Training. You are proficient with handaxes and battleaxes.

Naturalist. You are proficient in the Nature skill.

Stonewood Crafts. You are proficient with two of the following: cobbler's tools, mason's tools or thieves' tools.

Fixer. You know the *mending* cantrip.



Illustration by artsangel

VAPRA

Members of the Vapra clan are usually born with white hair, and fair skin. Considered the oldest of the Gelfling clans, the Vapra reside in cliffside villages in sparkling structures of stone. Vapra are skilled at camouflage and illusion, which they can use to become nearly invisible.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Vapra Education. You are proficient in either the Arcana or History skill.

Vilyaya Magic. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *blur* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).



Illustration from Volo's Guide to Monsters

KORREDS

FRIENDS OF THE EARTH

Korreds are unpredictable, secretive fey with strong ties to stone. Because of their magical hair and their mystical understanding of minerals, they are sought out by treasure hunters, dwarves and others that desire the wealth of the earth. No one knows the ways of stone and earth better than a korred. Korreds can seemingly feel the rise and fall of bedrock under the earth.

Korreds generally prefer to keep their own company, but occasionally consort with creatures of elemental earth, or promising adventurers. Tribes of korreds occasionally gather to perform ceremonial dances, beating out rhythms on stone with their hooves and clubs which can be heard (or felt) for miles underground. They have hair all over their bodies, and the hair that grows from their head is magical, and almost as durable as linked chains of iron. Korreds take great pride in their hair, and equally great offense at anyone who attempts to cut it without permission.

KORRED TRAITS

Creature Type. You are a Fey.

Age. Korreds reach adulthood at around 30 years and live up to three centuries.

Size. Korreds stand between 3 and 4 feet tall, and average about 80 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Adept. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain, and difficult terrain due to stone and rock does not impede your movement.

Stone Mover. You count as two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift in stone.

Stone Speech. You can spend 10 minutes to speak with stones. Most rocks have no ears or eyes and a poor grasp of time, but easily reveal information about their mineral composition, or structural integrity.

Stone Magic. You know the *mold earth*^{XGE} cantrip. Once you reach 5th level, you can cast the *meld into stone* spell once, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Hair Whip. As an action, you can extend a long, whip made of your magical hair that lashes out toward one creature you can see within 30 feet of you. Make a melee spell attack against the target using the ability you chose for your *Stone Magic* trait. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you can pull the creature up to 10 feet closer to you.

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

Korred Legacy Racial Traits

Ability Scores. Your Strength, Constitution and Charisma scores increase by 1.

Alignment. Due to their generally solitary existences and attunement to the earth, most korreds are chaotic, neutral, or both. A few korreds spend their lives aligned with mortal races and take on other alignments.

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

Racial Feat: Grappling Hair

Prerequisite: Korred

When you hit a creature with your *Hair Whip*, you can attempt to grapple the target using your bonus action. You can use your Charisma score instead of your Strength score on checks to make or maintain the grapple. If you succeed, your speed drops to 0. While grappling, your hair has an AC of $14 + \text{your proficiency bonus}$, and a number of hit points equal to your level + your Constitution modifier. It also has resistance to fire damage, and regains 1 hit point at the start of your turn. If your hair whip drops to 0 hit points, it is destroyed, and you must finish a long rest before using this trait again.



Illustration by Adrian Rio

NOCKERS

CURMUDGEONLY CREATORS

Nockers are a self-selected race of crossbred Fey humanoids. Their pigmentation ranges from brown, pink or grey-blue to muted oranges, yellows and greens. They are lanky and knobby, and enhance their exaggerated features with scars, eccentric makeup, or tattoos.

Nockers are master craftspeople. Their skill and inventiveness are legendary, as is their bitter cynicism. They dislike dealing with imperfect things, especially people, and instead prefer to surround themselves with mechanical wonder and ingenuity. Fiercely individualistic, once a nocker selects their tastes in artwork and craft, they condemn all others. Their creations are an expression of identity: if their work is no good, then they're no good.

They have vices and weaknesses, but never admit to them. Eventually, they yearn for an escape from their routine: music, art, romance or adventure might somehow manage to get them out of the workshop.

Despite their surly reputation, nockers are sought-after engineers, inventors, artificers and gunsmiths. However, their knowledge often ends up dying with them, as few nockers write anything down that is not encoded in a personal cryptic cipher no one else can understand.

NOCKER TRAITS

Creature Type. You are a Fey.

Age. Nockers enter adulthood in their early twenties and live up to 130 years.

Size. Nockers stand between 4 and 5½ feet tall and weigh between 85 to 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Welder's Eyes. You are proficient in the Perception skill, and have advantage on saving throws to avoid blindness. Creatures and objects that are lightly obscured by smoke, steam or fog are visible to you.

Favored Tools. You have proficiency with one type of artisan's tools, and can double your proficiency bonus to checks made with it.

Operational Ingenuity. When you make an Intelligence (Arcana, History or Nature) check related to magical or technological items, you can add your proficiency bonus twice if you are proficient in the skill.

Clever Magics. At 1st level, you can cast the *identify* spell once with this trait, requiring no material components, and regain the ability to do so when you finish a long rest. At 3rd level, you can cast the *arcane lock* spell once with this trait and regain the ability to do so when you finish a long rest. At 5th level, you can cast the *knock* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Nocker Legacy Racial Traits

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

Alignment. Nockers are contentious and tend toward chaotic behavior, but their understanding of how things work helps them get by in even the most lawful societies.

Languages. You can speak, read, and write Common, a personal cipher that only you can read and write. You can also choose one additional language, selecting from Gnomish or Goblin.

Racial Feat: Unseelie Insight

Prerequisite: Nocker

Your Intelligence score increases by 1.

As a bonus action, you can command a willing ally within 60 feet of you who can see or hear you to use their reaction to immediately make one ability check, weapon attack or cast a cantrip, and they can add your proficiency bonus to one d20 roll their course of action requires. If they make an attack and hit, they can also add your spellcasting ability score modifier from your *Clever Magics* trait as additional damage.

Once you use this ability, you can't use it again until you complete a short or long rest.



Illustration by Naz Nemati

PIXIES

TINY LIGHTS IN THE CANOPIES

There exists a most diminutive people native to the kaleidoscopic wildernesses of the Feywild. They enter our world through secret portals, frequenting the Material Plane's forest glades, mushroom growths, unique stones or unusual trees, graveyards, barrows and ruins they find appealing for reasons known only to themselves, subtly marking them in ways noticeable to the observant or faithful.

Pixies vary in appearance, and it can change as they age. Most folk picture a colorful miniature elf with the wings of an insect, but they might share features with beasts, dragons, plants, or even monstrosities and elementals—notably mephits and imps.

At auspicious moments, murmurations of pixies gather in these areas in a function known as an eisteddfod where they dance, play games, chase, tell tales, wrestle and copulate with one another in dazzling displays of light and flight.

CYCLICAL LIVES

Infant pixies are given their true names by their sires, usually according to their sires' aspirations. A second soon follows, given to them by their peers, usually an affectation based on their appearance or demeanor. This name is used by all but their most trusted friends.

For the most part, the wee folk caution their young against interactions with mortals, but adventurous young pixies make regular travels to the Material Plane all the same, if only to attempt a clever prank that will make a worthy tale at the next eisteddfod.

Prestige is everything to a pixie: their short seasons and long years are an endless game of acquisitions and losses played among their tribe, or troop. They are taught to defend territory with ferocity, when a tactical retreat will serve them best, and how to exact revenge upon those who wronged them. Throughout this education, a strong sense of fair play is stressed, and cunning and creativity are considered virtues.

When a pixie performs a deed worthy of their troop's remembrance, an elder bestows upon them a use-name reflective of the event, and the pixie wears it as a mantle of adulthood, usurping or supplementing their childhood name as if it were a title or surname.

As they mature, they might find themselves dedicated to a particular person or cause of grave concern, even risking their own essence in its defense. If a pixie survives such an experience, they usually return home. They may one day be accorded the title of Elder, ushering new lights through into the limitless canopies of the Feywild.

Elder pixies at the end of their lives make public displays of dissipating their bodies and essences, willingly abandoning both in prismatic tendrils of dust and light to be reshaped by the ceaseless churning tides of life, death and rebirth. Their friends and troop are left behind to celebrate, and contemplate what legacy they will leave when their time to turn the wheel arrives.

FEY COMPANIONS

Pixies who interact with mortals consider them amusing playthings, or even potential allies. A few find kindred spirits in dreamers, idealists, musicians, poets, and hopeless romantics, and if their affections are returned, they can form an intense, long-lasting, even dangerous bond with their favored. Most races of the Material Plane consider pixies benign and childlike at best, and mischievous or unpredictable at worst.

Adventurers bonded to a pixie companion often find themselves spurred to new heights of heroism, mischief or both... or they die, as all things must do one day. Then again, as the pixie elders say, *a life lived in fear is a life half-lived*.

PIXIE TRAITS

Creature Type. You are a Fey.

Age. Pixies reach adulthood at around 50 years and live three to five centuries.

Size. Pixies are 4 to 10 inches tall, have a wingspan of 6 to 15 inches, and weigh 2-6 pounds. Your size is Tiny.

Speed. You have a base walking speed of 15 feet, and a flying speed is 25 feet. If you are wearing medium or heavy armor or exhausted, you cannot fly.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and darkness as if it were dim light.

Fey Cunning. You have advantage on Wisdom and Charisma saving throws against magic, and magic can't put you to sleep. You are vulnerable to thunder damage.

Flight Light. While flying, you emit dim light in a 5-foot radius and emit a soft noise. While flying on the material plane, you have disadvantage on Dexterity (Stealth) checks.

Alighting. You can alight on a creature of small or larger size by moving into their space and using 5 feet of additional movement. If the creature is an ally, you may use them as half cover. While alighted, if the creature moves, you move with them, releasing your grip as a reaction. A creature aware you have alighted on them can remove you using an object interaction, making an opposed Strength (Athletics) or Dexterity (Acrobatics) check against you.

Feywild Access. You know the exact location of any portals to the Feywild within 100 feet of you at all times, and can access them at will. When you reach 5th level, you can cast the *divination* spell once to discover the location of the nearest Feywild portal within 7 miles of your current location. You must finish a long rest in order to cast the spell again using this trait.

Naive. You do not gain the benefits of a background, instead choosing one skill, and one artisan's tool or musical instrument of your choice.

Subrace. Service to the fey courts (or avoidance thereof) molds pixies into three main tribes: seelie pixies, unseelie pixies and wild pixies. Choose one of these subraces.

Pixie Flight

d8	Light	Sound
1	Red	Musical notes
2	Orange	Gentle breeze
3	Yellow	Rustling leaves
4	Spring	Babbling brook
5	Green	Insect buzzing
6	Blue	Tinkling chimes
7	Indigo	Soft singing or humming
8	Violet	Child's laughter

Pixie Legacy Racial Traits

Ability Scores. Your Charisma score increases by 2.

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

Racial Feat: Glamorous Familiar

Prerequisite: Pixie

You can serve as a familiar to a spellcaster with the *find familiar* spell if their level is equal to or higher than yours. You can access the dimension their spell creates using your action. While inside, you share your master's hearing and vision, but cannot take any actions other than exit.

Racial Feat: Shrouded Glamour

Prerequisite: Pixie, 8th level

You can fly without giving off light or sound. Additionally, you can cast each of the following spells once without the need to provide material components: *nonetection*, *invisibility*, and *pass without trace*. You regain the ability to cast these spells when you finish a long rest.

Racial Feat: Mortal Wish

Prerequisite: Pixie, 17th Level

You can grant a single wish. As an action, designate a living Humanoid you know. That creature can cast the *Wish* spell once without expending a spell slot. If the wish is fulfilled, it consumes your body and essence. You can retract your boon using your reaction.



Illustration by Alessandro Poli



Illustration by Sandara

SEELIE PIXIE

Well Mannered. You are proficient in the Persuasion skill.

Courteous Magic. You know the *friends* cantrip. Once you reach 3rd level, you can cast *color spray* once as a 2nd-level spell. You must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Seelie Pixie Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 1.

Consort of Corellon. You can speak, read, and write Elvish.

Pixies use weapons and armor with the same restrictions that apply to small races.

Additional considerations for DMs on dealing with tiny, flying fey are detailed in Chapter 6.

UNSEELIE PIXIE

Menacing. You are proficient in the Intimidation skill.

Spiteful Magic. You know the *vicious mockery* cantrip. Once you reach 3rd level, you can cast *compelled duel* once. You must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Unseelie Pixie Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 1.

Inexecrable Vulgate. You can speak, read, and write Infernal.

WILD PIXIE

Animal Affinity. You are proficient in the Animal Handling skill.

Instinctive Magic. You know the *primal savagery*^{XGE} cantrip. Once you reach 3rd level, you can cast the *animal friendship* spell once as a 2nd-level spell. You must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Wild Pixie Legacy Racial Traits

Ability Scores. Your Constitution score increases by 1.

Consort of Silvanus. You can speak, read, and write Druidic.

PIXIE NAMES

Pixie True Names: Ainsel, Asteria, Cirno, Cyrena, Erana, Fiona, Franjeen, Iolanthe, Higbee, Kaya, Mab, Memim, Mofurun, Nuala, Peri, Pirikia, Phoebe, Tabit, Vix, Wanda, Zooey

Child Pixie Use-Names: Acorn, Aspen, Basil, Beedle, Belbel, Bulb, Cappy, Crysta, Flutter, Ginger, Knot, Lilac, Mipple, Pearl, Pech, Prickle, Poppy, Rere, Rool, Ru, Shar, Sunny, Razzle, Root, Spore, Tattle, Thistle, Tup, Trow, Twig, Winkie

Adult Pixie Use-Names: Flytrapper, Froghopper, Longvine, Mossfoot, Mudlump, Pollenpuff, Rosebloom, Sapwick, Shinebright, Starchaser, Tangleroot, Waterdancer



Illustration by Marion Poinsot

PODLINGS

GENTLE POD PEOPLE

Like the Gelfling, Podlings are native to Thra, living simple, honest lives in harmony with the beasts and plants. Although they resemble a humanoid shape, they are born from pods, and are more plant than person. Most Podlings are gentle, kind, enthusiastic and all happy to share what little they have with others.

PODLING TRAITS

Creature Type. You are a Plant.

Age. Podlings mature at around 4 years, and can live up to be 25 years of age.

Size. Podlings stand 18 inches to 2 and a half feet in height, and weigh an average of 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with Beasts and Plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Domestic Arts. You are proficient with the Animal Handling skill, and one set of artisan's tools.

Podling Magic. You know the *friends* cantrip. At 1st level, you can cast the *speak with animals* spell as once with this trait and regain the ability to do so when you finish a long rest. At 3rd level, you can cast the *locate plants or animals* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).



Illustration by grim1978

FIZZGIG

Tiny Fey, Unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	4 (-3)	13 (+1)	11 (+0)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 2) piercing damage.

Some Podlings keep Fizzgig as pets. Fizzgig are aggressive toward anything they do not know or recognize.

Podling Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2 and your Constitution score increases by 1.

Alignment. Podlings' affinity with the natural world and their low inhibitions make them chaotic, but they are kind and well-meaning creatures. Most all Podlings are good.

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



Illustration by Giz-Art

POOKA

INVETERATE LIARS

Pooka resemble halflings or gnomes with pronounced animal features: eyes, fur, tails, whiskers, feathers, beaks, paw or talon-like hands or feet, unusual ears, or even tails. Pooka have the remarkable ability to become the animal with which they share this affinity of appearance. They have a reputation as liars and mischief-makers, but this lying is, in fact, a kind of language unto itself: the bigger the feeling a pooka has, the bigger the lie they will tell on the subject. Once one knows a pooka well enough to see the truth behind their lies, a lasting friendship can form.

POOKA TRAITS

Creature Type. You are a Fey.

Age. Pooka vary a great deal in lifespan. Some live only a few decades, others several centuries, and they do not seem to inherit this trait from their parents. They age at a rate proportionate to their natural lifespan, making telling the age of a pooka nearly impossible, as it is not uncommon for one pooka to appear older than both of their grandparents. Pooka find this endlessly amusing, and love to tease folk uninitiated to the ways of their kind.

Size. Pooka vary from three to four and a half feet tall, and weigh 40 to 150 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Heightened Sense. Choose one of the following three options:

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.

Keen Hearing. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

Natural Liar. You have proficiency with the Deception skill.

Confidant Magic. You know the *friends* cantrip. At 3rd level, you can cast the *charm person* spell once as a 2nd-level spell with this trait and regain the ability to do so when you finish a long rest. At 5th level, you can cast the *calm emotions* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Affinity Shape. You can use your action to assume the shape of your affinity animal, choosing from the following: **badger, bat, cat, camel, deer, eagle, frog, goat, hawk, hyena, jackal, lizard, mastiff, mule, octopus, owl, pony, rat (or giant rat), raven, vulture, weasel (or giant weasel)**. You can select other animals with your DM's approval. You can communicate with Beasts of your affinity type as if you shared a language.

You can stay in your animal shape for a number of hours equal to your proficiency bonus, and can revert to your normal form using your bonus action. You automatically revert if you fall unconscious, take any damage, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the Beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain any saving throw proficiencies you have.
- While in your animal shape, you cannot cast or maintain concentration upon spells other than your *Confidant Magic* spells.
- Your equipment merges into your new form, and has no effect until you leave the form.
- Once you assume your affinity shape, you can't do so again until you finish a short rest.

Pooka Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Alignment. A pooka's tendency to speak in lies makes maintaining a lawful alignment difficult.

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



Illustration by Ben Wanat

REDCAPS

THE GNASHING OF TEETH

Redcaps have rubbery skin, pointed ears, bony noses, bloodshot eyes, and large, flat, yellow teeth. Their bodies are built for combat, with muscular limbs and stocky builds. Redcap gang leaders tend to be rude, brash, bully-types. Redcaps do not like sudden movements. Keep your arms and hands away from redcaps at all times.

Redcaps that manage to live in cities and keep their noses clean are usually employed in professions that take advantage of their natural tendencies: pit-fighting, working in clubs and bars as bouncers, training in gyms, or even as rough guardsmen. Civilized redcaps are an endangered species, and are actively hunted down by wilderness-dwelling gangs of redcaps called corbies.

Thankful few leaders over the centuries have managed to maintain discipline over a redcap army. Redcaps that get fed up with society might retire to a life of solitude or join a feral corbie to live out their final years.

REDCAP TRAITS

Creature Type. You are a Fey.

Age. Redcaps breed and mature by age 8. They can live for four decades, but few ever manage to live long enough to see their third.

Size. Redcaps vary from 4 to over 6 feet tall and weigh 100 to 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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.

Bad Attitude. You are proficient in the Intimidation skill, and if your class gives you proficiency in this skill, you can add twice your proficiency bonus to it. However, no one likes a redcap: not even other redcaps. Many cultures ostracize or even kill redcaps on sight.

Redundant Organs. You have advantage on saving throws against disease and poison, and you have resistance to poison damage.

Omnivore. If you have the time, you can eat almost anything. Your teeth are brutally flat and as hard as steel; and your digestive system (thankfully) remain a mystery. Most redcaps prefer meat, but when hunger strikes, anything can and will do. As long as you can put your mouth around something, for the most part, you can eat and subsist on it.

Redcap Savagery. You know the *primal savagery*^{XGE} cantrip. Strength is your spellcasting ability for the spell. When you cast it, you can choose to deal slashing, piercing, or bludgeoning damage instead of acid, and if the spell hits an object, it is a critical hit.

Eat the Victim. You can spend 1 minute to consume the entirety of a corpse of creature no larger than one size category larger than yourself, recovering a number of hit dice equal to your proficiency bonus, although you do not expend hit dice when you do. Once you use this ability, you can't use it again until you finish a long rest.

Recap Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Alignment. Almost all redcaps are evil.

Languages. You can speak Common and Sylvan. Most redcaps never bother to learn to read, and trust their senses more than the written word.

Racial Feat: Eidetic Epicurean

Prerequisite: Redcap

Your Wisdom score increases by 1.

You have the knack for remembering everything you've ever eaten, and the ability to sense where the nearest supply of that taste is. Being able to tell where the nearest batch of chocolate mousse doesn't really do much in the grand scheme of things, but if you have gotten a bite of someone, the ability is an excellent way to track that particular meal.



Illustration by Olga Kolesnikova

SATYRS

LIMITLESS PASSION AND ENDURANCE

Satyrs are lean and furry. Men and women alike sport longer hair and shave only to sculpt, and never to hide their hirsute affectations. Their strong, fur-covered legs resemble those of a goat, sheep or deer, and antlers or tight curled horns protrude from their foreheads. They are passionate sensual beings, many of whom do not know the concept of restraint. The few clothes they wear are durable and- more importantly- easily removed.

While passion is something satyrs understand innately, most do not grasp the emotional bond that comes with lust. They rarely keep a partner for long, which, while normal to them, can bring terrible heartache to their lovers.

Satyrs are born into clans called *tragos*, which are made up of extended families. Lovers come and go, but *tragos* stay the course, providing support and shelter in times of need. When a satyr dies, the *trago* holds a wake complete with mourning and frenzied dancing.

Music and storytelling are prized skills among satyrs, and many pursue careers related to music. Clubs, pubs, bars, and breweries are potent attractors to them. With their store of impressive stamina, jobs requiring hearty individuals also suit satyrs nicely.

SATYR TRAITS

Creature Type. You are a Fey.

Age. Satyrs enter adulthood in their early teens and live up to three hundred years, but their proclivity for excess reduces the average lifespan considerably.

Size. Satyrs stand four to six feet tall and weigh 110 to 220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Sylvan Living. You are proficient with longbows, blowguns, the survival skill, and one musical instrument.

Limitless Endurance. You have advantage on saving throws against paralysis and exhaustion.

Shared Passions. As an action, you can touch a Humanoid or Fey within 5 feet of you, casting the *detect thoughts* spell with this trait without providing material components for the spell. When you do, the spell lasts until you are no longer touching the target. If the target fails its saving throw, you also learn its alignment. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell (choose when you select this race).

Ramming Speed. If you move at least 10 feet in a straight line toward a Large or smaller creature and then hit it with a melee attack, you can use your bonus action to ram it with your horns. The target must succeed a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier or be pushed 5 feet away from you or knocked prone (your choice).

Sylvan Magic. You know the *friends* cantrip. At 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Satyr Legacy Racial Traits

Ability Scores. Your Dexterity, Constitution and Charisma scores increase by 1.

Alignment. A lack of impulse control makes most satyrs chaotic in nature.

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

Racial Feat: Pandemonium

Prerequisite: Satyr, 8th level

You can cast the *confusion* spell once without expending a spell slot or providing material components for the spell. The spellcasting ability for the spell matches the one from your *Sylvan Magic* trait.

At 13th level, you cast the spell as a 5th-level spell, and at 17th level, you can cast it as a 6th-level spell.

You regain expended uses of this ability when you finish a long rest.



Illustration by Matt Hubel

SIRENS

SONGSTRESSES OF THE SHORES

The torso of a siren resembles that of an elf, but the lower body resembles a sea creature: iridescent scales and the wide tail of a fish, and sharing other features with sea creatures is not unheard of.

Sirens are blamed for floods, storms, shipwrecks, and drownings, but many sirens are simple curious romantics. An infatuated siren will risk life and limb to follow it onto land to learn about the object of their desire, assuming an elven visage. Sirens find walking uncomfortable, however, and when they become wet or immersed in water, their body reflexively returns to its native aquatic form.

SIREN TRAITS

Creature Type. You are a Fey.

Age. Sirens enter adulthood in their early teens and can live up to two hundred years.

Size. Sirens stand five to six feet tall and weigh an average of 140 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life under the water, 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.

Child of the Sea. You have a swimming speed of 30 feet, and can breathe air and water. When dry, you can use your action to split your tail into legs. If you are wet, you immediately revert to your aquatic form. You can use your action on your turn to re-form your tail. While you have a tail, your movement speed is 5 feet.

Additionally, if you have not fully submerged yourself in water for a number of days equal to your proficiency bonus, you take one level of exhaustion, which cannot be alleviated until you finish a long rest while submerged.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas to any Beast that has an innate swimming speed.

Siren Training. You have proficiency with spears, tridents and one musical instrument of your choice.

Siren Magic. You know the *friends* cantrip. At 3rd level, you can cast the *fog cloud* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Siren Song. As an action, you concentrate (as if concentrating on a spell) and fill the air (or water) around you with music, spreading around corners up to 100 feet away for up to 10 minutes. The music moves with you. For the duration, you make Charisma (Performance) checks with advantage, and can use a bonus action to force a living creature you can see that can hear the music to make a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier. If the target is in combat, it succeeds its saving throw. If it fails, the creature is charmed by you for as long as it can hear the music and for up to 1 hour. You can charm a number of creatures equal to your Charisma modifier (minimum: 1).

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

Siren Legacy Racial Traits

Ability Scores. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Alignment. Siren alignments vary by individual.

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

Racial Feat: Stupefying Touch

Prerequisite: Siren

As an action, you touch a creature you can see within 5 feet of you. The creature must succeed a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier or take a number of d6s equal to your proficiency bonus in psychic damage and be stunned until the start of your next turn. This feature has no effect on Constructs or Undead.

You can use this ability twice, and regain expended uses of it when you finish a long rest.



Illustration by Sama Cabra

SLUAGH

ETHEREAL FEY

Sluagh are pallid, waiflike fey that have an infamously ashen complexion, sunken eyes and slight odor of decay makes them seem vaguely... dead. Most folks fear or hate the sluagh, but they take this fact in stride, and many sluagh take a special delight in unnerving others.

Their prowess with stealth, and ability to keep secrets makes them natural information brokers, assassins, and oracles. They have strong, sentimental attachments to their possessions, which others often think rubbish, and prefer these items as payment to ordinary wealth.

Sluagh relate best amongst themselves. They are territorial, and demand rigid adherence to standards of etiquette that others don't understand. They love formal clothing and occasionally hold a high Tea, gathering their friends to drink watered down tea, eat moldy crumpets, and discuss the latest gossip.

SLUAGH TRAITS

Creature Type. You are a Fey.

Age. Sluagh live for over four centuries. As they age, their odor grows even more pungent, and their skin droops, which they seem to enjoy.

Size. Sluagh are similarly statured to humans, but weigh only half as much. Your size is Medium.

Speed. Your base walking speed is 25 feet.

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.

Gelatinous Bones. You are proficient with the Stealth skill. You can squeeze into one size space smaller than other medium creatures (Tiny), but you move at a speed of 5 feet while doing so.

Messages in the Leaves. Using a ritual tea set, you can serve the favorite tea of someone you know who also owns such a set. You can contact them by tapping your teacup with a teaspoon. The effects of this are as described in the *sending* spell, and the connection lasts until the tea has gone cold or is consumed. The tapping is the only information transferred. If the owner of the other tea set hears it, they respond by tapping their cup in kind. You own, and are proficient with such a tea set and a coded tapping language.

Insightful. You are proficient with the Insight skill.

Psychometry. You can cast the *speak with object*^{OGE} spell once with this trait; you regain the ability to cast it when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell (choose when you select this race).

Friend to the Dead. As an action, you can see into the ethereal plane until the end of your next turn, up to a distance of 30 feet. You can apply twice your proficiency bonus to Charisma (Persuasion) checks in conversation with undead creatures who are not hostile to you. When you reach 5th level, you can cast the *speak with dead* spell once, with this trait, and regain the ability to do so when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell (choose when you select this race).

Sluagh Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Intelligence score increases by 1.

Alignment. In proportion to their longevity, most sluagh tend toward neutral alignments.

Languages. You can speak, read, and write Common, Sluagh Telegraph Cipher, and two other languages of your choice.

Racial Feat: Nightmarish Form

Prerequisite: Sluagh, 8th level

As an action, you can assume the form of a *slithering tracker* for a number of hours equal to your proficiency bonus. You can revert to your normal form using your bonus action. You automatically revert if you fall unconscious, are reduced to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the **slithering tracker**, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain any saving throw proficiencies you have.
- While in your slithering tracker shape, you cannot cast spells.
- Your equipment merges into your new form, and has no effect until you leave the form.

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



Illustration by Alaina E. Milare

STONE TROLLS

STRENGTH IN HONOR

Stone Trolls are hirsute, horned Fey whose skin and hair pigmentation range from white or grey-green, to deep blue (a particularly revered shade).

The most ancient of stories make mention of trolls (although sometimes under a different name). Trolls often play two roles in these stories: the first as powerfully strong monster, the second as extremely honor-bound protector. They have a long tradition of joining organizations or groups and protecting them until the end, or they may choose to be the protector of the weak or oppressed, or simple those who fate seems to have abandoned.

This duty-bound nature can put them at odds with an adversary who is all too happy to paint the troll as a monster to be slain, which complicates their reputation. In actual fact, nothing is more important to a troll than their honor. This is both a cultural institution and a supernatural compulsion imposed by their Fey nature. A troll who breaks an oath loses some of their strength until they have redeemed themselves.

Trolls can be found doing work wherever they can take advantage of their natural-born talents. They prefer work over relaxation, and tend to lead simple lives of duty and service.

TROLL TRAITS

Creature Type. You are a Fey.

Age. Stone trolls enter adulthood in their early thirties and live up to two centuries.

Size. Stone trolls are seven to eight feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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.

Natural Athlete. You are proficient in the Athletics skill.

Crushing Weaponry. You are proficient with mauls, morningstars, and warhammers.

Mountain Adept. You ignore difficult terrain due to rock or ice.

Strength of Honor. When you take damage from a creature, you can use your reaction to roll a number of d6s equal to your proficiency bonus, and reduce the incoming damage by the total. You can add the amount reduced to the damage roll of the first melee attack you hit with before the end of your next turn.

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

Thundering Stomp. As an action, you stomp your foot down, creating a thundering sound audible out to 100 feet. All creatures within 5 feet of you must make a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier. On a failure, a creature takes 1d8 thunder damage and is deafened until the start of your next turn. This damage increases at 5th level (2d8), 11th level (3d8), and 17th level (4d8). Once you use this ability, you can't use it again until you finish a short or long rest.

Stone Troll Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment. Clear roles and tasks makes most stone trolls Lawful. A sense of fair-play, and emphasis on personal accountability pushes them toward neutrality.

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

Racial Feat: Stone Skin

Prerequisite: Stone Troll

As a bonus action, you harden your skin for 1 minute. For the duration, damage you take that is not psychic damage is reduced by an amount equal to your proficiency bonus. Once you use this ability, you can't use it again until you finish a long rest.

MONSTROUS FOLK

CURIOSER AND CURIOSER

The prejudices of conventional wisdom can prevail for eons without being challenged, but a single auspicious encounter can make a monster into an ally. As time passes, an ally can become a friend, and a friend can become family. A few short generations after such ties have taken hold can leave the fate of the world itself changed forever.

Some of these unusual peoples engage with other cultures readily, sharing their art, music, architecture, but others remain relatively unknown, thought to be the stuff of legend—either by virtue of their preferring environs ill-suited to most folk, a long tradition of not engaging with outsiders, or a longstanding practice of predation upon the unwary and unknowing.

When you meet new folk new to you, you've got to remember just how much you have to learn. By golly, expect them to be a bit different than you are, at the very least! Remember to bite your tongue and save that moral judgement for when you're back on your own turf.

Due to their relative rarity and wide variation of standing across the infinite skies, many of the accounts of the peoples detailed in this account speak in only the most reductive of generalities. Your experiences with them will almost inevitably vary, but that just goes to show: where you go, people are people. Try to keep an open mind!

~ Old Gus



Illustration by Valentina Mulatero



Illustration by Victor Lahlou



Illustration by Kristy

FEJERVAR

HARD BARGAINERS

Fejervar are a race of saltwater-dwelling amphibious people with oily green, grey, brown, or blue skin with tufts of feather hair. They live in pristine coral reefs and brackish saltwater marshes, underwater dwellings that take advantage of both their air and water-breathing lifestyles. These underwater structures are most important for maintaining nurseries: fejervar reproduce by external fertilization of fragile eggs in shallow pools, which must maintain a specific temperature and salinity.

They regard bullywugs and grung as lesser species and their leaders often enslave them. Fejervar dominars indoctrinate the conquered, teaching them that they are a godhead to be worshipped. Despite these despotic tendencies, they have little interest in expanding their amphibious empires inland, and consider most land-dwelling species to be an uncivilized nuisance, but maintain regular diplomatic relations with them.

Fejervar, and especially their dominars, infamously do no favors as a matter of pride, preferring an equitable and agreed upon exchange. They are pompous and officious in negotiations, and most will swear revenge on someone if they feel a contract has been breached. Dominars employ the use of spies or assassins to ensure the safety and future prosperity of their kind.

FEJERVAR TRAITS

Creature Type. You are a Monstrosity.

Age. Fejervar reach adulthood at 40 years, and live up to five centuries.

Size. Fejervar stand between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your flippers are not ideal for moving on land. You have a base walking speed of 20 feet.

Swim Speed. You have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Slippery. You have advantage on ability checks and saving throws you make to avoid or escape grapples and restraints.

Caste. Choose from one of the following castes: *Noble* or *Common*.

NOBLE

Nobles serve as courtiers, attendants, diplomats, or provincial rulers, all at the pleasure of the dominar. However, some dominars' rules are short, and attempted coups are not uncommon.

Dominar's Authority. You can cast the *charm person* spell once; you must finish a long rest in order to cast the spell again using this trait. Once you reach 3rd level, you can also cast the *command* spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

COMMON

Commoners are commonly soldiers, hunters, or craftspeople who design, maintain, and improve a dominar's complex of underground structures.

Crafts Training. You are proficient with one artisan's tool of your choice.

Weapon Training. You are proficient with tridents, nets, hand crossbows and blowguns.

Fejervar Legacy Racial Traits

Ability Scores. Your Dexterity and Constitution scores increase by 1.

Noble. Your Intelligence score increases by 2.

Common. Your Wisdom score increases by 1.

Alignment. Fejervar live in strict, officious, closed societies organized around a monarch called a dominar, who usually keeps several spouses and concubines. Most are lawful.

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



Illustration by Nathan Park

HARPIES

AGENTS OF ERINYES

Harpies are monstrous folk, with long, sharp talons that resemble those of birds of prey on their hands and feet, and a pair of broad wings sprouting from their shoulders. For centuries, harpies have served the erinyes as their agents upon the Material Plane, delivering unfortunate souls to them and from there, onto the nine hells. They live in groups known as *convocations*, where they compete among one another for prestige and power.

Not all harpies serve fiends, however. Some live peacefully with their convocation usually led by its eldest members, and some prefer live in solitude, adopting a mountain pass or forest glade as their personal nesting ground, and protecting it from intruders.

Harpies are always female, and can mate with males of most any humanoid race to produce harpy offspring. Evil harpies will devour their mates, but all dedicate long, solitary months of protecting their eggs from giants, other rival harpies, or anyone else who might threaten their legacy. They are tender mothers, and take great care instilling their children with the knowledge and cunning they will need to survive.

HARPY TRAITS

Creature Type. You are a Monstrosity.

Age. Harpies reach maturity in their late teens and live up to a century.

Size. Harpies vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 25 feet.

Flight. You have a pair of broad, eagle-like wings that sprout from your shoulders. When you aren't wearing medium or heavy armor, you have a flying speed of 40 feet.

Talons. The eagle-like talons on your feet are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Luring Song. You can use your action to sing a magical melody at one Humanoid or Giant within 120 feet of you that you can see and that can hear you. The target must succeed on a Wisdom saving throw DC $8 +$ your proficiency bonus + your Charisma modifier or be charmed for up to 1 minute. On each of your turns, you must use a bonus action to continue singing, but you can stop singing at any time. The song ends if you are incapacitated.

While charmed by your song, a target is incapacitated and has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the song ends or until it can no longer see or hear you. If the charmed target is more than 5 ft. away from you, it must move on its turn toward you by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, a target can repeat the saving throw. The target can also repeat the saving throw at the end of each of its turns, ending the effect on success.

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

Harpy Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Alignment. Harpies tend toward chaos and evil, but those who have left fiendish service might have adopted other alignments.

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



Illustration by Son Trinh

IKWIICKWII

INSTINCT, EVOLVED

Ikwiikwii resemble bipedal owls with no wings and short, talon-fingered hands. Some suspect they are descendants of the first owlbears, or part of the same set of experiments that created them. They are short, stocky and share the enhanced musculature of owlbears.

Ikwiikwii prefer to live in mountains and boreal forests, and are capable hunters. A few even live in the most barren of deserts. Rarely farmers, ikwiikwii consider it a point of pride to hunt their own dinner.

They mate for life as a general rule, and their families rarely exceed four individuals at a time. If a family grows too large, the eldest child is encouraged to leave the nest and start their own family. Leaving the nest marks adulthood in their lives, and their parents make a great display, showering gifts and well-wishes upon their departing child, or throwing a party attended by friends and even extended family.

Although ikwiikwii are typically shy, cautious, and generally slow to trust others, they make steadfast friends and trustworthy allies.

IKWIICKWII TRAITS

Creature Type. You are a Monstrosity.

Age. Ikwiikwii reach maturity at 10 years, and live up to 60 years.

Size. Ikwiikwii average 2-3 feet tall, and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. If both of your hands are unoccupied, you can run on all fours at a speed of 35 feet.

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.

Keen Sight. You have advantage on Wisdom (Perception) checks made that rely on sight.

Leverage. You can wield weapons with the *heavy* property without the penalty usually applied to Small creatures.

Owlbear Talons. You have sharp talons, which grant you a climbing speed of 20 feet. In addition, your claws and beak are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

Ikwiikwii Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Strength score increases by 1.

Alignment. Ikwiikwii tend toward neutral alignments.

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

Racial Feat: Owlbear Savagery

Prerequisite: Ikwiikwii, 8th Level

You have retained the primal savagery of your ancestors. As an action, you become a savage owlbear for up to 1 hour. For the duration, you gain the following benefits:

- Your size increases by one category, and your movement speed increases by 10 feet.
- You have advantage on Strength checks and saving throws.
- Your talons become a d8, and if both your hands are unoccupied when you take the Attack action on your turn, you can attack twice, instead of once. When you do, you can make an additional attack as a bonus action with your beak, which deals piercing damage equal to 1d8 + your Strength modifier.

You can resume your smaller stature using your bonus action. This ability only works in your ikwiikwii form, and its effects immediately end if you assume any other form, for example, through a *Wild Shape* or *Polymorph* spell.

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



Illustration by Apertus

KUMON

PRESENCE OF MIND

Kumon are a race of arachnid-like folk. They lead predominantly solitary lives, but their love music, dance and fine clothing occasionally lead them to partake in relations with other races.

Kumon have a reputation for stillness, patience, and impeccable manners. They can remain so motionless that others wonder if they are indeed still alive, and kumon often enjoy the effects their uncanny appearance has on other folk, delighting in unnerving the uninitiated with sudden movements, speaking in riddles or other strange or distracting behaviors.

Kumon use this to their advantage, especially when negotiating with other kith: indeed, most kumon that reach adulthood have had to best dozens of siblings just to mature, and this makes a great many of them arrogant, competitive, and sensitive to insult. Kumon have famously long memories for such offenses.

Kumon who take up permanent residence near other races are often employed as weavers, tailors, or other craftsmen. They have two pair of vestigial arms which can be used to hold small objects while they perform detailed movements with their main hands.

KUMON TRAITS

Creature Type. You are a Monstrosity.

Age. Kumon reach adulthood at 5 years, and live up to six decades.

Size. Kumon stand between 5 and 6 feet tall and average about 100 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Fangs. Your fangs 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, and additional acid damage equal to your proficiency bonus.

Cultured Craft. You are proficient with calligrapher's supplies or weaver's tools.

Spider Climb. You have a climbing speed equal to your movement speed, and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Webbing. You ignore movement restrictions caused by webbing, and if a creature is inside the same web as you, you know where and what size they are. At 3rd level, you can cast the *web* spell once, and must finish a long rest before you can cast the spell again using this trait. At 5th level, you can cast the spell twice. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race). If a creature is inside the same web as you, you know where and what size they are.

Kumon Legacy Racial Traits

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

Alignment. Most kumon are neutral, evil, or both.

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

Racial Feat: Poison Fangs

Prerequisite: Kumon

Your fangs become a d8 and gain the *finesse* property. As a bonus action, you can prepare venom, which remains potent for 1 minute. For the duration, the next time you hit a creature with your fangs, the target must succeed on a Constitution saving throw DC $8 +$ your proficiency bonus + your Constitution modifier or be poisoned for up to 1 minute. A poisoned creature repeats its saving throw at the end of each of their turns, ending the effect on a success.

You can use this ability a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.



Illustration by Tomasz Kwiatkowski

LEGHK

CURIOS EXPLORERS

Ages ago, a naïve legkh race had their first contact with another people—the illithid. The legkh were thrilled at the prospect of what could be learned from this curious race of equals, but were betrayed when an Elder Brain known as the *Uhl* began enslaving them. The legkh that escaped enslavement scattered to other worlds, or hid in the deepest recesses of the Astral Plane. Those that remain under the Elder Brain’s control—the *Uhl-Legkh*—continue to serve the illithid, never again to speak or think an original thought.

Most legkh are placid and diplomatic in demeanor, with a shy curiosity for the customs and behaviors of those who inhabit the worlds they visit. Most have a lifelong love of learning and teaching, especially to those with a talent for the psionic arts that saved their kind from the *Uhl*. To most, a legkh appears expressionless but for the changes in skin color and patterning, but it takes time to learn how to interpret such signals, which are unique to the individual. They also love games and puzzles that test their mental faculties, and music. Legkh composers create complex contrapuntal geometries, which most find cumbersome and baroque, and nearly impossible to play without a proper set of tentacles.

The DM might require certain types of equipment be specially made or modified for your use, for example, armor.

LEGHK TRAITS

Creature Type. You are an Aberration.

Age. Legkh mature at around 200 years of age, and live up to 1,000 years.

Size. Legkh stand between 6 and 9 feet tall, and weigh 200-350 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

Full-Spectrum Darkvision. Accustomed to the twilit skies of the Astral Plane, 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 even discern color in darkness.

Boneless. Squeezing through a spaces 1 size smaller than you does not cost you additional movement, provided you aren’t wearing medium or heavy armor. Additionally, you have disadvantage on attack rolls with heavy weapons.

Chromatophores. As a bonus action, you can change the color and textural appearance of your skin to match that of your environment. In this state, you have advantage on Dexterity (Stealth) checks, provided you aren’t wearing armor or a great deal of clothing.

Mental Discipline. You have advantage on all Intelligence and Wisdom saving throws against magic.

Telepathic. You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn’t give the creature the ability to respond to you telepathically.

Natural Psion. You know the *mage hand* cantrip, and when you cast it, the spectral hand is invisible. If you learn this spell from another source, its range increases by 30 feet when you cast it. Once you reach 3rd level, you can cast either the *detect thoughts* or *calm emotions* spell once with this trait; you regain the ability to cast either spell when you finish a long rest. Once you reach 5th level, you can also cast the *sending* spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you do not require material components to cast them.

Repugnant. Due to your unorthodox appearance, you have disadvantage on Charisma (Persuasion) checks you make to influence Humanoids unfamiliar with your kind.

Legkh Legacy Racial Traits

Ability Scores. Your Intelligence score increases by 2 and Wisdom score increases by 1.

Alignment. Most Legkh have strong neutral inclinations.

Languages. You can speak, read, and write Common and Deep Speech.



Illustration by Theme Finland

LUDAI

SECRETIVE FARMERS

Ludai are an agricultural species native to grasslands near forests and mountains. They build their villages in hidden valleys or in plains protected by thick woods. These mollusk-folk often bring discomfort to other humanoids, with their alien legs, ever-shifting torso and thick stalks that carry curious, bulbous eyes. Ludai enjoy living in their simple settlements, exercising agrarian professions and being close to their family. The slime they travel upon contains a natural fertilizer, increasing the growth of many kinds of Plants.

Ludai skin tones vary widely, ranging from dull or bright blues or vibrant, striped yellows depending upon their tribe of origin. Ludai have four eyestalks. A few individuals bear additional eyestalks with additional sensory organs. This is often a sign of magical talent.

Their mouths are ill suited for pronouncing words in common speech or many languages, and other races can have a difficult time understanding their slow, slurred words. Their native language is a complex chemical language that is translated only with some difficulty. Ludai often have difficulty expressing their most complex thoughts, emotions, or concepts to humanoid races, which has led to some believing ludai to be dull-witted.

LUDAI TRAITS

Creature Type. You are a Monstrosity.

Age. Ludai reach physical maturity at the age of 6, and can live up to 500 years, although most succumb to old age or infirmity sometime in their third century.

Size. Ludai range from 4 to 6 feet in height and weigh an average of 200 pounds. Your size is Medium.

Speed. Ludai do not have legs, but a propulsive organ under their tail that secretes a slime to ease their propulsion. The slime evaporates after 10 minutes in most conditions. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Amorphous. You can squeeze a space two sizes smaller than your size, and moving through spaces 1 size smaller does not cost you additional movement. While squeezing through a space two sizes smaller than your size, your speed is reduced to 5 feet, and you cannot perform actions other than moving. You cannot use this trait if you are wearing medium or heavy armor.

Ludai Hardiness. You have advantage on saving throws against poison and disease, and you have resistance to poison damage.

Arcane Slime. You know the *poison spray* cantrip. When you reach 3rd level, you can cast the *grease* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *spider climb* spell once with this trait using yourself as the target and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

Repugnant. Due to your unorthodox appearance, you have disadvantage on Charisma (Persuasion) checks you make to influence Humanoids unfamiliar with your kind.

Ludai Legacy Racial Traits

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

Alignment. Preferring the simplicity of a farmer's life over wild antics or political machinations, ludai are usually of neutral alignments. Chaotic ludai are exceedingly rare.

Languages. You can speak, read, and write Common and Ludain. Ludain is a pheromonal language, spoken in close proximity to another ludai's facial stalks.

Racial Feat: Regenerative Cells

Prerequisite: Ludai

You gain the uncanny ability to regenerate. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).



Illustration by Kahito Slydeft

RAKEESH

MASTERS OF THE SAVANNAH

Rakeesh are centaur-like creatures with the torso and arms of a human and the hindquarters, head, and claws of a lion. On the savannahs, they live in hunting prides of 10-15 members, but they also construct large stone complexes of tiered pyramids setting the royal elite above the rabble, either rising above the savannah or occasionally deep within a jungle. These cities are divided into quarters, many of which are off-limits to anyone who is not a rakeesh or who does not hold a special place of honor among their people. Unwary travelers to their lands often have an adjustment period where it seems like they are always in trouble with the law until they come to learn the local customs.

PRIDE AND PREJUDICE

A hunter-warrior culture at heart, rakeesh tend to be proud, strong, and dislike or even fear the contagiousness of disease or other infirmities with superstition. A rakeesh who is crippled and can no longer fight will often choose to die rather than live on, putting their affairs in order and letting a local priest perform a death ritual, or throwing themselves into battle with the hope of a good death that will please their gods, earning them a place on the shining plains of the afterlife, where the hunt is endless.

Even rakeesh who are not great warriors are prideful: of their works, their craft, and their families, and most do not tolerate insults, and formal duels over honor are not uncommon in their lands.

Rakeesh mistrust arcane spellcasters not of their own kind, and most of their settlements forbid the unsanctioned practice of magic out in the open or on the streets of their settlements. Justice is swift and brutal in rakeesh society, and repeat offenders are often sentenced to gruesome fates such as having their hands, tongues or even their eyelids removed.

Rakeesh especially despise the Rakshasa, and will kill them on sight or hunt them down if they discover one among their ranks.

RAKEESH TRAITS

Creature Type. You are a Monstrosity.

Age. Rakeesh mature at 15 years, and live up to 70 years.

Size. Rakeesh stand between 5 and 6 feet tall, and weigh 300-400 pounds. Your size is Medium.

Speed. You have a base walking speed of 35 feet.

Darkvision. You have a cat's keen senses, especially in the dark. 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.

Lion's Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Chase. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can use your bonus action to dash in a straight line toward an enemy target. If you hit the creature with a melee attack, the target must make a Strength saving throw DC $8 +$ your proficiency bonus + your Strength modifier. If it fails, its speed becomes 0 until 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.

Intimidating Roar. When you hit a creature with a melee weapon attack, you can use your bonus action to roar at them, making a Charisma (Intimidation) check against the target's Wisdom (Insight). If you win the contest, the creature is frightened of you until the end of its next turn. If they succeed, they are not frightened. The roar is audible up to 1 mile away. Once you use this trait, you can't use it again until you finish a short or long rest.

Savannah Training. You are proficient with spears and longbows. You also have advantage on Dexterity (Stealth) checks made while you are in grassy terrain.

Rakeesh Legacy Racial Traits

Ability Scores. Your Strength score increases by 2 and Charisma score increases by 1.

Alignment. A rakeesh's sense of honor and pride give them a strong lawful inclination.

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



Illustration from the Monster Manual

RAKSHASAS

FIENDISH TRICKSTERS

A rakshasa's natural shape is relatively humanoid, but beast-like, usually tigers or other big cats. Their hands also look disturbing to most folk, as their palms are where the back of the hands would be for most races. Rakshasas are capable of hiding their disturbing appearance at any time, as they can choose any humanoid form at will. Many of a rakshasa's closest allies are often unaware of their true nature.

Rakshasas of the upper castes tend toward solitary lives, although their ambition might lead them to occasionally cooperate or compete directly with one other. As a general rule, they prefer to rule rather than be ruled, and a trusted lieutenant will eventually strike out on their own if they feel their abilities as a leader to others is not respected. Members of the lower castes are usually bound in service to a member of the upper castes as advisers, soldiers, or spies.

Rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle.

Rakshasas revere Ravanna, King of Rakshasas, a ten-headed lesser god who can only be harmed by non-deific creatures from the Material Plane.

RAKSHASA TRAITS

Creature Type. You are a Fiend (devil).

Age. Rakshasas reach adulthood at around 100 years and can live indefinitely.

Size. Rakshasas stand between 6 and 7 feet tall, and weigh 200-300 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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.

Fiendish Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength Modifier, instead of the bludgeoning damage normal for an unarmed strike.

Fiendish Disguise. As an action, you can transform your appearance to a Humanoid race of your choice. You retain your approximate height and weight. Your clothing and equipment don't change. Even to the most astute observers, your illusion is completely indiscernible. If you rouse suspicion, or if a creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection. You can revert to your rakshasa form as a bonus action, and also do so if unconscious or killed. While magical in nature, the disguise is undetectable by the *detect magic* spell.

Caste. Rakshasas have a strong caste system, and natural traits have emerged from them. Choose from one of the following sub-races: *High Rakshasa*, *Ak'chazar*, *Naztharune*, or *Zakyas*.

Rakshasa Legacy Racial Traits

Ability Scores. Your Charisma score increases by 1.

High Rakshasa. Your Constitution and Charisma scores increase by 1.

Ak'chazar. Your Intelligence score increases by 2.

Naztharune. Your Dexterity score increases by 2.

Zakyas. Your Strength score increases by 2.

Alignment. Most rakshasas are lawful evil.

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

Racial Feat: Magic Resistance

Prerequisite: 8th level, Rakshasa

Your fiendish nature matures, inoculating you from magical attacks. You gain advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

HIGH RAKSHASA

Rakshasas are vain, and the upper castes especially love to garb themselves extravagantly. Convinced of their own superiority, they use their fiendish disguise to take high positions in society as governors or heads of merchant guilds. These leaders see combat as beneath their station, preferring to delegate such tasks to others, or work out a mutually beneficial arrangement with their enemies.

Confounding Legacy. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *major image* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them..

AK'CHAZAR

The lithe ak'chazar most commonly have the heads of white tigers or leopards. They are powerful spellcasters, and specialize in necromancy. Ak'chazar use graveyards and abandoned battlefields as a headquarters, sending their undead minions forth to do the heavy lifting on their behalf. They serve the upper castes as advisors.

Inborn Necromancy. You know the *toll the dead*^{XGE} cantrip. Once you reach 3rd level, you can cast the *ray of sickness* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *animate dead* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

NAZTHARUNE

Naztharune are covered in inky black fur. They have few magical powers, but compensate by being stealthy and cunning. They lack most rakshasa's need to be the leader of any organization that they are part of, often working for other rakshasa.

Quiet as a Cat. You are proficient in the Stealth skill.

Infernal Trickery. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

ZAKYAS

The Zakyas are skilled melee combatants and weapon masters. They use their comparatively weak magical powers to supplement their martial prowess.

Battle Magic. You know the *blade ward* cantrip. Once you reach 3rd level, you can cast the *heroism* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Zakyas Weapon Training. You are proficient with longswords, shortswords, scimitars, and spears.

Double-Bladed Scimitar. You are proficient with the double-bladed scimitar, a haft of fine wood or metal supporting a long blade on either end.

When you take the Attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a 1d4, and it deals slashing damage. You can start with the weapon at 1st level in place of a martial weapon normally granted by your class.

Weapon	Cost	Damage	Weight	Properties
Double-bladed Scimitar	100 gp	2d4 slashing	6 lb	Special, two-handed

Racial Feat: Revenant Blade

Prerequisite: Rakshasa (Zakyas)

You learned from a master of the double blade and their skills have passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, the weapon has the finesse trait for your attacks with it, and you gain +1 AC.
- On your turn, when you use a bonus action to make a melee attack with the blade at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.



Illustration by R.K. Post

STHENO

A MOTHER'S LOVE

Stheno are monosexed folk who share a cursed ancestry. Their "hair" is composed of living, venomous snakes whose behavior reflects that of the stheno. The snakes behave sympathetically with the stheno's thoughts and emotions. Stheno live in small clutches with their mother, sisters, or less commonly, an aunt. Stheno are always born in groups of three, but sisters do not always share sires: stheno mate with elves, dwarves, halflings or tieflings or most any other race. Less frequently, two stheno will breed together.

When born, stheno have no legs, but a long, serpentine tail, which eventually splits to form feet, and they learn to walk around age four. As they mature, they often inherit strengths or personality traits from their non-stheno sire, who they rarely ever come to know.

Feared and despised by most, stheno train their young for a life of hardship, even pitting sisters against one another in cruel games of deadly consequence. It is rare for a stheno to have not killed at least one of their sisters.

STHENO TRAITS

Creature Type. You are a Monstrosity.

Age. Stheno reach adulthood at around 25 years and live an average of 150 years.

Size. Stheno have a similar stature to humans. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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 cannot see color in darkness.

Snakespeech. Snakes understand your words, and you have advantage on Charisma checks you make to influence them.

Stheno Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Matriarch Training. You are proficient with the poisoner's kit, scimitars, and shields.

Snake Hair. You can make melee attacks with your snake hair, which deal $1d4 + \text{your Dexterity modifier}$ piercing damage. If you hit with your snake hair, you can use your bonus action to cause the snakes to inject venom, forcing the target to make a Constitution saving throw DC $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$, taking a number of d6s equal to your proficiency bonus as poison damage on a failure, or half the damage on a success. Once you inject venom, you can't do so again until you finish a long rest.

Stheno Legacy Racial Traits

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

Alignment. Almost all stheno are evil.

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

Racial Feat: Petrifying Gaze

Requirements: Stheno, 8th level

As an action, you gaze at a living creature you can see that can also see you within 30 feet of you. The target makes a Constitution saving throw DC $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. If they fail, they begin to turn to stone and are restrained, repeating their saving throw at the start of their turns. If they make two additional failures, they become petrified. If they succeed a saving throw, the effect ends. The petrification can be removed by the *Greater Restoration* spell or similar magic.

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

YETIFOLK

COLD HANDS, WARM HEARTS

Hardy and reclusive, most yeti prefer to patrol the same forested mountains or snowy mountain peaks, and almost all yeti prefer a life of near-total solitude. They are tall, hirsute creatures, covered in fur. Some have decorative horns atop their heads. They form family groups only for a short time, and for a singular purpose: to rear their young, which are almost always single births. There is almost no substance known that is more nutritious than the blue milk of a nursing yeti, and infant yeti reared on the stuff grow so quickly than in a few short years, the trio separate, and each goes their own way. After rearing or losing a child, most yeti wait at two or three decades before starting a new family.

YETIFOLK TRAITS

Creature Type. You are a Giant.

Age. Yeti reach adulthood at around 4 years and live an average of 200 years.

Size. Yeti are between 7 and 8 feet tall and weigh between 300 and 400 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Peakvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see color in darkness. Your vision is also unobscured for 30 feet in fog, snow, or sleet.

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

Peak Performance. You have resistance to cold damage, and difficult terrain due to snow or ice does not hinder your movement. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Subrace. Choose one of the following subraces: Yeti, or Sasquatch.

Yetifolk Legacy Racial Traits

Ability Scores. Your Strength and Wisdom scores increase by 1.

Yeti. Your Constitution score increases by 1.

Sasquatch. Your Wisdom score increases by 1.

Alignment. A life of elected solitude leads most yeti toward neutral alignments. Some welcome or even aid travelers through the peaks, glad of the company for short stints. A few evil yeti enjoy actively preying upon those less well adapted to their home climate.

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



Illustration by Jon Neimeister

YETI

Yeti make their homes in shallow caves. Their fur is white, and they use the most inhospitable peaks they can survive in to stay hidden away from others.

Yeti Magic. You know the *frostbite^{XGE}* cantrip. When you reach 3rd level, you can cast the *ice knife^{XGE}* spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

SASQUATCH

Sasquatch are yeti who have left the peaks and made their homes in boreal forests. Their fur is brown. They are strict vegetarians and have a great love for the creatures of the forests. More commonly seen, but less numerous, they are generally bashful creatures who vanish without warning once they realize they have been observed.

Sasquatch Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *pass without trace* spell once, you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

ZANZARO

CHILDREN OF THE SWARM

Zanzaro are an insectoid race that live in underground complex hives. Their appearance is disturbing to other races, and many consider them monsters. Only their royal castes ever breed, meaning that they are served by their aunts, uncles, and eventually their own children. This unique social structure produces an almost alien mindset to most folk.

Zanzaro are hatched into enormous underground hive complexes, and many never see the surface, for there is much to do underground. A network of royal zanzaro might extend their society for miles underground, with a few new royals being produced to manage ongoing labor by the worker and soldier castes.

ZANZARO TRAITS

Creature Type. You are a Monstrosity.

Age. Zanzaro mature 2 years after they hatch, and live up to 20 years.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Poor Swimmer. You have disadvantage on Strength (Athletics) checks made to swim.

Limited Telepathy. You can send telepathic messages to Humanoids within 120 feet of you with whom you share at least one language. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks your telepathy. Your telepathy doesn't have to follow a straight line and can travel freely around corners or through openings.

Extra Limbs. You can use your extra hands to make an object interaction if your main hands are full.

Caste System. Zanzaro are bred for particular societal roles from the time they are laid as eggs, and are eventually born into an inescapable caste. Choose one of the following subraces: *Royal*, *Soldier* or *Worker*.

Zanzaro Legacy Racial Traits

Ability Scores. Your Constitution score increases by 1.

Royal. Your Charisma score increases by 2.

Soldier. Your Strength score increases by 2.

Worker. Your Dexterity score increases by 2.

Alignment. Barring long isolation or interference, zanzaro are compelled to lawful alignments.

Languages. You can understand, read, and write Common, and Zanzari. Zanzari is a complex language, involving signals made with posture, antenna, mandibles, and olfactory signals that undetectable to most other races.



Illustration by Molten Gold Art

ROYAL

Royal zanzaro are lithe, graceful, and resemble insectoid elves. They tend to be arrogant and self-serving.

Ability Scores. Your Charisma score increases by 2.

Size. Royal zanzaro are between 4½ and 5½ feet tall, and weigh an average of 100 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Exoskeleton. You have a +1 bonus to your AC.

Glide. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your proficiency bonus.

Fey Ancestry. You have advantage on saving throws to avoid or end the charmed condition on yourself.

Hive Magic. You know the *infestation*^{XGE} cantrip.

When you reach 3rd level, you can cast the *dissonant whispers* spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. At 5th level, you can cast the *mind spike*^{XGE} spell once as a 3rd-level spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Royal Command. You are proficient with the Persuasion skill, and you have advantage on Charisma checks you make to influence zanzaro of lower castes.

SOLDIER

A zanzaro soldier resembles an enormous mantis, with sharp spines protruding from their forearms. They famously lack a sense of humor, and tend to take anything said to them literally.

Ability Scores. Your Strength score increases by 2.

Size. Soldier zanzaro are between 6 and 7 feet tall, and weigh an average of 200 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Leap. You can make long and high jumps without the need for a running start.

Hardened Carapace. Due to your chitinous exoskeleton and the shape of your body, you are ill-suited to wearing armor. Your carapace provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Deadly Limbs. You can use your arms as deadly weapons, dealing $1d4 + \text{your Strength modifier}$ in slashing damage. Additionally, you can hold up to four weapons with your arms, choosing any combination with which to use them with your available attacks. You might hold a shield and longsword in two of your hands, and a greatsword in the other two. When you make attacks, you can elect to use any weapon you are holding. You cannot benefit from holding more than one shield.

Zanzaro Soldier Training. You are proficient with 2 weapons of your choice.

Surging Attack. You can use your action to attack once with whatever weapons you are holding, or with your *Deadly Limbs*. You can use this trait once, and regain expended uses of it when you finish a short rest.

Magically Neutered. You are unable to cast spells.

WORKER

Workers resemble ants and wasps. They have no ego and are happiest when carrying out an assigned task.

Ability Scores. Your Dexterity score increases by 2.

Size. Workers are between $3\frac{1}{2}$ feet tall, and weigh 40 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Limited Flight. As a bonus action, you gain a flying speed equal to your walking speed, and the ability to hover until the end of your next turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

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



Illustration by Matthieu Pierron

I've never met a people so content with the order of things than the Zanzaro. They accept their lot in life as a matter of course, and this leads some to believe they lack imagination, but they are intuitive, and accept challenge readily.

~ Old Gus

Exoskeleton. You have a +1 bonus to your AC.

Venomous Stinger. You can make unarmed strikes with the stinger at the end of your abdomen, as if it were a finesse weapon. When you hit, you can inject venom with your stinger that deals a number of d6s equal to your proficiency bonus as poison damage.

You can use this trait a number of times equal to your Constitution modifier (minimum of once), and regain expended uses of it when you finish a long rest.

Zanzaro Worker Training. You are proficient in one artisan's tool of your choice.

Digger. You know the *mold earth^{XGE}* cantrip. Dexterity is your spellcasting ability for the spell.



Illustration by Stefano D'Angelo

PLANTFOLK UNDER THE SUN

Sentient Plants are more common than most folk think, as they simple never stop to consider the possibility, and the ease with which they hide in their native terrains. It is rare to see them on the paved streets of cities, so often built on land cleared of its forests, and most Plant races avoid them, preferring to live with those who share their sylvan values. Not all plants are benign, however, and some actively prey upon beasts, or even other folk.

Plants that integrate with other races find ways to take advantage of their talents: they make excellent groundskeepers, herbalists, and chefs. They select their living quarters based available sunlight, and prioritize its outdoor space over the interior. They might bring a seed pouch containing their favorite varieties of Plants and grow a luxurious garden at their home, a sprawling work of art that attracts insects and birds.

Their own cities take this practice to the extreme. Each dwelling is grown, not constructed, part of an ecosystem that is carefully managed and kept in balance.

Plants are more courageous than human beings: an orange tree would rather die than produce lemons, whereas instead of dying, the average person would rather be someone they are not.

~ Mokokoma Mokhonoana

Avoiding Necrotic Blight

Plants are especially vulnerable to necrotic *blight*, and wise ones avoid offense to spellcasters capable of unleashing its deadly potential upon them. The *Blight Resilience* feat detailed in Chapter 4 provides some inoculation against these types of attacks.



Illustration by Rich Carey

DROSERA

TERRORS OF THE JUNGLE

At first glance, a drosera's head looks like a large, ripe melon. In truth, is made of two (or in a few tribes, three or even four) thick, interlocked toothed plates which, when opened, expose their mouth and a pair of eyes. This under-visage can be disturbing to other races, and so most traveling Drosera keep their plates closed, wearing fanciful wooden or ceramic masks in a vague mockery of most races' facial structure. They have a set of air-holes on their necks that allow them to speak and breathe while their headplates are closed.

Drosera prefer to eat meat to the exclusion of anything else, and they train their saplings in the art of the ambush from a young age. As they age, they take on more dangerous game with their sires, passing their skills down to the next generation.

Finding work in civilized areas where their cannibalistic nature is not frowned upon is difficult, so drosera who leave their native jungles gravitate toward assassination work that allows them to take the lives (or limbs) of others.

DROSERA TRAITS

Creature Type. You are a Plant.

Age. Drosera reach adulthood at around 15 years and live up to 150 years.

Size. Drosera average about 6 feet tall and weigh about 100 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Headplate Vision. While your headplates are unhinged, you can see in darkness within 120 feet of you as if it were bright light. However, you can't discern color in darkness, only shades of gray. While your headplates are closed, they obscure your vision: you require bright light to see further than 15 feet away, and are only able to see to a distance of 60 feet even with the aid of it.

You can hinge or unhinge the headplates that form your jaw using your bonus action. When your jaw is unhinged, your sensitive eyes and mouth are exposed. If you are subject to a critical hit while your jaw is unhinged, the attack deals an additional 1d10 damage.

Carnivorous Bite. While your headplates are unhinged, you can use your fearsome jaw to make melee attacks that deal 1d6 piercing damage plus additional acid damage equal to twice your proficiency bonus.

Mutable. When you reach 3rd level, You can cast the *snare*^{XGE} spell once with this trait, without providing any material components. You must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *alter self* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Ambush Hunter. You are proficient with longbows, spears, and the Stealth skill.

Drosera Legacy Racial Traits

Ability Scores. Your Strength, Dexterity, and Constitution scores increase by 1.

Alignment. Most drosera are evil.

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

Racial Feat: Sundew Glands

Prerequisite: Drosera

Your Strength or Dexterity score increases by 1.

You can secrete a sticky, dew-like substance from your body, which lasts for 1 hour. For the duration, you gain a climbing speed equal to your walking speed, you can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free, and have advantage on checks made to grapple other creatures.

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



Illustration by Jan Pospisil

GWALOTH

GROWING TOGETHER

Gwalothing have the appearance of lithe, vine-covered halflings. They have growths that resemble hair and beards, and often have a nest of petals sprouting from the tops of their heads. Gwalothing never tolerate shoes, preferring a thick coating of raw earth around their root-like feet. They prefer to live in sun-dappled forests and jungles, with a tall overhead canopy, although some tribes favor swamps or mountainous scrubland. They avoid deserts or any place without fertile soil.

They prefer a live-and-let-live philosophy, with many of their tribes, which they call “gardens”, taking a vow a strict pacifism as part of adult rites, and their priests, governors and others of station literally put their roots down, never leaving their planting positions as a sign of their dedication.

Gwalothing love to trade favors and gifts. If a gwalothing produces fruit from their own body and offers it to you, you know you have made a friend for life.

GWALOTH TRAITS

Creature Type. You are a Plant.

Age. Gwalothing reach adulthood at around 30 years and live up to two centuries.

Size. Gwalothing average 4 feet tall and weigh about 45 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Photosynthetic. You do not need to eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day.

You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Deep Roots. You can plunge your roots into the ground using your action. Until the start of your next turn, you can't move or take reactions, and you have resistance to all damage unless it is fire damage. If an attack, ability, or spell deals lightning damage to you, you regain hit points equal to the damage instead.

Additionally, you have advantage on saving throws you make that would result in you being knocked prone. At the start of your next turn, your roots retract from the earth, and you can choose to immediately spend one hit die, rolling it and adding your Constitution modifier to it. You regain hit points equal to the total.

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

Herbal Affinity. You are proficient in the Nature and Medicine skills.

Gwalothing Magic. You know the *resistance* cantrip.

When you reach 3rd level, you can cast the *goodberry* spell once, and must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *speak with plants* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no material components to cast them.

Gwalothing Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2 and your Constitution score increases by 1.

Alignment. Most gwalothing are good.

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

MYCONIDS

SPORELINGS OF THE UNDERDARK

Enormous swaths of the underdark are covered in a mycelial superorganism. A single such network might contain anywhere from 50 to 5,000 myconids living in and among it. Most myconids see little reason to leave their networks, and the underdark's seemingly endless expanses of new caverns and moisture providing the perfect conditions to keep expanding. This expansion eventually makes enemies of neighbors, be they drow, gnome, dwarf, or the dreaded umber hulk, whom the myconids especially hate for its inborn resistance to their natural defense: a series of mind-affecting spores.

Myconid children are known as sproutlings, and elders are referred to as sovereigns, but in truth, most myconids do not consider themselves individuals, a feeling reinforced by their natural ability to feel the pain of others. Crime and murder are almost unheard of in myconid society.

MYCONID TRAITS

Creature Type. You are a Plant.

Age. Myconids reach adulthood at around 5 years and live up to 40 years.

Size. Myconids stand between 4½ and 7 feet tall, and weigh 100–200 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Superior Darkvision. Accustomed to the depths of the Underdark, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sun Sickness. While in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If you remain in direct sunlight for 1 hour, you must succeed a DC 15 Constitution saving throw or take one level of exhaustion. You gain no benefits of short or long rests made in direct sunlight.

Rapport Spores. As an action, you can extend spores from your body to a distance of 30 feet. These spores can go around corners and affect creatures of your choice with an Intelligence of 2 or higher that aren't Constructs, Elementals, or Undead for a number of hours equal to your proficiency bonus. You can communicate telepathically with these affected creatures if they are within 30 feet of you and you share at least one language. When you take damage, myconids and creatures affected by your spores within 240 feet of you can sense your pain. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks your telepathy.



Illustration by Cecelia Collette

Sporeling Magic. You know the *infestation*^{XGE} cantrip. Once you reach 3rd level, you can cast the *inflict wounds* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *enthall* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race), and you require no verbal or material components to cast them.

Myconid Legacy Racial Traits

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

Alignment. Myconids are part of a mycelial collective, and they almost always share its alignment.

Languages. You can understand, read, and write Common and Undercommon, but cannot speak.

Racial Feat: Caustic Spores

Prerequisite: Myconid

As an action, you can release spores in a 15-foot cone. Each creature inside the cone must succeed on a Dexterity saving throw $DC\ 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ or take a number of d6s equal to your proficiency bonus as acid damage.

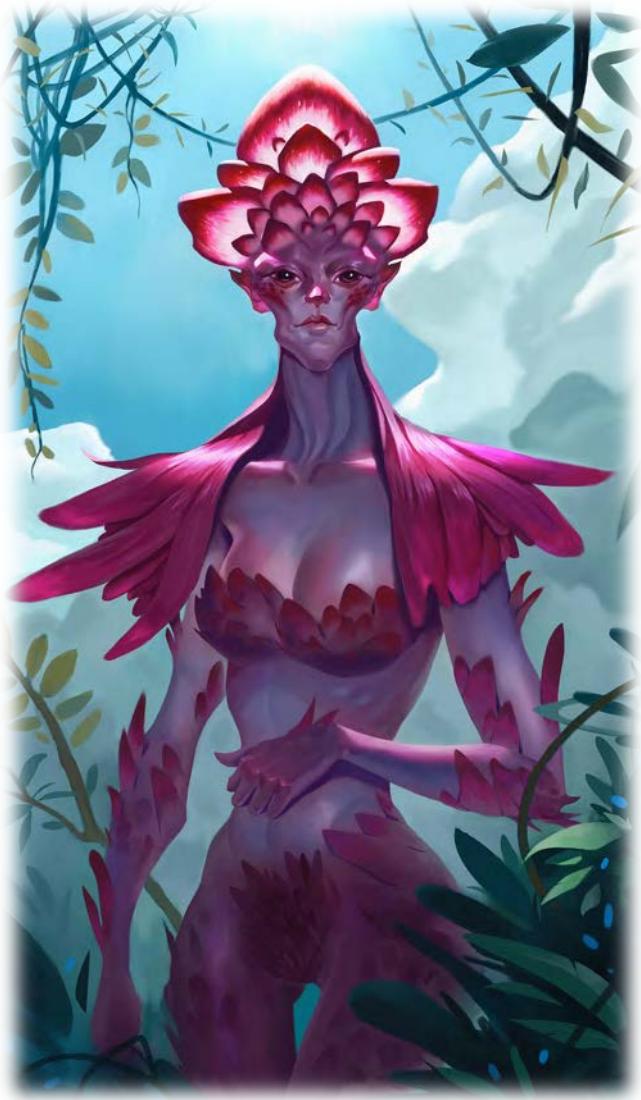


Illustration by Raphael Massarani

OLASSI

THE GARDEN THAT KNOWS ITSELF

Olassi are awakened fey plants. Some are born from their own kind, but most are elevated to sentience, awakened by a transfer of fey life force from pollinating fey, pixies or dryads, whom most olassi regard as treasured grandmothers. Once awakened, they gradually assume more mobile shapes, but retain many of the affinities, affectations, and even nutritional requirements of their pre-awakened selves.

Olassi grow “clothing” naturally from their bodies to suit their needs or desires for self-presentation. This is a slow process, but it is not unusual for one to change their appearance over time, utilizing all the shapes and colors their body is capable of producing.

Few olassi enter the material plane, rife with its machetes, axes, and sawmills, and most prefer to remain in the Feywild and among their own kind.

OLASSI TRAITS

Creature Type. You are a Plant.

Age. Olassi reach physical maturity at about the same age as humans, and with proper nourishment can live over three centuries.

Size. Olassi are roughly humanoid in shape, but range in height from 4 to 8 feet tall, and weigh 80-220 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Accustomed to forests and the night sky, 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.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Fallow. Olassi don't need to sleep. Instead, they lie fallow, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Natural Affinity. You are proficient in the Nature skill. You can discern the purity of water and the fertility of soil by touching it, and might be affected by it as any other Plants in the area would at the DM's discretion.

Leaf Speech. You can communicate with Plants as if you shared a language.

Subrace. Olassi have inherited traits from the earliest offshoots of their kind, who settled in different biomes. Choose one of these subraces: *Almandil*, *Fanalos*, *Sundo Talma*, or *Taan Tiin*. If your subrace provides innate spellcasting abilities, you require no material components to cast the spells.

Olassi Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2.

Almandil. Your Charisma score increases by 1.

Fanalos. Your Intelligence score increases by 1.

Sundo Talma. Your Strength score increases by 1.

Taan Tiin. Your Constitution score increases by 1.

Alignment. Olassi love freedom, variety, and self-expression, so they lean toward neutrality or chaos, but those who serve in fey courts might be more lawful.

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

ALMANDIL

Passionate and competitive, flower fey display a stupefying range of colors and affectations. They give their fruits as gifts to close friends and allies, and make for thorny adversaries when wronged or mistreated.

Photosynthetic. You do not need to eat, but must maintain physical contact with fertile soil for at least 72 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 6 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Efflorescence. As an action, you create a grand display with your petals for 1 minute. For the duration, you can add your Wisdom modifier, rounded up (minimum: 1) as a bonus to Charisma checks and saving throws. Once you use this trait, you can't use it again until you finish a long rest.

Almandil Magic. You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *goodberry* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *spike growth* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race)

FANALOS

Mushroom fey live in deep dark of woods and caves, lurking in rotting tree carcasses or caverns. Their close-knit mycelial families are fiercely territorial.

Nutritional Requirements. You require a diet of decayed matter, and require twice the water intake of a human, which you can absorb directly from your skin. If you become dehydrated, your size decreases to Small, and your movement speed decreases to 20 feet.

Fey Darkvision. You have superior vision in dark and dim conditions. You can see in darkness within 120 feet of you as if it were bright light, and in color.

Sporelinguistics. You can communicate with mushrooms and myconids and other creatures that use spores to communicate if they are within 120 feet of you.

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

Fanalos Magic. You know the *message* cantrip, and can target a number of additional creatures with it equal to your Wisdom modifier (minimum: 1). Once you reach 3rd level, you can cast the *dissonant whispers* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *ray of enfeeblement* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

SUNDO TALMA

The towering sundo talma prefer swamps or wet jungles and resemble mounds of moss, vines, or roots, and incorporate loose soil or other Plants into themselves.

Hydrophyte. You can sustain yourself on a steady diet decayed matter, or you can remain in contact with fertile soil or water for 48 hours each week. You require twice the daily water intake of a Humanoid. You can breathe underwater.

You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

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

Talma Magic. You know the *thorn whip* cantrip. Once you reach 3rd level, you can cast the *ensnaring strike* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *barkskin* spell once, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

TAAN TIIN

The taan tiin resemble succulents and cacti. Their hardy nature is often paired with insatiable wanderlust.

Xerophyte. You require one drink of water each week, and you must remain in contact with fertile soil for 1 hour each week. Alternatively, you can meet all your nutritional requirements on a diet of fresh fruit.

You must be exposed to direct sunlight for 8 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Spines. You have flexible spines on your body. As a bonus action, you can harden your spines for 1 minute. For the duration, if a creature makes a melee attack against you with a weapon that lacks the reach property, it takes a number of piercing damage equal to your proficiency bonus.

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

Taan Tiin Magic. You know the *Dancing Lights* cantrip. Once you reach 3rd level, you can cast the *Blur* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *cordon of arrows* spell once without providing material components, and must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).



Illustration by Andrew Olson

TAN'DALU STANDING TALL

The tan'dalu are a stoic, broad shouldered tree-like people whose ancestry can be traced back to dryads, who they believe awakened their kind early in the song of creation. Their skin and limbs resemble the barky trunks of trees. They grow their skin to suit their environmental or social needs. Those that keep to their own kind enjoy growing leaves, knots, vines, or thorns from their body in abstract patterns their own kind find attractive. These trends and traits vary in consistency and coloration depending upon the tan'dalu's tribe (or "grove") or their home climates. Tan'dalu tend to be slow moving, intentional, and gentle creatures, with a great love for animals, especially birds. Their low, rumbling voices are usually creaky or gravelly, but in rare cases, are as sonorous as a double-bass or cello.

Tan'dalu that assimilate into life with other races can learn to grow their skin with precision, leading to an appearance to that becomes more approximately humanoid, even imitating the growing an appearance of stylish clothing and armor that makes their station in life more apparent to others.

When an elderly tan'dalu begins to creak as they walk, they begin to get their life's affairs in order. Most prefer a solitary death in a deep wilderness, and spend their final days rooting themselves deep into the earth, and transforming their bodies into a final form of self-expression that will last for several more centuries: indeed, upon their death, their body is capable of living on as a tree for up to five additional millennia, growing tens of feet wide and hundreds high, providing shade and shelter for the animals they loved in life for generations.

TAN'DALU TRAITS

Creature Type. You are a Plant.

Age. Tan'Dalu reach adulthood at around 50 years and live up to ten centuries.

Size. Tan'Dalu are between 7 and 9 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with Beasts and Plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

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

Bark Skin. Due to your knotty bark-like skin, you are ill-suited to wearing armor. Your bark provides ample protection, however; it gives you a base Armor Class of 16 (your Dexterity modifier doesn't affect this number). If using a shield, you can apply its bonus as normal.

Vine Tendril. You know the *thorn whip* cantrip. Strength is your spellcasting ability for the spell.

Tan'Dalu Legacy Racial Traits

Ability Scores. Your Constitution score increases by 2 and your Strength score increases by 1.

Alignment. Their long lifespans and stoic nature lead most Tan'dalu to a life of neutrality.

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

Racial Feat: Knotted Growth

Prerequisite: Tan'Dalu

As a bonus action, your skin grows a thick covering of knotted wood for 1 minute. For the duration, when creature hits you with a melee attack, you can use your reaction to deal $1d10 +$ your Constitution modifier in bludgeoning damage to your attacker.

Additionally, if a creature attacks you with a ranged attack, you can use your reaction to expend all of your knots toward your attacker. Make a ranged attack. If it hits, you deal a number of d6s equal to your proficiency bonus as piercing damage to your attacker.

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



Illustration by Jean-Cuilhem Barguès

UNDEAD

DEAD LIKE ME

Unlife is nothing to be jealous of: while you now have more time than you had in life, it holds none of life's sweetness. The lilies of the field do not smell, food has no taste, and even friendship itself, being a rare and valuable commodity in life, is more difficult to come by in unlife by an order of magnitude than it was in life.

Folk fear few things more than death, but undeath is certainly one of them. Despised, undead are anathema in most corners of the world, and are slain or driven out by extreme prejudice. Indeed, no small numbers of clerics and some paladins spent good portions of their lives keeping the essences of undeath at bay.

UNDEAD AWAKENINGS

While most undead are raised by and in service of necromancers, liches, or other powerful forces, some are simply victims of circumstance. These precious few individuals retain more of their former selves than their typically mindless brethren, and it is they who are presented herein for your consideration.

*Sure, they're dead, but they're still people, kid.
Try and have a heart while ya still got one, hey?*

~ Old Gus

Undead Player Characters

Construct and undead player characters can pose significant challenges for inexperienced DMs and players. Here are a few important considerations:

The rules governing souls, death, resurrection, and undeath are left to the DM to determine.

Most folk fear and despise undead, and seek to drive them out or destroy them once they recognize their nature.

Undead are not alive, making them immune to poison. Most do not need to eat, sleep or drink.

Immunity to fear is omitted for awakened undead.

Review spells and the abilities of the cleric and paladin classes. Many spells or abilities that would not normally affect the party can be used to prepare challenges for awakened undead.

The Undead creature type creates important immunities to common spells like *charm person* and *hold person*.

Additionally, the efficacy of spells, abilities and items that restore hit points, such as healing potions (or the availability of alternatives that would perform similar functions for undead) is determined by the DM. For example:

Awakened Undead. You can be affected by spells that preserve or restore life that normally don't affect Undead: *cure wounds*, *healing word*, and *spare the dying*.

Alternatively, the *disguise undead* and *undead regeneration* spells detailed in Chapter 4 provide additional utility when adding an awakened undead to the party.



Illustration by Guillem H. Pongiluppi

BOUND SPIRITS UNFINISHED BUSINESS

Long after their remains have turned to dust, the spirit of an individual can linger still. There are as many reasons for a ghost to haunt the world as there are folk in it. Ghosts are forcibly tied to the material plane by deep magic and are only able to move on when their unfinished business is concluded. Most ghosts awaken disoriented and must discover what it is that holds their attachment to the world of the living, as if discovering a final piece of themselves that they must confront before entering the next phase of their existence.

Ghosts retain their general appearance as it was in life, although those who knew them often have difficulty recognizing them (much to the ghost's frustration). They also retain all of their memories—and these, perhaps all too well. As the years go by with their business unconcluded, ghosts begin to have difficulty forming new memories, or relating to a world that drifts further from their own time. These ghosts spend more and more time in the endless fog of the Ethereal Plane. These spirits become haunts and specters, appearing only when the world of the living presents a mirror for them to find something familiar in. These unfortunate souls must rely on others to conclude their unfinished business for them, or they are lost in ethereal fog for all time, which many would rightly consider a fate worse than what death had promised them.

BOUND SPIRIT TRAITS

Creature Type. You are an Undead.

Age. Bound spirits do not age, and can persist indefinitely until they are dispersed.

Size. Bound spirits can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Ethereal Vision. 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. While upon the material plane, you can see into the ethereal plane up to a distance of 30 feet, and vice-versa.

Ethereal Movement. You can move through other creatures and objects as if they were difficult terrain, but not walls or ceilings. If you end your turn inside an object or creature, you are shunted to the nearest available space, taking 1d10 force damage for every 5 feet you are moved.

Ethereal Jaunt. As a bonus action, you enter the Ethereal Plane, gaining the ability to move through walls and ceilings. At the end of your next turn, return to the plane you left when you used this trait. You can use this trait a number of times equal to your proficiency bonus, and regain expended uses when you complete long rest.

Ghostly Nature. You cannot be charmed or become exhausted. You are immune to poison damage, and you can't be poisoned or become diseased. You don't require air, food, drink, or sleep. If you die, your essence is dispersed, and you are unable to be resurrected.

Ethereal Rest. When you take a short or long rest, you must spend them on the Ethereal Plane, inert, and completely unaware of the goings-on on other planes. You cannot leave your inert state of your own volition until you complete your short or long rest, at which time you return to the same location you left before your rest.

Speak with Dead. You can cast the *Speak with Dead* spell once and regain the ability to do so when you finish a short rest. If you cast the spell during a short or long rest, you can make a Wisdom (Insight) check to speak with a deceased soul of your choice that is also upon the Ethereal Plane. The difficulty of the check is determined by the DM, and might include such factors as where you entered the Ethereal Plane from, your familiarity with the individual, or the availability of the individual's spirit.

Bound Spirit Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Alignment. Bound spirits share the alignment of their living self at first, although that can change over time.

Languages. You can speak, read, and write any languages you knew in life.



Illustration by Marius Siergiejew

GHOULS

ENVY AND GREED

Ghouls are undead borne to unlife through envy and greed, and they are consumed with desire for all the things they never have attained in life, usually wealth. While most ghouls lack the ambition to rise above mere graverobbing and feasting upon the recently deceased (or even the occasional gravedigger), some recall their unmet ambitions in more detail, and become obsessed with them.

Ghouls that maintain their unlife long enough can become ghasts, re-growing much of their lost skin, rotted-out organs, and regaining much of their former appearance, although their hollow eyes, monstrous teeth, long tongues, and fearsome nails will eventually give them away. Ghasts also gain the ability to emit a foul stench, and to rally other undead in the face of clerics and paladins.

Ghouls enjoy the taste of rotting flesh and will hoard pieces of individuals they found to be particularly tasty, savoring them as they rot, as if they were so much fine cheese.

GHOUL TRAITS

Creature Type. You are an Undead.

Age. Ghouls do not age, but they do break. They can endure unlife indefinitely.

Size. Ghouls can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

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.

Ghoulish Claws. You are proficient with your unarmed strikes, which deal 1d6 slashing damage on a hit.

Paralyzing Strike. When you hit a Humanoid or Beast with your claws, you can force the target to make a DC Constitution saving throw $DC\ 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. If the creature fails its saving throw, it is paralyzed for up to 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Elves succeed this saving throw automatically. Once you use this trait, you can't use it again until you finish a long rest.

Ghoulish Nature. You are immune to poison damage and can't be poisoned. You must maintain a diet of rotting flesh (at least 72 hours after death), in equal portion to the amount of food a living member of your original race would require. You treat any exhaustion levels you have as if they were one level lower.

Ghoul Legacy Racial Traits

Ability Scores. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Alignment. Due to their insatiable greed, ghouls are generally of evil alignments.

Languages. You can speak, read and write, the languages you knew in life and Abyssal.

Racial Feat: Ghastly Power

Prerequisite: Ghoul, 8th Level

Your abyssal powers grow, and you gain the following benefits:

- **Ghastly Stench.** You can cast the *Stinking Cloud* spell once. Wisdom is your spellcasting ability for the spell. Once you cast the spell, you can't cast it again with this trait until you finish a short or long rest.

- **Turn Defiance.** As a reaction, you emanate an aura of defiance, granting you and undead creatures of your choice within 30 feet of you advantage on saving throws against effects that turn undead. You can use this feature twice, and regain expended uses of it when you finish a long rest.



Illustration by Uriak

MUMMIES

AWAKENED TO ANCIENT PURPOSE

Mummies become undead not long after their deaths, but most do not awaken until a long slumber has passed. The contingencies that animate them are not always up to them. Most mummies are protectors and guardians, meant to keep something: cursed treasure, powerful artifacts, or imprisoned, unspeakable evils. Some are meant only to watch over the remains of a royal family, ensuring their tombs stay undisturbed. Depending on the length of their slumber, an awakened mummy might find themselves in a world they scarcely recognize. However, the time that has passed has no effect on their preservation, nor their compulsion to see the will of their creators done, until what has been done has been undone, at which time the mummy will resume their slumber until they are called to reanimate again.

Mummies are strong, resilient, and nearly unstoppable by conventional means. They speak in a strained and gravelly tone, and those who wish to hide their true nature often take to wearing masks and covering as much of their bodies as possible to disguise themselves.

MUMMY TRAITS

Creature Type. You are an Undead.

Age. Mummies do not age, nor do they decay. They can endure unlife for a number of centuries equal to their original race's lifespan in years.

Size. Mummies can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

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.

Superior Preservation. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. You know the *blade ward* cantrip, and can cast it as a bonus action. However, you wrapping and dried flesh burn readily. You are vulnerable to fire damage.

Mummy Nature. You cannot be charmed. You are immune to poison damage, and you can't be poisoned or exhausted. You don't require air, food, drink, or sleep, but must rest motionless in order to regain abilities that require the completion of a short or long rest.

Necrotic Resilience. You have advantage on saving throws against spells or abilities that deal necrotic damage, and you have resistance to necrotic damage.

Weapon Training. You are proficient with scimitars, shields and longbows.

Mummy Legacy Racial Traits

Ability Scores. Your Strength score increases by 2, and your Constitution score of increases by 1.

Alignment. Mummies are lawful almost without exception (unless they were royalty), or they share the alignment of their creator.

Languages. You can speak, read, and write any languages you knew in life.

Racial Feat: Necrotic Affinity

Prerequisite: Mummy

Your affinity with necrotic energy grows, and you can sustain yourself with it. You gain the following benefits:

- Your Constitution, Intelligence, Wisdom or Charisma score increases by 1.
- When you take necrotic damage, you can use your reaction to gain temporary hit points equal to half the amount instead. These temporary hit points fade after 1 hour. Once you use this trait, you can't use it again until you finish a long rest.



Illustration by Jason Nguyen

SKELETONS

FREEDOM FROM FLESH

Skeletons are raised by curses or necromancy, usually from remains that are so old that little to no flesh or organs remain upon the bones. Without the tiresome requirements of the body's incessant desire for food, pleasure and excretion, most skeletons awaken to find great pleasure in purpose and activity, measuring their unlife in deeds and accomplishments they never would have had the time or energy to accomplish while still alive.

Skeletons make tireless laborers, and despite their lack of a brain, some skeletons are shockingly intelligent, able to recall things about their life and times from an entirely new and detached perspective. However, traditional communication is difficult without a tongue, and not every skeleton manages to learn to discuss the finer points of existence with anyone other than fellow skeletons. These silent beings spent most of the rest of their existences carrying out their tasks in relative silence with only the occasional scrape or rattle of bones punctuating the din of a well-kept crypt.

SKELETON TRAITS

Creature Type. You are an Undead.

Age. Skeletons do not age, but they do break. They can endure unlife for several centuries after they are raised, up to three times as long as the lifespan of their original species.

Speed. Your base walking speed is 30 feet.

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.

Skeletal Nature. You are immune to poison damage, and you can't become poisoned or diseased. You don't require air or sleep, and you cannot consume food or drink. When you take a short or long rest, you must remain motionless. You treat exhaustion levels you have as if they were one level lower.

Collapse. You can use an action to collapse into a pile of bones, including your worn equipment. You remain aware of your surroundings and are indistinguishable from a corpse unless divined by magical means, such as paladin's *Divine Sense* or the *detect good and evil* spell. You can resume your normal stance and stature using a bonus action.

Memory. You have advantage on Intelligence (History) checks you make to recall events from the time period in which you expired.

Empty Innards. You can use your reaction to cause a critical hit against you to become a normal hit. Once you use this trait, you must finish a short rest before you can use it again.

Skeleton Legacy Racial Traits

Ability Scores. Your Wisdom score increases by 2, and your Intelligence increases by 1.

Alignment. Due to their undead nature, skeletons are raised to evil alignments, but as they gain independence, they often drift toward neutrality, becoming cold and detached, melancholic or droll cynics.

Languages. You can't speak, but you can understand the languages you knew in life.

Skeletons, Speech, and Spellcasting

Lacking a tongue prevents a skeleton from speaking, eating, or drinking. In addition to writing and somatic languages like thieves' cant, spells like *encode thoughts*^{CCR}, *illusory script*, *minor illusion* and *prestidigitation* can allow skeletons to communicate with others. Even the rhythmic tapping of bones can be used to communicate with allies. The DM decides if a skeleton's methods (or a convenient magic item that grants a skeleton a voice) are a sufficient to substitute for the verbal components for spellcasting.



Illustration by Ertaç Altınöz

WIGHTS

VENGEANCE AT ANY COST

Wights are unique among the undead for their ability to raise themselves, out of nothing more than a singular, personal purpose: vengeance, at any cost. This vengeance is usually targeted at the individual who killed them, or the person they deem responsible for their own death, but it also might be sworn on behalf of someone else: especially a friend, parent, a lover, or child.

Wights are frequently created in the wake of great battles, or during other eras of strife where vengeance is a common outcry. A wight that achieves their goals and extracts their vengeance is freed from the curse of undeath, and their soul is free to move on to the next phase of its existence.

Wights typically have no compunction about killing any and everything that gets in between themselves and the target of their vengeance, but they are not foolhardy. Most look upon their task with a cold, military detachment, planning ahead, and ensuring their victories, making them ideal commanders for other undead to follow.

WIGHT TRAITS

Creature Type. You are an Undead.

Age. Wights do not age, and their flesh does not decay. They can endure unlife indefinitely after they are raised.

Size. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

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.

Sense Mortality. The presence of living creatures registers on your senses like a noxious odor. As an action, you can open your awareness to detect the living. Until the end of your next turn, you know the location of any Aberration, Beast, Humanoid, Giant, or Monstrosity within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Once you use this trait, you must complete a short or short or long rest before you use it again.

Life Drain. When you hit a Humanoid with an attack, you can use a bonus action to force the target to make a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier. If they fail, a creature takes a number of d6s equal to your proficiency bonus as necrotic damage, and you gain half the amount as temporary hit points, which last for 1 minute.

Once you use this trait, you can't do so again until you finish a long rest.

Wight Nature. You are immune to poison damage and the poisoned condition. You don't require air, food, drink, or sleep, but must rest motionless to regain abilities during a short or long rest. You treat any exhaustion levels you have as if they were one level lower.

Wight Legacy Racial Traits

Ability Scores. Your Constitution, Intelligence and Wisdom scores increase by 1.

Alignment. Wights are invariably of evil alignments.

Languages. You can speak, read, and write any languages you knew in life.

Racial Feat: Rise, and Serve!

Prerequisite: Wight

You can cause a Humanoid that fails its saving throw against and is slain by your *Life Drain* to rise 1 minute later as a zombie, which remains under your control for 24 hours. You can also use this trait to re-assert control over a number of zombies equal to your proficiency bonus for another 24 hours. You can use this trait twice, and regain expended uses of it when you finish a long rest.



Illustration by Antarctic Spring

ZOMBIES

THE LIVING DEAD

Zombies are usually raised by necromancy or alchemy gone awry. When a zombie devours their meals, they gain only sustenance, and no pleasure from it, and no matter how ravenously devoured, the flesh of the living tastes only of ash and filth. Awakened zombies go to lengths to spice or salt their food, stimulating their decaying taste buds any way they can. If a zombie indulges in their forbidden hunger and eats the brains of another creature, they can experience life as the living do for a short time. Most zombies become addicted to these visions, losing their former selves to them.

Most spend their short un-lives in service to their creators, but a few overcome their insatiable hunger long enough to remember something of their former lives. Awakened zombies retain some of their personality and experiences, and remember parts of their life as a fuzzy dream of conflicting messages, feelings and emotions.

ZOMBIE TRAITS

Creature Type. You are an Undead.

Age. Zombies do not age, but they do decay. If they maintain a diet of living flesh, they can endure unlife for many years after their conversion, up to as long as the lifespan of their original species.

Size. Zombies can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 25 feet.

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.

Living Dead. You are immune to poison damage and can't be poisoned. You must maintain a diet of living or freshly dead flesh (within 1 minute of death), in equal portion to the amount of food a living member of your original race would require. Your muscles require the same amount of rest that your original race would in order to stave off exhaustion.

Remnants of a Life Lost. You can select one racial trait from your original race of your choice.

Thought for Food. If you devour at least one mouthful of brain from a deceased creature, for the next 24 hours, you can experience memories of their life as if you had cast the *detect thoughts* spell upon the creature. The target creature does not make a saving throw, and you experience a memory of theirs as a vision from their own perspective. The nature of the vision is determined by the DM.

Once you use this trait, you can't use it again until you finish a short rest.

Undead Fortitude. When you succeed a death saving throw, you can immediately gain 1 hit point. Once you use this trait, you can't use it again until you finish a long rest.

Zombie Legacy Racial Traits

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

Alignment. Due to their undead nature and insatiable appetite, zombies tend to drift toward evil alignments over the course of their tortured existence.

Languages. You can speak, read, and write any languages you knew in life.

Racial Feat: Back from the Dead

Prerequisite: Zombie

Your Constitution score increases by 1.

Additionally, when you regain a hit point due to your *Undead Fortitude*, you can immediately spend hit dice, up to a number equal to your proficiency bonus.



Illustration by Markus Brackelmann

OUTSIDERS

THE STRANGE AND UNUSUAL

Often mistaken for mere monsters, some creatures live lives of exile or service without ever having their personhood truly recognized by others. When the hand of fate brings creatures of two very different worlds together, an intense rivalry or friendship might blossom.

The Stranger within my gate,
He may be true or kind,
But he does not talk my talk-
I cannot feel his mind.
I see the face and the eyes and the mouth,
But not the soul behind.
~ Rudyard Kipling

Using this Material in Your Game

The options presented here replace a player's racial traits (or build upon them, in the case of the irvikuva). Their power far exceeds those of the player races in the *Player's Handbook*, so they might not be good options for an extended campaign. However, they do make for excellent options to help tell a specific kind of story for a limited number of game sessions.

In addition to the basic package of traits, a series of optional *benefits* and *drawbacks* are offered for each outsider, these options allowing the DM to scale up (or restrict) the outsider's considerable powers. The outsider can be played by the DM as an NPC, but the author has found it a better idea to experienced "guest star" player to take on these important roles in a story.



Illustration by Christine Spirina

GILLEN

MASTERS OF SEA AND STREAM

Gillen are secretive, long-lived and rarely contact surface dwellers. When civilization does encroach upon their territory, most vacate and abdicate their homes, which their kin have inhabited for millennia. A few might stay behind to protect the waters from pollution or overfishing, and some become terrors for fishermen and sailors. They can breathe fresh and saltwater, although most show preference for one or the other. Their long lifespans are spent mostly in solitude in an adopted ecosystem, or they wander until they find a mate.

If captured, gillen occasionally find themselves put on display as a novelty or imprisoned as an object of study. Their bodies are covered in iridescent scales that form intricate patterns, and some gillen are bioluminescent, giving off pulsating lights in patterns that wind their way around their bodies.

Gillen have difficulty communicating with surface-dwellers, and when encountered are often underestimated as monsters, or even animals.

GILLEN TRAITS

Creature Type. You are a Monstrosity.

Age. Gillen mature at 30 years, and live up to 350 years.

Size. Gillen are between 10 and 12 feet tall, and weigh 250-350 pounds. Your size is Large.

Speed. You have a base walking speed of 30 feet.

Amphibious. You can breathe air and water.

Emissary of the Sea. Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas with Beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Webbed Extremities. Your hands and feet have a webbing between them, granting you a swimming speed of 40 feet. In addition, the spines at the ends of your fingers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

The Life Aquatic. Gillen do not gain the benefit of a background. Instead choose two of the following skills: Athletics, Acrobatics, Intimidation, Insight, Nature, Perception, Stealth, and Survival.

Gillen Legacy Racial Traits

Ability Scores. Your Strength, Constitution and Wisdom scores increase by 2.

Alignment. Most gillen are neutral.

Languages. You can speak Primordial.

Recommended Gillen Classes

Barbarian. A barbarian's natural strength and rage pair well with a gillen's great strength and resilience.

Cleric. A mystical cleric. The *Sea Domain* detailed in Chapter 2 makes for an excellent pairing with a gillen's natural affinity for water.

Druid. The circle of the land (coast or swamp) provides excellent ways of expanding on the gillen's watery affinity, but a moon druid makes for an excellent resourceful trickster.

Fighter. The fighter is an excellent choice for a gillen, especially when paired with the *Unarmed Fighting Style* that appears in *Unearthed Arcana: Class Feature Variants*.

Monk. A monk might be a deeply spiritual gillen, slow and gentle but quick and decisive in combat.

BENEFITS (MINOR)

A gillen has 1d4 additional traits, choosing from the following:

ARMORED SCALES

Your thick scales and body plates protect you from harm. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ENHANCED SWIMMING

While swimming, you can use your bonus action to take the Dash action.

UNDERWATER SENSES

You have advantage on Wisdom (Perception) checks when you are underwater.

WATER MAGIC

You know the *shape water*^{XGE} cantrip. When you reach 5th level, you can cast the *water breathing* spell once. You must finish a long rest before casting the spell again using this trait. Wisdom is your spellcasting ability for these spells.

BENEFITS (MAJOR)

A gillen might gain the following additional features at the DM's discretion. They might be granted under the following conditions:

- In lieu of an Ability Score Increase or feat
- as a reward for you or your allies learning more about your origin (treating the benefit as if it were an attuned magical item)
- as a reward for reaching a particular character level or undergoing special training

ADVANCED WATER MAGIC

Prerequisite: 8th Level

You can cast the *tidal wave* and *control water* spells once. Wisdom is your spellcasting ability for these spells, and once you cast either spell, you must finish a long rest before you can cast either spell with this trait.

GREAT STRENGTH

Your Strength score receives a +4 bonus (to a maximum of 30).

QUICK HEALING

When you recover hit points from a magic spell or item, you recover additional hit points equal to your Constitution Modifier.

POISON SPINES

You have a set of poison spines which you can fire reflexively in response to being attacked. When a creature within 30 feet of you that you can see targets you with an attack, you can use your reaction to make a ranged attack roll against your attacker. If you hit, your attacker takes piercing damage and 1d4 poison damage.

As long as you are not poisoned, diseased or exhausted, any of your missing spines regrow when you finish a long rest.

DRAWBACKS

In addition to the benefits that come with your unique biology, there are drawbacks as well. The DM should consider assigning at least one of the following drawbacks in play to counteract a gillen's powerful physical attributes.

AMPHIBIOUS LIMITATIONS

You are more fish than surface-dweller. You can only breathe air for a number of hours equal to your Constitution modifier, and must submerge yourself fully in water for the duration of a short rest in order to emerge again.

SHOCK SUSCEPTIBILITY

If you take lightning damage, you become debilitated, gaining the following penalties until the end of your next turn:

- You lose your reaction.
- Your speed is halved.
- You have a -2 penalty to AC and Dexterity saving throws.
- You can only make one attack on your turn, and you can use either an action or a bonus action, not both.

SOMATIC COMMUNICATION

You lack the physiology to produce speech in the air, and can only communicate with others through gestures and signs.

UNCANNY APPEARANCE

Your large fish-like eyes and mouth are inscrutable to most people. You have disadvantage on Charisma ability checks you make to influence them.

UNCOUTH EXCRETIONS

Your body secretes various scents, fluids or other things that are useful underwater, but humanoids find distasteful, unpleasant or even sickening.

When within 30 feet of a Humanoid or Beast that breathes air and lacks a swim speed, you have disadvantage on Dexterity (Stealth) checks.

GOLEM

BROUGHT TO LIFE

Golems are brought to a kind of life through extensive research and great expense. A golem that has gone missing from its intended purposes is surely to be noticed if those that created it are still alive, and they will go to extraordinary lengths to recover their property.

In rare instances, golemancy gone wrong can result in a truly living construct coming into being, who might then struggle for independence and freedom from their intended purpose.

GOLEM TRAITS

Creature Type. You are a construct.

Age. Golems do not age and can exist indefinitely as long as the magic or other power source that animates them persists.

Size. Golems can be anywhere between 5 and 10 feet tall, and weigh 250 to 550 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Construct Body. You do not need to eat, sleep or breathe. You are immune to poison and psychic damage and the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. You are also immune to disease, and magic can't put you to sleep.

Construct Nature. If the *mending* spell is cast on you, you regain 2d6 hit points. Alternatively, a creature can spend 1 minute to mend you if they are proficient with tinker's tools, and their tools are with them. You can be mended a number of times equal to your level. When you finish a long rest, the number of times you have been mended resets to 0.

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.

Immutable Form. You are immune to any spell or effect that would alter your form.

Made for a Purpose. Golems do not gain the benefit of a background.

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

Sentry's Rest. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.



Illustration by LessDraws

Golem Legacy Racial Traits

Ability Scores. Your Strength and Constitution scores increase by 4. Either of these two scores can be raised as high as 24.

Alignment. Most golems do not have alignments, although those that become truly alive can learn to adopt almost any alignment as they learn more about the world and their place in it.

Languages. You can speak, read, and write one language, as determined by your creator.

Recommended Golem Classes

Artificer. The artificer class is perfect for a flexible, self-customizing golem.

Fighter. The fighter class is the ideal choice for a golem. The *Battle Master* and *Champion* archetypes both make for excellent golem character classes.

CONSCIOUSNESS HARNESSSED

A golem needs an *animus*, a *purpose* and a *consciousness*. A golem's *animus* is the energy that gives it life and mind. Its *purpose* gives it its function and its basic modes of behavior. Its consciousness governs its instructions.

Animus

d6

- 1 Your animus is a well of magic housed in an object placed somewhere in your construction.
- 2 Your animus is made from a part or aspect of your original creator(s). You have advantage on Wisdom (Insight) you make to determine their desires or motives, and if they die, you die.
- 3 Your animus is made from a volunteer or conscript (or a group of such individuals) whose essence(s) were infused your form to give it life. You might or might not remember parts of your former life (or lives).
- 4 Your animus is drawn from the magic or life force of a particular area, binding you to a limited area where you can function. If you leave it, you will deactivate until your body is returned to the area.
- 5 Your body houses the essence of a bound creature, such as a demon, a djinni or fire elemental. It might be possible to free you from your bondage.
- 6 Your animus is purely artificial, powered by a magical object, material or substance. If your reactor is damaged or goes without fuel, your ability to operate might be hampered.

Purpose

d6 Intended Purpose

- 1 You were created to be the ultimate warrior. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- 2 You were created to guard something or somewhere your creators deemed important, and spend most of your time in an inert state. You are proficient in the Perception skill, and your proficiency bonus is doubled for checks you make with it.
- 3 You were created to do hard labor. You spend most of your time mining, cutting down trees or doing other dangerous work. You are proficient with the light hammer, warhammer, maul, handaxe, battleaxe and greataxe.
- 4 You were created to assist a master artisan with their work. Select two artisan's tools you are proficient with.
- 5 You were created as an art object. You are proficient in the Performance skill, and your proficiency bonus is doubled for checks you make with it.
- 6 You were created to infiltrate Humanoid society undetected. You are proficient in Deception and Persuasion, and the disguise kit.

Consciousness

d6 Consciousness Level

- 1 You cannot speak in any way other than the actions you take.
- 2 You can respond to others with only a small vocabulary of preprogrammed phrases.
- 3 You were intended to assist your creator, and learned from them. Select two skills with which you become proficient.
- 4 You have a sophisticated consciousness that allows you to speak fluently and learn new things, and interface with living creatures in a naturalistic manner.
- 5 You were created to think and learn as any living being would, and were created with the intent to be a fully living thing.
- 6 An accident occurred that left you with a full, living consciousness. Free of your original programming's constraints, you might display parts of the consciousness of your animus, or approach life anew with the naivety of a child.

Defining Your Instruction Set

A golem's creators almost always give it a set of commands or guidelines to follow. Ensure that the player and the DM are clear on what those instructions are, and what conditions under which you can be given new instructions.

CONSTRUCTED BODY

The DM can use the following tables to help them decide what sort of construct a golem is.

Your AC is determined by the material your creators created you from:

Armor

d8 Armor AC

1	Flesh	10 + your Dexterity modifier. You can wear armor if it is especially made to accommodate your misshapen form.
2	Clay	14 + your Dexterity modifier (max: 2)
3	Amber	15 + your Dexterity modifier (max: 2)
4	Wood	16
5	Crystal	17
6	Stone	18
7	Iron	19
8	Adamantine	20

Golems are usually made with their purpose in mind, and their creators do not always stick with a Humanoid template when constructing them. You might have hands, or weapons or shields in their place. If your arm is a weapon, roll a d6 to determine its damage type: 1-2: bludgeoning; 3-4: piercing; 5-6: slashing.

For example, a left arm that deals 2d8 slashing damage might be described as a buzz-saw-like apparatus.

Left Arm

d6 Attachment

- 1 You have a flexible humanoid hand at the end of your left arm. Your unarmed strikes deal $1d6 + \text{your Strength modifier}$ bludgeoning damage, and you can use the hand to perform other tasks, as well.
- 2 Your left arm is a shield. You are proficient with it, and gain +2 to your AC.
- 3 Your left arm is a weapon that deals 1d8 damage
- 4 Your left arm is a weapon that deals 1d10 damage
- 5 Your left arm is a weapon that deals 2d6 damage
- 6 Your left arm is a weapon that deals 2d8 damage

Right Arm

d6 Attachment

- 1 You have a flexible humanoid hand at the end of your right arm. Your unarmed strikes deal $1d6 + \text{your Strength modifier}$ bludgeoning damage, and you can use the hand to wield another weapon or to perform other tasks, as well.
- 2 Your right arm is a shield. You are proficient with it, and gain +2 to your AC.
- 3 Your right arm is a weapon that deals 1d8 damage
- 4 Your right arm is a weapon that deals 1d10 damage
- 5 Your right arm is a weapon that deals 2d6 damage
- 6 Your right arm is a weapon that deals 2d8 damage

Legs

d4 Attachment

- 1 You have a set of flexible, humanoid legs.
- 2 You have a set of 4-6 crab-like legs. You gain a climbing speed equal to your movement speed.
- 3 You have a set of treads or wheels. Your movement speed increases by 10 feet. You have advantage on saving throws and ability checks you make to avoid being knocked prone, and you ignore difficult terrain due to mud, rocks or ice, but you have disadvantage on checks you make to climb.
- 4 A weapon that deals 1d10 bludgeoning, piercing, or slashing damage

BENEFITS (MINOR)

A golem has 1d4 additional traits, choosing from the following:

BEAM EMITTERS

A beam of crackling energy streaks toward a creature within 120 feet of you. Make a ranged spell attack against the target, using Constitution as your spellcasting ability. On a hit, the target takes $1d10 + \text{your Constitution modifier}$ damage. Your creators chose what type of damage your beam weapon does, choosing from cold, fire, force, lightning, necrotic or radiant,

This ability creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

ENERGY DISCHARGE

You can emit 15-foot cone of magical energy, which is determined by your creators, choosing from acid, cold, fire, force, lightning, necrotic, poison or radiant. Each creature in that area must succeed on a Dexterity saving throw DC $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$.

A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 5d6 at 5th level, 7d6 at 11th level, and 9d6 at 17th level. Also at each of these levels, your discharge weapon's range increases by 15 feet if it is a line, or 5 feet if it is a cone.

You can use this ability a number of times equal to your Constitution modifier (minimum: 1), and regain expended uses of it when you finish a long rest.

Describe the energy discharge coming from a golem in an interesting way! For example, you can describe a cone of fire as being emitted as boiling steam emitting from vents between armor plates, blasting lightning from a jewel seated in the center of the chest, or from your eyes.

EXTENDIBLE LIMBS

When you make a melee attack or a grapple on your turn, your reach for it is 5 feet greater than normal.

GOLEM RESILIENCE

You are constructed from hardy materials, with none of the weak points of a real body. You resist bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine.

INTEGRATED TOOL

An artisan's tool is integrated into your body, and you double your proficiency bonus for any ability checks made with it.

LARGE SIZE CHASSIS

Your size becomes Large. Your weight is multiplied by 8, and when you hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the damage of the hit.

SHIELD EMITTERS

You can cast the *shield* spell a number of times using this trait equal to your Constitution modifier (minimum: 1). You regain expended uses of the spell when you finish a long rest.

UPGRADED SERVOS

You can cast the *jump* and *longstrider* spells once each using this trait. You regain expended uses of each spell when you finish a long rest.

BENEFITS (MAJOR)

A golem might gain the following additional features at the DM's discretion. They might be granted under the following conditions:

- In lieu of an Ability Score Increase or feat
- as a reward for learning more about your construction (treating the benefit as if it were an attuned magical item)
- as a reward for reaching a particular character level or undergoing special modifications

ARCANE BARRAGE

As a bonus action, you create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. Each time your proficiency bonus increases, this ability generates one additional dart.

GAS CHAMBERS

Prerequisite: 12th Level

You can cast the *stinking cloud* and *cloudkill* spells once. When you cast either spell, its area is centered on you and moves with you. Constitution is your spellcasting ability for these spells, and once you cast either spell, you must finish a long rest before you can cast either spell with this trait.

ELEMENTAL ABSORPTION

Choose a damage type: fire, force, lightning, or radiant. Whenever you are subjected to the chosen damage type, you take no damage and instead regain a number of hit points equal to the damage dealt.

ENHANCED ARMOR

Your AC gains a bonus equal to half your proficiency bonus.

ENHANCED GOLEM RESILIENCE

You are immune to bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine.

MAGIC RESISTANCE

You have advantage on saving throws against spells and other magical effects.

MAGIC WEAPONS

Attacks you make with your natural weapons are magical.

THRUSTERS

As a bonus action, you gain a flying speed equal to your movement speed, which lasts until the end of your next turn.

DRAWBACKS

In addition to the benefits that come with your curse, there are drawbacks as well. The DM should consider assigning at least one of the following drawbacks in play to counteract a golem's powerful physical attributes.

AXIOMATIC MIND

You can't be compelled to act in a manner contrary to your original instructions. An authorized individual or someone else with knowledge of how you were created might be able to access your programming and cause you to become charmed, dominated or otherwise unable to resist a command given to you.

You are also unable to lie: you might be instructed to restrict what information you provide, but you are unable to attempt to deceive others.

CLUMSY

You have disadvantage on Dexterity ability checks and saving throws. Additionally, you have disadvantage on weapon attacks that use your Dexterity modifier for their attack and damage rolls.

HEAVY

Your body is so dense that swimming is impossible, you simply sink when submerged in most fluids. Furniture and some buildings must be constructed of strong materials in order to support your tremendous weight.

LOUD

Your joints, servos or other operational mechanisms create a great deal of noise, or you emit a constant humming sound or are surrounded by crackling energy while in motion. You have disadvantage on Dexterity (Stealth) checks.

MUTE

You are unable to speak, only gesture, or emit non-verbal signal noises.



Illustration by Mathias Osland

IRVIKUVA

SERVICE, STONE, AND SLUMBER

Irvikuva are cursed creatures that are bound into the life of a gargoyle. They are conscripted by magic into service and stone. An irviкуva might have been a Beast, Humanoid or Elemental before the curse took hold. Most such curses compel the target to protect a place, area. An object, while others, especially oathbreakers, are trapped in their petrified state until cryptic or improbable circumstances come to pass. Some irviкуva go for years, decades, even centuries before the purpose instilled by their curse or other elaborate happenstance releases them from their lengthy slumber.

IRVIKUVA TRAITS

Creature Type. You are an Elemental.

Original Form. An irviкуva retains all of the racial traits of its original race or form. They might have originally been almost any type of creature (Aberration, Beast, Celestial, Elemental, Humanoid, Fey, Fiend, Plant, or Undead). An irviкуva's appearance is reminiscent of their original form and stature, monstrous enough to be unrecognizable, or anywhere in between.

Age. Irvikuva age slower than their original race, do not age at all while petrified, and they rejuvenate during long periods of petrification. While you remain cursed, your life span is indefinite.

Increased Weight. Your weight is doubled. While petrified, your weight is quadrupled.

Natural Weapons. You grow natural weapons, which take the form of claws, hooves, horns, wings, talons, or a long, forked tail with which you can make unarmed strikes can deal bludgeoning, piercing, or slashing (depending upon their nature) damage equal to $1d6 +$ your Strength modifier.

Petrification. You can use your action become petrified. While you remain petrified, you are indistinguishable from an inanimate statue. While you are petrified, you resist all damage, and your consciousness moves to the Elemental Plane of Earth. You can end your petrification as a bonus action on your turn.

Stone Speech. During your stone slumbers, you subconsciously learn to speak, read, and write the Terran language.

Recommended Irvikuva Classes

Barbarian. A barbarian's natural strength and rage pair well with an irviкуva's great strength and resilience.

Fighter. The fighter is an excellent choice for an irviкуva.

Monk. The monk's natural speed and flurries of unarmed attacks make for an excellent and independent irviкуva.

Ranger. An irviкуva's purpose might involve it traveling great distances or tracking a specific target. Consider choosing Humanoids as your *favored enemy*.

THE NATURE OF THE CURSE

The exact nature of the curse's magic is up to the DM. Here are a few ideas on the nature of the curse that can help you tell a particular kind of story with an irvikuva:

Irvikuva Story Ideas

d6 Curse Details

- 1 Your curse has caused you to slumber for several centuries until improbable events come to pass. You awaken to an unfamiliar world where everyone you have ever known is long dead.
- 2 You have been bound to watch over an artifact of great power, which was recently stolen, awakening you. Now you are compelled to hunt the thief to the ends of the earth and return the artifact to its resting place. A group of adventurers who are also tracking the same thief become unlikely allies (or heated rivals).
- 3 You are bound into the service of a powerful cabal who uses your amazing abilities for personal gain until a group of adventurers learns of your enslavement and disrupts your bonds, allowing you some measure of personal freedom: a luxury you haven't had in centuries.
- 4 You are sworn to watch over a sorcerous bloodline, which has lain dormant for seven generations. When the sorcerous blood manifests their power, you are called back into life to protect them from the dark forces that are stir in search of their power.
- 5 You are awakened and bound by an evil spellcaster into service. Now you must attempt to thwart your new master's efforts without deviating from any direct command they give you.
- 6 A great wrong has awakened you, a terrible wrong that must be righted. Occasionally, terrible pain wracks you until you can find out what must be done before you can resume your peaceful slumber.

CONDITIONS

Irvikuva can be extraordinarily resilient. Challenging them emotionally and exploiting the nature of their curse and leverage the time of day to restrict their time in play. Consider some of the following challenges:

Magical artifacts that can control Elementals can control the irvikuva, and magic related to their curse might have an easy time controlling or subjecting them to petrification.

Magical items or spells might be able to neutralize some of the drawbacks an irvikuva experiences, for example, a potion or talisman might grant them immunity to sunlight petrification.

LIFTING THE CURSE

If the curse is lifted, the irvikuva might loses some or all their abilities, benefits, or drawbacks.

PETRIFICATION AND DAMAGE

Simple magics like the *mending* cantrip might be used to reattach a lost limb or appendage while petrified in lieu of the regeneration spell or similar magic. Mason's tools might serve as proficiency for an Intelligence (Medicine) check for a petrified irvikuva. Severed gargoyle limbs are still under the effects of the curse, so they also petrify when exposed to sunlight, which slow their rate of decay (if they have one at all! Remember: the rejuvenating magic that the curse provides is up to the Dungeon Master).

See Appendix A of the *Player's Handbook* for details on the petrified condition, and Chapter 9 of the *Dungeon Master's Guide* for details on injuries.

BENEFITS (MINOR)

An irvikuva might display the following additional traits at the Dungeon Master's discretion (choosing a number equal to your proficiency bonus).

CLIMBING LIMBS

Your powerful limbs give you a climbing speed equal to your movement speed.

DARKVISION

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.

KEEN SENSES

You have advantage on Wisdom (Perception) checks that rely on either hearing or smell (your choice).

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. If your original race already has the Powerful Build feature, you count as one additional size larger.

STONE BODY

You are immune to poison and disease, and you cannot gain levels of exhaustion by magical means.

STONE MIND

You have advantage on saving throws to avoid being charmed or frightened. If you become petrified, you are not entirely incapacitated: you can use your action to remove the petrified state by making a DC 11 Constitution ability check.

STONE RESILIENCE

You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to reduce the damage by your level + your Constitution Modifier. After you use this trait, you can't use it again until you finish a short or long rest.

WINGED

You have wings that grant you a flying speed equal to your movement speed. As an action, you can create a buffet of wind in a 15-foot cone. Each creature in the area must make a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier. On a failure, they are pushed 5 feet away from you and knocked prone.

TAIL

You have an especially long, thick tail. It is a natural weapon with the *reach* property. When you take the Attack action, you can use your bonus action to make an additional attack with your tail. If it hits, it deals 1d10 bludgeoning damage.

BENEFITS (MAJOR)

An irvikuva might gain the following additional features at the Dungeon Master's discretion. They might be granted under the following conditions:

- In lieu of an Ability Score Increase or feat
- as a reward for learning more about your curse (treating the benefit as if it were an attuned magical item)
- as a reward for reaching a particular character level or undergoing special training

ENHANCED NATURAL WEAPONS

Your natural weapons increase to a d8. When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this additional damage to the creature whenever you hit it with a melee attack. Additionally, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Special Weapons. At the Dungeon Master's discretion, an irvikuva's natural weapons might become a d10 or d12 (if they are not holding any other weapons), or their natural weapons might gain the finesse or reach properties.

GREAT CONSTITUTION

Your Constitution score receives a +4 bonus (to a maximum of 24).

GREAT STRENGTH

Your Strength score receives a +4 bonus (to a maximum of 24).

QUICK HEALING

When you recover hit points from a magic spell or item, you recover additional hit points equal to your Constitution Modifier.

RAPID PETRIFICATION

You can use your bonus action to enter your petrified state with your Petrification feature.

STONE SENSE

While you are petrified, you can still see and hear out of your stone form.

STONESKIN

You resist bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine.

WEATHER THE ELEMENTS

You resist fire and cold damage.



Illustration by Ryan Lang



Illustration by Ed Binkley

DRAWBACKS

In addition to the benefits that come with your curse, there are drawbacks as well. The DM should consider assigning at least one of the following drawbacks in play to counteract an irvikuva's powerful physical attributes.

CURSE COMPULSION

Certain aspects of your curse (such as venturing too far away from your assigned warded area or object or person) might force you to become petrified (requiring a successful Constitution or Charisma saving throw), or compel you to take actions unwillingly (requiring an Intelligence or Wisdom saving throw). These DCs are at the discretion of the DM.

LIGHT SENSITIVITY

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. You have disadvantage on saving throws against blindness that are caused by bright magical light.

SUNLIGHT PETRIFICATION

While in sunlight, you immediately become petrified and unconscious until your body is no longer in sunlight. You can rest in this petrified state (or perform any other functions you would during a completed short or long rest), but cannot perform any other actions. If your surroundings have shifted or you are met with unexpected visitors, you might be surprised when you awaken from your petrified state.

While petrified, the irvikuva is helpless against any potential assailants. They must take care to avoid the first rays of the sun and assume their petrified state at a time and place of their choosing or be exposed to great danger. Use the irvikuva's increased weight trait to calculate the required efforts to move a petrified irvikuva to a new location.

WEIGHT OF STONE

You increased weight and density can be troublesome:

- **Swimming is challenging.** You tend to sink quickly when submerged, and have disadvantage on ability checks you make to swim.
- **Teleporting you is difficult.** Whenever another creature teleports you, they must succeed on a DC 10 spellcasting ability check. If they fail, the caster must choose to leave you behind or allow the spell to fail.



Illustration by Itahisa Lopez

STRANGE VISITOR FROM ANOTHER WORLD

The infinite skies are famously a rather large place, but occasionally, individuals from become travelers that traverse from world to world. Be it through ships, portals, or divine provenance, these unexpected journeys are sometimes intentional, sometimes accidental, and a clash of worlds can end up changing the course of history for one or more world's inhabitants forever.

The strange visitor is marked by unusual appearance and custom, or unusual technology or technique.

STRANGE VISITOR TRAITS

Creature Type. Your creature type is Aberration, Construct, Humanoid, Monstrosity, or Plant.

Age. Strange visitors might have unusually short or long lifespans, or they might resemble those of any other race.

Size. Strange visitors vary wildly in stature and shape. They weigh between 25 and 500 pounds. Your size is Small or Medium.

Speed. Your base walking speed might be anywhere from 5 to 40 feet, at the DM's discretion.

Strange Visitor Legacy Racial Traits

Ability Scores. One ability score of your choice is increased by 4 (with a new maximum of 24), and two of your ability scores of your choice are increased by 1. One other ability score of your choice is reduced by 2.

Alignment. The infinite skies are a big place, and strange visitors might come from any number of contexts within any number of cultures that traverse between the worlds.

Language. You can speak, read, and write the alien language of your people.

Recommended Strange Visitor Classes

Artificer. An artificer's technical know-how makes for a good pairing with a technologically advanced species.

Bard. A bard's supportive capabilities can raise their allies to new heights of heroism.

Wizard. A wizard's wide variety of magic can let a strange visitor create any number of impressive feats of creativity.

WHY HERE, WHY NOW?

Here are a few ideas for why a Strange Visitor ended up on your world:

Strange Visitor Story Ideas

d6 Reason for Visit

- | | |
|---|---|
| 1 | Your people visited this world, and you were accidentally left behind when they departed. |
| 2 | You were sent to make first contact with the people of this world on behalf of your people. |
| 3 | You were sent to this world to learn about its people in preparation for a possible future invasion. |
| 4 | You came to find out if the inhabitants of this world would make for worthy prey. You can cast the <i>hunter's mark</i> spell once, and regain the ability to do so again when you finish a short rest. |
| 5 | You came to study this world's abundant plant life. |
| 6 | Your ship crashed, stranding you among strangers in a strange land. You'll need a supply of precious materials to get it space-worthy again. |

BENEFITS (MINOR)

A strange visitor has 1d4 additional traits, choosing from the following:

ACIDIC EXUDATION

A part of your body can secrete a volatile gel, which you can use as a weapon. You can activate this gland using an action. For the next 1 minute, you can use a bonus action on your turn to throw a globule of the substance up to 30 feet. The globule explodes upon impact, creating a shower of hissing acid in a 5-foot-radius sphere. Creatures in the area must make a Dexterity saving throw DC 8 + your proficiency bonus + your Dexterity modifier, taking 2d6 acid damage on a failed save, or half as much damage on a successful one. You can use this trait, and regain expended uses of it when you finish a long rest.

AQUATIC ADAPTATION

You have a swimming speed equal to your movement speed, and you can breathe water in addition to air.

CLOAKING DEVICE

You have an implant that allows you to blend in on your travels. As an action, you make yourself appear as a member of another race, though none of your statistics change. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. Any clothing you are wearing adapts to the change.

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.

HEALING TOUCH

You can focus your mind to heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your proficiency bonus $\times 10$.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple this ability, expending hit points separately for each one.

This feature has no effect on Constructs and Undead.



Illustration by Miro Petrov

NATURAL WEAPONS

You have natural weapons with which you can make unarmed strikes, which deal 1d6 damage. When you gain this trait, you choose the type of damage the appendage deals, choosing from bludgeoning, piercing, or slashing.

Special Weapons. At the Dungeon Master's discretion, a strange visitor's natural weapons might become a d8, d10 or d12, or their weapons might gain the *finesse* or *reach* properties.

PREHENSILE LIMBS

You have a series of prehensile tentacles, cilia, or additional hands. While these limbs cannot wield weapons, they can carry objects that weight less than 5 pounds. You can use the limbs to make an additional number of object interactions on your turn equal to your Dexterity modifier (minimum: 1).

REDUNDANT ORGANS

You have advantage on saving throws against poison, and disease. Whenever you take the Dodge action in combat, you can spend 1 hit die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

UNIVERSAL TRANSLATOR

You have a device (or microbes you were injected with) that allow you to understand languages spoken to you. This does not allow others to understand you, and does not give you the ability to read languages you don't know.

VEHICLE PROFICIENCY (AIRCRAFT)

You are an accomplished pilot, and are familiar with the laws of aerodynamics. You are proficient with flying vehicles and spacecraft.

BENEFITS (MAJOR)

A strange visitor might gain the following additional features at the DM's discretion. They might be granted under the following conditions:

- In lieu of an Ability Score Increase or feat
- as a reward for learning more about your yourself (treating the benefit as if it were an attuned magical item)
- as a reward for reaching a particular character level or undergoing special training

DISINTEGRATOR WEAPON

This standard-issue ray weapon has 20 charges and regains 1d6 expended charges daily at dawn. If it's docked into a technologically compatible weapon charging station, it regains 1d20 charges each hour. You are proficient with the weapon.

As an action, you can attack with the ray, consuming 1 charge. The ray is a simple weapon with a range of 60/120 feet, and it deals 1d12 necrotic damage on a hit. This action creates more than one beam depending on your level: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

When you reduce a Medium or smaller creature to 0 hit points with a ray, you can use your reaction to attempt to disintegrate the target. The target immediately makes a Constitution saving throw DC 8 + your proficiency bonus + your Intelligence modifier. On a failure, the target and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. This process creates a loud, shrill noise audible up to 100 feet away. A disintegrated creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

ENERGY APPENDAGE

You have a special appendage with which you can produce an energy discharge. As a bonus action on your turn, you can use the appendage to deal 1d4 damage. Make a melee weapon attack. If it hits, deal 1d4 damage to the target. When you gain this trait, you choose the type of damage the appendage deals, choosing from acid, cold, fire, force, lightning, necrotic, radiant or thunder damage.

Improved Appendage. At the DM's discretion, a strange visitor's appendage might become a d6 or d8, or might gain the *finesse* or *reach* properties.

EVOLUTION

Choose an ability score. That score receives a +4 bonus (to a maximum of 24).

Additionally, this change coincides with a dramatic shift in size, appearance, shape, or coloration. Roll a d8, and consult the following table:

Evolution Outcomes

d8 Evolution

- | | |
|---|---|
| 1 | Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. Any of your natural weaponry also grow to match your new size, and deal one additional damage die. Any other equipment does not adapt to the change, and must be removed or risk breakage. |
| 2 | You become bioluminescent. As an action, you can choose to emit dim or bright light from your body up to a distance of 30 feet. While your light is active, you can use a bonus action on your turn to change its luminance and radius, or to extinguish it completely. |
| 3 | Your movement speed increases by 10 feet. |
| 4 | Your coloration of your skin, hair and eyes change to random new colors. Your new coloration is so pleasing that you can enchant others with it. You can cast the charm person spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for the spell. |
| 5 | Parts of your skin sprout natural armor plates or tough scales. Your AC cannot be less than 13 + your Dexterity modifier. Additionally, your hit point maximum increases by a number equal to your level, and increases by 1 again whenever you gain a level. |
| 6 | You sprout an array of wafting cilia, which can detect particles in the air, and air currents around you. You gain a +5 bonus to your passive perception and a blindsight of 10 feet. |
| 7 | You gain a flying speed equal to your movement speed. |
| 8 | You enter a cocoon-like suspended state for 72 hours. During this time, you are unconscious and resist all damage. Roll the d8 again. |

EXOSKELETON

You have an unusually unassuming body. Your kind has adapted to this limitation with an exoskeleton. While inside your exoskeleton, your AC can't be less than 16, and your speed cannot be reduced due to exhaustion. While fully encased inside your exoskeleton, at the start of each of your turns, you gain a number of temporary hit points equal to twice your proficiency bonus. While these temporary hit points persist, your body cannot be seen, and others targeting your exoskeleton treat your creature type as if you were a construct instead. If you are a spellcaster, the exoskeleton serves as a spellcasting focus for your spells.

This feature is ideal if your race is on the smaller size, and has a limited movement speed on their own.

PSIONIC ADEPT

Your kind have developed powers of the mind, which they have cultivated for generations. You know the *mage hand* cantrip. Additionally, you can cast each of the following spells once without expending a spell slot or providing material components, and regain expended uses of them when you finish a long rest: *animate objects*, *detect thoughts*, *catapult*, *fly*, *hold person*, *levitate*, *protection from energy*, *shield*, and *telekinesis*. Intelligence is your spellcasting ability for these spells.

RESOURCEFUL SCIENTIST

Your people prize scientific knowledge. You are proficient with Arcana and Nature skills, and can apply twice your proficiency bonus to checks you make with either. If you have appropriate tools, you can identify the purpose, operation, and unseen potential of machinery, and can repair, modify, and improve machinery whose overall technology level does not exceed that of your species. When you do so, such modifications take half the time and gold (or other resources) they normally would.

DRAWBACKS

In addition to the benefits that come with your curse, there are drawbacks as well. The DM should consider assigning at least one of the following drawbacks in play to counteract a strange visitor's other attributes.

STRANGER IN A STRANGE LAND

You can be overwhelmed by the colors, smells and other details of your alien surroundings in some surrounding. When your passive perception score and any Wisdom (Perception) or Intelligence (Investigation) rolls you make are reduced by 5.



Illustration by Kubilay Semiz

UNCANNY APPEARANCE

Your alien visage is uncomfortable or horrifying for most folk to look at. You have disadvantage on Charisma checks you make to influence them. Individuals unprepared to meet you might react with fear or suspicion. Additionally, your unfamiliarity with the customs of this world gives you away, occasionally drawing unwanted attention to your presence.

UNEXPECTED TOXICITY

Leaving your world carries inherent risks, and you might find yourself exposed to substances that are toxic to your alien biology without realizing it. You might become poisoned or diseased from unexpected or innocuous sources.

WANTED BY THE AUTHORITIES

Your visitation has not gone unnoticed by those in power, and they might have impounded your ship, preventing you from leaving, or be actively searching for you. You might end up imprisoned, interrogated, or worse: dissected by an unscrupulous and paranoid government or other organization.



CHAPTER 2: CLASSES



Illustration by Kira Gulina

ARTIFICER

ACOUSTICIAN

An acoustician's area of study focuses on sounds, vibrations and the magic held within their oscillations. Masters of speed and balance, master acousticians are said to feel the vibrations between planes and even other worlds.

FEEL THE VIBRATIONS

When you adopt this specialization at 3rd level, you gain a bonus to Wisdom (Perception) checks you make that rely on hearing equal to your Intelligence modifier (minimum of 1).

Additionally, choose two of the following: glassblower's tools, leatherworker's tools, potter's tools, smith's tools, or woodcarver's tools. You gain proficiency with the tools of your choice.

You can use tools you are proficient with to create musical instruments, and you are proficient with any musical instrument you create. Furthermore, you can use such instruments as a spellcasting focus for your artificer spells.

ACOUSTICIAN SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Acoustician Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Acoustician Spells

Artificer Level	Spell
3rd	<i>detect evil and good, thunderwave</i>
5th	<i>shatter, silence</i>
9th	<i>sending, counterspell</i>
13th	<i>banishment, dimension door</i>
17th	<i>destructive wave, telekinesis</i>

Additional spells detailed in Chapter 4 that the DM might make available to an acoustician include *dirge of the exorcist, discordant thrum, dimensional anchor, hold portal, peal of nine bells, power word: silence, shatterfloor, and suspended silence, and whelm*.

SONIC WEAPON

Also at 3rd level, you transform a musical instrument you have created into a *sonic weapon*. In your hands, the instrument becomes a simple ranged weapon with the two-handed property, a normal range of 90 feet and a long range of 300 feet. You can add your Intelligence modifier, instead of Dexterity, to the weapon's attack and damage rolls, which deal 1d8 thunder damage on a hit.

Once on each of your turns when you hit a target with it, you can cause the weapon to deal an additional damage die. A creature hit by your *sonic weapon* has disadvantage on the first attack roll or ability check it makes before the end of its next turn.

You can create up to two *sonic weapons*, each of which can bear one of your infusions. If your sonic weapons are lost or destroyed, you can create a replacement when you complete your next short or long rest. If you create a third, one *sonic weapon* ceases to function (your choice). These weapons also cease to function if you die.

If one of your *sonic weapons* is within 120 feet of you, you know it, and you can summon it to your hands using a bonus action, provided it is not being held by another creature or is otherwise unable to be moved. If it is being held by another creature, they must make a Strength saving throw against your artificer spell save DC or lose possession of it.

SONIC BARRIER

Also at 3rd level, with your *sonic weapon* in hand, when a creature you can see hits a target within 30 feet of you with an attack, you can use your reaction to reduce the damage the target takes by $1d10 + \text{your artificer level}$.

If you reduce the damage to 0, you can choose to perform one of the following:

- You cause the warded target to gain temporary hit points equal to the remainder.
- You deal the remainder to the attacker as thunder damage, provided they are within 15 feet of the target they attacked.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

EXTRA ATTACK

At 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

MAESTRO OF MAYHEM

At 9th level, you gain the following benefits:

The damage of your *sonic weapons* increases to $1d12$.

- When you take the Attack action with a *sonic weapon*, you can make one additional attack with it as a bonus action.
- When you cause a *sonic weapon* to deal an additional damage die, you can push the target up to 15 feet away from you. Alternatively, you can force the target to make a Strength saving throw against your artificer spell save DC. On a failure, the target is knocked prone.
- The recipient of your *sonic barrier* gains a protective field, which moves with them, and lasts until the end of your next turn. The recipient (and other creatures of their choice) within 15 feet of them gain half cover.

VIBRATIONAL VIRTUOSO

At 15th level, you gain the following benefits:

- You gain resistance to thunder damage.
- Any creature that takes damage from your sonic weapon becomes wreathed in magical vibrations until the end of your next turn. For the duration, it sheds bright light in a 5-foot radius, and it can't teleport, become invisible or leave the plane it is on. Additionally, the next attack roll against it has advantage.
- The damage reduction of your *sonic barrier* increases to $2d10$, and its range increases to 60 feet.

ADDITIONAL ACOUSTICIAN INFUSIONS

Gloves of Natural Vibrations

Prerequisites: Acoustician specialization, 4th level

While wearing these gloves, the wielders can cast *control flames^{XGE}*, *gust^{XGE}*, *mold earth^{XGE}*, and *shape water^{XGE}*, using Intelligence as their spellcasting ability for the spells.

Goggles of Extraplanar Vision

Prerequisites: Acoustician specialization (requires attunement)

While wearing these goggles, you can see vibrational disruptions in the fabric of reality within 120 feet of you. The goggles have 4 charges and regain $1d4$ expended charges daily at dawn.

As an action, you can expend one charge and activate the goggles. For the next 1 minute, you gain the ability to see residual energies left behind wherever a creature has teleported or changed planes of existence to or from that location within the last 24 hours, to a distance of 30 feet. At the DM's discretion, you might be able to discern additional information, such as the identity of the traveler, the location (or plane) they were moving to (or from), or other useful information (for example, the nature of a portal's key).

Spellweave Disruptor

Prerequisites: Acoustician specialization, 10th level (requires attunement)

You can apply this property only to a *sonic weapon* of your own design.

When a creature within 60 feet that you can hear casts a spell, you can use your reaction to attack against that creature with this weapon. Additionally, when you damage a creature that is concentrating on a spell with this weapon, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Thunderball Bracers

Prerequisites: Acoustician specialization, 8th level (requires attunement)

While wearing these bracers, the wielder can use a bonus action and expend 1 charge to surround themselves in a vibrational field, which lasts until the start of their next turn. Their movement speed is increased by 25 feet, they cannot take falling damage or be knocked prone, attack rolls against them have disadvantage, unless the attacker has truesight.

Once used, the bracers can't be used again until the wielder finishes a short or long rest.



Illustration by wing buffet

BIOMANCER

Specialists in hybridizing and altering creatures through a mixture of science and magic, biomancers have spawned countless hybrids and krasis in search of the perfect union between nature and civilization.

TOOLS OF THE TRADE

When you adopt this specialization at 3rd level, you gain proficiency with glassblower's tools and tinker's tools. If you already have either of these proficiencies, you gain proficiency with one other type of artisan's tools of your choice instead. Glass objects you create have resistance to fire and cold damage.

When you finish a long rest and tinker's tools are with you, you can produce 1d4 syringes. These syringes can be used to administer an injection using an action, or to an unwilling creature by making a melee weapon attack. A syringe is a simple melee weapon with *finesse* property which deals 1 piercing damage in addition to the effects of the syringe's contents.

The *replicate magic item* feature is perfect for your surgical story: *Cloak of the Manta Ray*, *Boots of Striding and Springing*, *Gauntlets of Ogre Power* and *Slippers of Spider Climb* can all be thought of as biological enhancements!

Additionally, the *Path of the Beast* barbarian detailed in *Tasha's Cauldron of Everything* makes an excellent reinforcing partner to the biomancer's story.

BIOMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Biomancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Biomancer Spells

Artificer Level	Spell
3rd	<i>inflict wounds</i> , <i>healing word</i>
5th	<i>ray of enfeeblement</i> , <i>warding bond</i>
9th	<i>aura of vitality</i> , <i>mass healing word</i>
13th	<i>death ward</i> , <i>Evard's black tentacles</i>
17th	<i>enervation</i> , <i>mass cure wounds</i>

Some of the additional spells detailed in Chapter 4 make excellent spells for biomancers, for example, *cheetah sprint*, *longlimb*, and *hawkeye*. While some of these spells are normally target self, the DM might allow a biomancer to target others with these spells using their *Endless Forms Most Beautiful* feature.

NATURAL SELECTION

At 3rd level, you can modify a body, adding magical additional living appendages to it. Whenever you finish a long rest and your tinker's tools are with you, you can add an appendage to your body or the body of a willing creature. Although these appendages might be attached to another creature, they are under your control, and respond to your commands as long as you can see them.

If you create a second set of appendages using this feature, the first immediately withers. You can use your bonus action to activate an appendage you have added to a creature. Any reaches or ranges are calculated from the creature bearing your appendages. Choose one of the following modifications:

- **Acidic Glands.** You inspire the growth of acidic glands in the recipient's mouth or skin. When you activate the glands, choose one creature you can see within 30 feet, which must make a Dexterity saving throw. On a failure, the target takes 2d8 acid damage.
- **Crushing Appendages.** You add two claw or tentacle-like appendages growing in addition to the creature's usual forelimbs. Make a melee spell attack. If it hits, you can deal bludgeoning damage equal to 1d8 + your Intelligence modifier or grapple the target (the escape DC is equal to your spell save DC). These appendages can't precisely manipulate anything and can't wield weapons or use magic items.
- **Piercing Appendages.** You add two long, spear-like special appendages. You can attack a creature with these appendages using your bonus action. Make a melee spell attack with a reach of 10 feet. On a hit, the target takes piercing damage equal to 1d6 + your Intelligence modifier.



Illustration by Ekaterina Mikhailova

ENDLESS FORMS MOST BEAUTIFUL

At 5th level, you can cast *alter self* without preparation or expending a spell slot, provided your tinker's tools are with you. Casting the spell in this way takes 10 minutes. You can target willing creatures you can touch with the spell, you don't need to concentrate on it, and its duration is 8 hours.

You can cast the spell a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

SCIENTIA POTENTIA EST

At 9th level, you learn new ways to channel life-giving energy. Once on your turn you damage a target with a magic weapon or an artificer cantrip, you can choose one creature you can see within 30 feet of the target and restore 2d6 hit points to it, or to cure the target of one disease or neutralize one poison affecting it. This healing has no effect on Constructs or Undead.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Additionally, you can maintain a second set of appendages with your *Natural Selection* feature. If you create a third, the first immediately withers.

BOLSTERING PRESENCE

At 15th level, you constantly emit an aura of life-giving presence. You gain the following benefits:

- **Bolstered Healing.** When you roll dice to restore hit points to a creature, you can reroll a number of the healing dice up to your Intelligence modifier (minimum of 1). You must use the new rolls.
- **Hale Aura.** You can cast the *aura of life* or *aura of purity* spell once without expending a spell slot. Once you cast either spell, you can't cast it again using this feature until you finish a long rest.
- **Life Support.** When a friendly creature you can see within 30 feet of you is reduced to 0 hit points or makes a death saving throw, you can use your reaction to expend a use of your *Scientia Potentia Est* feature, targeting them with it.

ADDITIONAL BIOMANCER INFUSIONS

These infusions cannot benefit creatures that are Constructs or Undead.

Additional Eyes

Prerequisites: Biomancer specialization, 8th level

You surgically add additional eyes to a creature. They can see normally in darkness to a distance of 120 feet, and have advantage on saving throws against blindness.

Carapace

Prerequisites: Biomancer specialization, 4th level

You surgically add thick plates or a chitinous shell to a creature. They gain a +1 bonus to Armor Class while wearing no armor and not holding a shield.

The bonus increases to +2 when you reach 12th level in this class.

Enhanced Natural Weapons

Prerequisites: Biomancer specialization

You surgically enhance a creature's fists, claws, or teeth. The recipient's unarmed strikes or natural weapons grants a +1 bonus to attack and damage rolls made with them.

The bonus increases to +2 when you reach 12th level in this class.

Manta Glide

Prerequisites: Biomancer specialization

You surgically add ray-like wings can slow a fall and allow a creature to glide. When the target falls and isn't incapacitated, they can subtract up to 100 feet from the fall when calculating falling damage, and they can move up to 2 feet horizontally for every 1 foot they descend.

Sessapinae

Prerequisites: Biomancer specialization, 12th level

You implant a magical sensory organ in a creature. The recipient can cast the *detect magic* spell at-will, and it has tremorsense to a distance of 30 feet.



Illustration by Emilia Emka

PACKRAT

The world is full of treasure. Some find their heart's desire in the dark dungeons, crumbling ruins, or the battlefield, others find use for discarded pieces of detritus, finding beauty and a practical use for every headless hammer and cracked teacup. These souls are Packrats.

Packrats love to scavenge and haggle, making their discoveries among the overlooked, underappreciated, and underutilized, which goes as much for objects as it does people and everyday experiences. While they might not have an immediate use in mind for their broad collections, they know value when they see it, waiting until the right purpose presents itself. Their contacts ensure that in the rare instances where they don't have what they need, they know where to get it, who to ask, and how to obtain it.

WORLDLY WILES

When you adopt this specialization at 3rd level, you gain proficiency with one type of artisan's tools and one musical instrument of your choice. You also gain proficiency in the Persuasion skill.

You can add your Intelligence modifier to Charisma (Persuasion) checks you make to haggle or purchase goods.

PACKRAT SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Packrat Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Packrat Spells

Artificer Level	Spell
3 rd	<i>catapult^{XGE}, charm person</i>
5 th	<i>cloud of daggers, locate object</i>
9 th	<i>conjure barrage, Leomund's tiny hut</i>
13 th	<i>dimension door, locate creature</i>
17 th	<i>mislead, passwall</i>

HANDY HOLD-ALL

Also at 3rd level, you create a companion who will not only put up with, but enjoy your tendency to take anything that isn't nailed down: the handy **hold-all**.

It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the hold-all stat block. You determine its appearance, including its means of ambulation. While the hold-all is within 1 mile of you, you can communicate with it telepathically.

In combat, the hold-all shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hold-all can take any action of its choice, not just Dodge. While the hold-all is within 120 feet of you, you can cast your artificer spells as though you were in the hold-all's space, but must still use your own senses for the purposes of targeting a creature.

If the *mending* spell is cast on the hold-all, it regains 2d6 hit points. If the hold-all is reduced to 0 hit points or lost, you can use your tinker's tools to and spend 1 hour to create a replacement from 25 gp worth of leather, cloth, trinkets, or junk. If you create a second hold-all, the first immediately expires, spilling its contents into the nearest available space.

The hold-all can be improved by one infusion from the packrat infusions list. When you reach 10th level in this class, you can add a second infusion to it.

HOLD-ALL

Medium Construct

Armor Class 16 (natural armor)

Hit Points 2 + your Intelligence modifier + five times your artificer level (the hold-all has a number of Hit Dice [d8s] equal to your artificer level)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +2 plus PB, Con +2 plus PB

Skills Acrobatics +2 plus PB, Perception +0 plus PB

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 plus PB

Languages understands the languages you speak

Challenge—

Proficiency Bonus (PB) equals your bonus

Extradimensional Space. The hold-all contains an extradimensional space that can hold a number of pounds equal to 100 times your artificer level. The total volume of its contents cannot exceed 100 cubic feet. Retrieving an item from the hold-all requires an action. If the hold-all is reduced to 0 hit points, its contents spill forth, unharmed, into the nearest available space.

Jumbling Tumble. If the hold-all moves at least 20 feet straight toward a creature and hits it with a distorted mass attack on the same turn, it can force the target to make a Strength saving throw DC 8 + PB + the hold-all's Strength modifier. On a failure, the target is knocked prone.

ACTIONS

Distorted Mass. Melee Weapon Attack: your spell attack to hit, reach 5 ft., one target. *Hit:* 1d8 + PB force damage.

Engulf. The hold-all attempts to engulf a Large or smaller creature it can see within 5 feet. The target must make a Strength saving throw against your artificer spell save DC. On failure, the hold-all moves into the target's space, and the target is engulfed. For the duration:

- The hold-all's movement speed is reduced by half, it cannot take actions or reactions, and you cannot cast spells through it. If necessary, its size changes to no smaller than the target's.
- The target is blinded and restrained, has total cover against attacks and other effects outside the hold-all. An engulfed creature can use its action on its turn to make a new Strength saving throw, freeing itself on a success.
- On your turn, you can use your bonus action to cause the hold-all to deal 10 (4d4) force damage to the target.

The hold-all can engulf only one creature at a time. If the hold-all is below half its maximum hit points, it cannot use this ability, or continue to engulf a creature. When released, the target appears in the nearest available space.

Use Tool. The hold-all makes an ability check, using a tool held in its contents. If you are proficient in the tool, the hold-all adds your proficiency bonus to the total.

REACTIONS

Confounding Caper (Recharges after a Short or Long Rest).

When a creature within 10 feet of the hold-all is the target of a melee attack, the handy hold-all can exchange positions with that creature, becoming the target of the attack instead. In order to do so, the original target of the attack must be willing to move, and their size cannot exceed that of the hold-all.

REMOTE ACCESS

Also at 9th level, you no longer need to be within 120 feet of your hold-all to cast spells as if you were in its space. You can use a bonus action to see through its eyes and hear what it hears until the end of your turn. During this time, you can speak through the hold-all in your own voice, and you are deaf and blind with regard to your own senses.

BRAND NEW BAG

At 15th level, you learn two infusions from the *Packrat Infusions* list, which don't count against your infusions known. The first infusion you apply to your hold-all doesn't count against your number of infused items.

Additionally, when you or your hold-all are the target of an attack, you can use your reaction to command the hold-all to exchange places with you, causing the other to become the target of the attack.

COMBAT CONTAINER

At 5th level, once on your turn when you cast a spell originating from the hold-all, you can roll a d8, gaining a bonus to one of the spell's damage rolls equal to the number rolled.

FRIENDS IN STRANGE PLACES

At 9th level, you can cast *comprehend languages*, *illusory script*, *speak with animals*, or *tongues* without expending a spell slot, requiring no material components. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and regain expended uses of it when you finish a long rest.



Illustration by Anna Kulakovskaya

ADDITIONAL PACKRAT INFUSIONS

Clamoring Conveyance

Prerequisite: Packrat specialization, 6th level

You can spend 10 minutes with tools in hand to transform the hold-all into a mobile carriage. The hold-all's movement speed increases to 50 feet. While in the form of a carriage, the hold-all's size becomes Large, it counts as one size larger when determining its carrying capacity (including maximum load and maximum lift), and it can comfortably seat up to four creatures of Medium size or smaller. It can move, but it is unable to take actions or reactions.

You can use your action to cause the carriage to re-assume its regular form.

Hovering Hold-all

Prerequisite: Packrat specialization, 10th level

Your hold-all gains a new command word of your choosing. When you speak a command word of your choice, it gains a flying speed of 50 feet. If the hold-all is carrying more than its maximum load (including the weight of any riders and their equipment), its flying speed is reduced by half.

Improved Tool Use

Prerequisite: Packrat specialization

When your hold-all makes an ability check with a tool you are proficient with, it can add your Intelligence modifier as a bonus to the roll (minimum of 1).

Reckless Rucksack

Prerequisite: Packrat specialization, 10th level

The damage of your hold-all's distorted mass attack increases to 2d8.

Scrap Monstrosity

Prerequisite: Packrat specialization, 10th level

When you are within 5 feet of the hold-all, you can use your action to cause the hold-all to unfurl its contents, re-arranging them into a new form of your choosing. The following table shows the available forms for your artificer level:

Artificer Level	Scrap Monstrosity Form
10th	ankylosaurus, killer whale
12th	elephant
15th	giant crocodile
18th	mammoth

The transformation lasts for 1 hour, or until the new form drops to 0 hit points or dies. While it is transformed, the following apply:

- The hold-all's statistics are replaced by the statistics of the chosen form. It retains its personality, immunities, and creature type.
- The hold-all assumes the hit points of its new form. When it reverts to its normal form, the hold-all returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the hold-all's normal form to 0 hit points, it isn't destroyed.
- The hold-all is limited in the actions it can perform by the nature of its new form.

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



Illustration by Sam Hogg

PHYTOMANCER

A phytomancer has a keen interest and affinity with the Plants of the natural world. They know how to make things grow hale and healthy, and can even inspire a specially prepared Plant to animate and do their bidding for a short time.

A phytomancer might be employed as a gardener to a wealthy patron, creating order from chaos, or prefer a life of solitude, delighting in the seasonal changes of the natural world.

Cultivars

Your *cultivar* can look any number of ways – like a carefully sculpted bonsai tree, a tangle of vines, or a walking vegetable. Use your imagination and consult with the DM to finalize the cultivar's look and feel!

Additional Spells for Phytomancers

Spells detailed in Chapter 4 that might be appropriate a phytomancer include *age plant*, *allergen cloud*, *branch to branch*, *euphoric cloud*, *flourishing beanstalk*, *lifebloom*, *mushroom ring*, *shape wood*, *tree steed*, and *wood rot*.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with herbalism kit and the potter's tools. If you already have either of these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

Seedcraft. You learn the *druidcraft* and *shillelagh* cantrips. They are artificer spell for you, and don't count against your number of cantrips known.

PHYTOMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Phytomancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Phytomancer Spells

Artificer Level	Spell
3rd	<i>entangle</i> , <i>ensnaring strike</i>
5th	<i>barkskin</i> , <i>spike growth</i>
9th	<i>plant growth</i> , <i>speak with plants</i>
13th	<i>grasping vine</i> , <i>aura of life</i>
17th	<i>commune with nature</i> , <i>wrath of nature</i>

CULTIVAR

At 3rd level, you can enable rapid growth from a set of specially prepared seed pouches. As an action, you can throw a seed pouch to an unoccupied space you can see within 20 feet of yourself. Upon reaching its destination, the seed pouch springs to life, creating a **cultivar**.

The cultivar is friendly to you and your companions, and it obeys your commands and lasts for 10 minutes. You can summon a cultivar once for free and must finish a long rest before doing so again. You can also summon the cultivar by expending a spell slot of 1st level or higher. If you summon a second cultivar from this feature, the first one immediately withers and dies. You can wither your cultivar at any time (no action required by you).

In combat, the cultivar shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

If you cast the *mending* spell on your cultivar, it regains 2d6 hit points.

GREEN THUMB

At 5th level, your command of the natural world heightens. You have advantage on saving throws against poison, and you have resistance to poison damage. You also become immune to the effects of the *entangle* and *spike growth* spells, and can cast the *goodberry* spell once per day without expending a spell slot.

MIRACULOUS GROWTH

At 9th level, you can cast *enlarge/reduce* without expending a spell slot, provided you use your herbalism kit as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once). When you cast *enlarge/reduce* on your cultivar, the reach of its *slam* attack increases by 5 feet, its *slam* attack is considered magical for the purposes of bypassing resistances and immunities, and it is no longer vulnerable to fire damage.



Illustration by Lee Haupt

GILDING THE LILY

At 15th level, you can summon a second cultivar for free and must finish a long rest before doing so again. If you summon the second cultivar while the first is still present, the first one doesn't wither and die. If you place a third, one of your existing cultivar withers and dies.

Additionally, your *shillelagh* gains new potency. Once on your turn when you hit a creature with your *shillelagh*, you can roll a d8. Add the results to the damage of the attack, and designate a creature with 30 feet of you that you, and grant them a number of temporary hit points equal to the result + your Intelligence modifier. The recipient of these temporary hit points can immediately make a new saving throw against one unwanted blindness, deafness, paralysis, poison, or disease. The temporary hit points last for 1 minute.

CULTIVAR

Medium Plant

Armor Class 16 (natural armor)

Hit Points 1 + your Intelligence modifier + five times your artificer level (the cultivar has a number of Hit Dice [d8s] equal to your artificer level)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +0 plus PB, Con +1 plus PB

Skills Athletics +2 plus PB, Stealth +0 plus PB × 2

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Condition Immunities charmed, frightened, stunned

Senses darkvision 60 ft., passive perception 10

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Plant Camouflage. The cultivar has advantage on Dexterity (Stealth) checks it makes in terrain with ample vegetation.

Magic Weapons. The cultivar's weapon attacks are magical.

ACTIONS

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d4 + PB bludgeoning damage. The cultivar can then use a bonus action to attempt to grapple the target.

Root. The cultivar entangles a Large or smaller creature it can see within 30 feet of itself. The target creature makes a Strength saving throw DC 8 + PB + the cultivar's Strength modifier. On a failure, the target takes 1d6 + PB bludgeoning damage and its movement speed is reduced by half until the end of its next turn.



Illustration by Nicole Cardiff

TATTOOSIONIST

The name “tattoosionist” is initially misleading: it comes from their ability to create tattoos that shift and animate upon their skin, for example a snake slithering around an arm. But this is no illusion: there is a very real *snake* inside their arm, and it can do far more than slither around. Tattoosionists are psionic artificers that abandon their labors upon unliving items, instead using alchemical inks and their own body as their workshop, animating the images upon their skin and use them for anything they desire— as a third hand, moving heavy objects, pulling a wagon-cart, even self-defense.

Tattoosionists take pride in their artistry and individuality, and prefer clothing and armor that allows them to display portions of their labors, although you quite literally never know what they might have hidden up their sleeve.

Lucy was a real piece of work. Bright, hard-headed, and if she'd had the interest, could have easily graduated top of her class at the university, but all she seemed to be interested in were clothes, piercings, and more tattoos. I hear she's still working at the library, though, and a little bird told me she's running with the thieves' guild these days. Hells, I expect won't be long before she's running both of them places.

~ Old Gus

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Irons. You gain proficiency with calligrapher's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Skin Show. You can animate tattoos upon your skin, and create new ones, with two new cantrips that you learn: *tattoosion^{OGE}* and *puncture^{OGE}*. They are artificer cantrips for you, and don't count against the artificer cantrips you know. You can also tattoo others, leaving a permanent mark upon their skin.

The *tattoosion* and *puncture* spells are detailed in Chapter 4. If a tattoosionist of appropriate level and skill seeks to craft any of the *Magic Tattoo* items in *Tasha's Cauldron of Everything*, the DM might wish to consider reducing the material cost and time needed to create the item by half.

TATTOOSIONIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Tattoosionist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Tattoosionist Spells

Artificer Level	Spell
3rd	<i>illusory script, inflict wounds</i>
5th	<i>cloud of daggers, crown of madness</i>
9th	<i>spirit guardians, major image</i>
13th	<i>giant insect, summon greater demon</i>
17th	<i>circle of power, hold monster</i>

CUSTOM WORK

At 3rd level, you learn rituals for creating a construct from the tattoos. Choose a number of creatures equal to your Intelligence Modifier (minimum of 1) from the *Animated Tattoos List* that you are familiar with, and emblazon them upon your person or an ally.

As an action, you can animate a tattoo. You can do this once for free, and must finish a long rest before doing so again. You can also animate a tattoo by expending a spell slot of 1st level or higher. If you animate a second tattoo, the first disappears. When you animate a tattoo, it appears in a space within 5 feet of the person who bore the tattoo, and is under your control. It has no senses of its own. Its creature type is construct, it is immune to poison and psychic damage, and the charmed, exhausted, frightened, paralyzed, petrified, and poisoned conditions. It has a number of hit points equal to $2 + \text{your Intelligence modifier} + \text{five times your artificer level}$. It disappears after 1 hour, if reduced to 0 hit points, or if moves a number of feet equal to 100 times your Intelligence modifier (minimum of 100 feet) away from you. You can dismiss it early (no action required).

In combat, it shares your initiative count, taking its turn immediately after yours. It can move and use its reaction on its own. The only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take an action in its stat block or the Dash, Disengage, Help, Hide, or Search action. You can substitute your spell attack bonus for its bonuses to attack rolls, and its weapon attacks are magical. If it causes a creature to make a saving throw, you can use your spell save DC for it instead. It also gains a bonus to damage rolls equal to your proficiency bonus minus 2.

When you finish a long rest and your alchemist's supplies are with you, you can choose new forms for your animated tattoos.

POUNDING SKIN

At 5th level, once on your turn when you or your animated tattoo deals bludgeoning, piercing, or slashing damage, you can roll a d12 and add the results as a bonus to the damage dealt.

LOYAL TO THE COIL

At 9th level, you can use your action to exert complete control over your animated tattoo and assume its senses, which gains a darkvision to a distance of 60 feet and a tremorsense of 10 feet. During this time, you can speak through it with your own voice, but you are deaf and blind with regard to your own senses.

As an action, you can command your animated tattoo to explode in a shower of psychic energy. Doing so destroys the tattoo and each creature within 10 feet of it must make a Wisdom saving throw against your spell save DC, taking $4d8$ psychic damage on a failed save or half as much damage on a successful one. The tattoo can't be used again until you complete a short or long rest.

MY ART SUFFERS FOR ME

At 15th level, you can use your animated tattoo to react to danger. If a creature you can see within 5 feet of your animated tattoo becomes the target of an attack, you can use your reaction to command the animated tattoo to swap places with the target (if it is willing), the animated tattoo becomes the target of the triggering attack, and it gains resistance to any damage resulting from a hit. You can use this ability after the triggering attack roll is made, but before the results are announced.

Additionally, you can use your *Pounding Skin* feature a second time on your turn.

Animated Tattoos List

A tattooionist must be familiar with the shape and nature of their animated tattoos, so they must make efforts to see the world's wonders firsthand. Outside of combat, a tattooionist might learn new forms for their constructs at bestiaries, zoos, arenas, pet shops or anywhere might spend some time with a live model.

When selecting stat blocks for your animated tattoos, consider what other forms the stat block of the creature you have selected might take the appear as (for example, a tortle could appear as a knight in shining armor). Consult the DM when selecting both creatures or appearances, and ensure you it is an appropriate choice for your character, the group and game you are playing in.

Beasts. almiraj, ape, baboon, badger, bat, blood hawk, boar, cat, crab, cranium rat, deer, dimetrodon, dolphin, eagle, flying monkey, flying snake, frog, giant badger, giant centipede, giant crab, giant fire beetle, giant frog, giant poisonous snake, giant rat, giant weasel, giant wolf spider, goat, hawk, hyena, jackal, lizard, mastiff, mule, octopus, owl, panther, poisonous snake, pony, pterodon, quipper, rat, raven, reef shark, scorpion, spider, stirge, velociraptor, vulture, weasel, wolf

Constructs. broom of animated attack, duodrone, flying sword, homonculus, monodrone

Dragons. pseudodragon

Elementals. ice mephit, mud mephit, smoke mephit, steam mephit

Fey. blink dog, sprite

Fiends. abyssal wretch, dretch, manes, lemure

Humanoids. bandit, cultist, goblin, merfolk, tortle

Plants. awakened shrub, myconid sprout, needle blight, twig blight

Undead. crawling claw, gnoll withering, skeleton, zombie



Illustration by Thanh Tuấn

BARBARIAN

In addition to the weapons and feats detailed in Chapter 4, and the *Mighty Combat* rules detailed in Chapter 6, the following options can add be used to additional breadth to the barbarian class.

PRIMAL VOICE

2nd level barbarian feature, which replaces the Reckless Attack feature

You have a powerful voice that commands the respect of your allies and inspires awe and fear in your enemies. Once on each of your turns when you take the Attack action, you can replace one of your attacks with one of the following three options:

Primal Scream. You unleash an intimidating bellow at a hostile creature no more than one size larger than you within 30 feet of you that can hear you. The target must succeed on a Wisdom saving throw DC 8 + your proficiency bonus + your Constitution modifier or become frightened of you until the end of their next turn.

Taunting Bellow. You unleash a string of inexcusable vulgarity at your foes, making your presence unavoidable. Until the start of your next turn, hostile creatures within 15 feet of you that can hear you have disadvantage on weapon attacks that target creatures other than you.

War Cry. Choose a number of friendly creatures you can see equal to half your proficiency bonus (rounded up) that you can see who are within 30 feet of you and that can hear you. Until the start of your next turn, your chosen creatures make their next weapon attack with advantage. The first of your chosen creatures that hits with such an attack deals additional damage equal to your rage bonus. If one of your chosen creatures attacks a creature before the end of their next turn, it counts as you attacking a creature for the purposes of continuing your rage.

PATH OF THE BERSERKER

FRENZY

The Frenzy feature is changed to reduce the amount of exhaustion it produces:

When your rage ends, you must succeed on a DC 7 Constitution saving throw or take one level of exhaustion. The DC increases by 5 each time you use this ability, and resets to 7 again when you finish a long rest.

This rule removes some of the risk in using a berserker's signature *frenzy* ability. It is especially useful if players are risk-averse to using this feature.



Illustration by Alina Furhmann

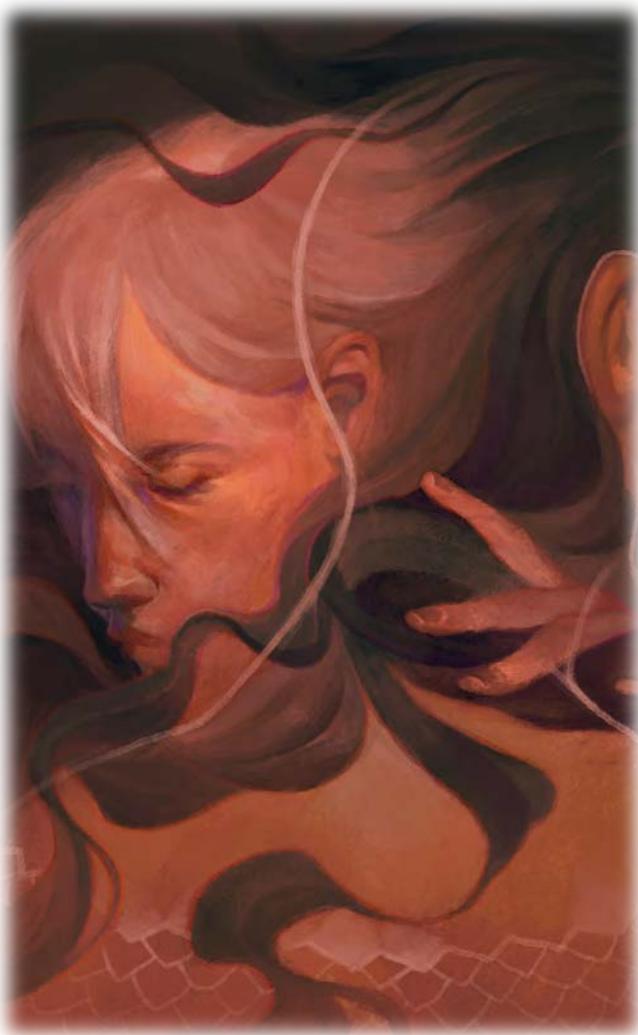


Illustration by Lada Da

PATH OF THE BLEEDING HEART

The bleeding heart serves one master: the churning tide of their deepest feelings. They make for mercurial and unpredictable companions: a compassionate friend one day, and a heated rival the next.

Bleeding hearts are often forged in their youth. Some experience an incomparable joy that can never be matched, others an intense trauma, and others bury their emotions deep inside the self, only to erupt later in life in dramatic and unpredictable ways. Bleeding hearts throw themselves into life each day, living it to the fullest and sharing the contents of their hearts with the world.

SPELL SLOTS

The Bleeding Heart table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your *Histrionic Spells* of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Bleeding Heart

Barbarian Level	Spell Slots	Slot Level	Emotional Control
3rd	1	1	—
5th	2	1	±1
9th	2	2	±2
13th	2	3	±3
17th	2	4	±4

Multiclassing

Due to the nature of the barbarian's *Rage* and most other classes *Spellcasting* features, the spell slots you gain from this class can't be used to cast other spells you might know or have prepared, and can only be used to cast the *Histrionic Spells* you gained from your *Emotional Core*. Likewise, your *Histrionic spells* can only cast using the spell slots you gained from this class.

As multiclassing is an optional rule, whether or not these spell slots can be used for other features (for example, a paladin's *Divine Smite* feature) is left for the DM to rule on.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your *Histrionic Spells*. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a histrionic spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

EMOTIONAL CORE

When you select this Primal Path at 3rd level, you begin to experience one *Emotional Core* at all times.

Each time you finish a long rest, roll a d8 to determine if your new *Emotional Core* is **Melancholy** (1-2), **Enmity** (3-4), **Arousal** (5-6) or **Contentment** (7-8).

When you reach 6th level, when you roll a d8 for your Emotional Core, you can modify the results by ±1. This bonus increases as you gain levels in this class as noted on the Bleeding Heart table.

Roleplaying a Bleeding Heart

Melancholy can be reclusive, sadness or apathy. *Enmity* can be righteous, bitter, or clear-headed focus. *Arousal* can be elation, excitement, and extroversion. *Contentment* might manifest as confidence, optimism, or stubborn indolence.

HISTRIONIC SPELLS

While experiencing an *Emotional Core*, you can cast certain cantrips and spells, as listed on the following tables. You can cast your *Emotional Core*'s cantrips. To cast one of your emotional core's *Histrionic Spells* spell of 1st-level or higher, you must be raging, below your maximum hit points, and you must expend a spell slot that meets or exceeds the spell's minimum level. You can use a weapon you are proficient with as a spellcasting focus (or a precious memento of a powerful memory) to cast these spells, unless those components have a value in gold or would be otherwise consumed by casting the spell.

Additionally, if you cast or maintain concentration on a histrionic spell on your turn, your rage does not end due to not having attacked a hostile creature since your last turn, nor from failing to have taken damage since then.

Melancholy Spells

Spell Level	Histrionic Spells
Cantrips	<i>spare the dying, toll the dead</i> ^{XGE}
1st	<i>alarm, dissonant whispers</i>
2nd	<i>ray of enfeeblement, shatter</i>
3rd	<i>enemies abound</i> ^{XGE} , <i>hypnotic pattern</i>
4th	<i>confusion, phantasmal killer</i>

Enmity Spells

Spell Level	Histrionic Spells
Cantrips	<i>primal savagery</i> ^{XGE} , <i>vicious mockery</i>
1st	<i>armor of Agathys, hellish rebuke</i>
2nd	<i>blindness/deafness, mind spike</i> ^{XGE}
3rd	<i>bestow curse, thunder step</i> ^{XGE}
4th	<i>locate creature, staggering smite</i>

Arousal Spells

Spell Level	Histrionic Spells
Cantrips	<i>friends, mending</i>
1st	<i>charm person, Tasha's hideous laughter</i>
2nd	<i>enthall, suggestion</i>
3rd	<i>aura of vitality, haste</i>
4th	<i>death ward, freedom of movement</i>

Contentment Spells

Spell Level	Histrionic Spells
Cantrips	<i>guidance, true strike</i>
1st	<i>shield, speak with animals</i>
2nd	<i>calm emotions, warding bond</i>
3rd	<i>catnap, mass healing word</i>
4th	<i>aura of purity, divination</i>

GETTING THE FEELS

Also at 6th level, your *Emotional Core* grants you additional benefits:

- **Melancholy.** You are proficient in the Insight skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. While raging, you have resistance to cold and psychic damage.
- **Enmity.** You are proficient in the Intimidation skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. While raging, you have resistance to fire and radiant damage.
- **Arousal.** You are proficient in the Deception skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. While raging, you have resistance to lightning and thunder damage.
- **Contentment.** You are proficient in the Persuasion skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. While raging, you have resistance to poison and necrotic damage.

PLUMBING THE DEPTHS

At 10th level, you can reach deep down into your *Emotional Core*, casting any one of its spells as a 4th-level spell without expending a spell slot. When you use this feature, after your rage ends, you must succeed a DC 10 Charisma saving throw or immediately roll a d8 and accept its result as your new *Emotional Core*. Your *Emotional Control* bonus cannot be applied to the roll to determine the result.

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

SOLDIER OF THE HEART

At 14th level, your *Emotional Core* grants you additional benefits while you are raging:

- **Melancholy.** When you cast the *toll the dead*^{XGE} cantrip, you can target two creatures if both targets are within 10 feet of you, and creatures that fail their saving throw against it have their speed reduced by half until the start of your next turn.
- **Enmity.** When you cast the *vicious mockery* cantrip, you can target two creatures if both targets are within 20 feet of you. When you take the Attack action on your turn, you can make one additional weapon attack using your bonus action.
- **Arousal.** When you cast the *friends* cantrip, you can affect an additional number of creatures with it equal to half your Charisma modifier (minimum of 1). When you enter your rage, you can ignore one level of exhaustion you are suffering until the rage ends. Additionally, you can take the Dash action as a bonus action.
- **Contentment.** When you enter your rage, you gain temporary hit points equal to your barbarian level. You can take the Help action as bonus action. You are immune to the charmed and frightened conditions.



Illustration by Silverjow

PATH OF THE PERFECTIONIST

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight in anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

MIND GAMES

When you choose this path at 3rd level, you become proficient in the Insight and Deception skills if you are not already.

MEAT HOOKS

Also at 3rd level, your unarmed strikes become a d4, and you are proficient with improvised weapons, and you deal no less than 1d6 with them.

You also dedicate your rage to getting up close and personal with your opponents. While raging and not holding a melee weapon, you gain the following benefits:

- Your unarmed strikes become a d6.
- When you take the Attack action using your unarmed strikes, you can use your bonus action to make one additional unarmed strike.
- Once on your turn when you make an unarmed strike, you can declare you are performing your *signature move*. If you hit, the attack deals additional damage equal to your Dexterity modifier (minimum of 1).

PERFECT TIMING

At 6th level, you gain the following benefits while raging:

- Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical damage.
- **Counterpunch.** If a creature within your reach makes a melee attack against you or attempts to grapple you and you are not holding a melee weapon, you can use your reaction to immediately make an unarmed strike against them. If you hit, the creature must make its attack roll or Strength (Athletics) check at disadvantage. You can make a number of counterpunches equal to your Dexterity modifier each time you rage (minimum of 1).
- **Gloat.** When a creature misses you with an attack, you can use your reaction to gloat, making an opposed Charisma (Intimidation) check against your attacker's Wisdom (Insight). The target must be able to see or hear you. If you win the contest, you have advantage on the first attack you make against that creature on your next turn.

HEAD BUTT

At 10th level, while in a rage, you can use your action to head butt. Make an unarmed strike against a creature no more than one size category larger than you. If it hits, the target takes additional bludgeoning damage equal to half your barbarian level, and you take half the amount as psychic damage. The creature must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or be stunned until the end of your next turn. A stunned creature repeats their saving throw at the start of each of their turns, ending the effect on a success. Once you hit a creature with a head butt, you must finish a short rest before you attempt another. Head butt attacks are ineligible to declare as your *signature move*.

THE GREATEST

At 14th level, you can perform two *signature moves* on your turn, and your unarmed strikes overcome resistance to bludgeoning damage.



Illustration by Giovana Stiliano

BARD

COLLEGE OF DANCE

The college of dance teaches bards who are exceptionally in tune with their bodies, weaving movement, combat with or without a weapon and spellcasting into a singular art of self-expression.

Dancers prefer small, light instruments, commonly a tambourine, a set of finger cymbals, or percussion instruments worn around the ankles, but a few manage to play other instruments while dancing.

While most dancers do not cut an imposing figure, they are highly effective fighters with or without a weapon: their graceful leaping movements can provide them with a burst of speed or the ability to make wild unpredictable movements that make them almost impossible to pin down, especially in single combat. When paired with an ally, a dancer makes for a frenetic, distracting presence, moving with and opposite their allies in equal measure, turning the tide of a battle as if they were spinning on their own heel.

A dancer's music and kinetic energy can be infectious, and others bound up in their spell find themselves dancing along with them.

COMBAT DANCING

You must be proficient in either Performance or Acrobatics to join the College of Dance at 3rd level. When you join this college, you become proficient in the other skill if you are not already.

When you join the college, you abandon wearing armor and learn to use your body's movement as a fluid defense. When you are not wearing armor or wielding a shield, you gain the following benefits:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll a d4 for their damage.
- You can add your Dexterity modifier to the distances you can cover making a long or high jump.
- Your Armor Class is equal to $13 + \text{your Dexterity modifier}$.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.

DANCING FLOURISH

Also at 3rd level, when you are using your *Combat Dancing* feature to determine your AC, you can combine the arts of combat and dance.

Whenever you take the Attack action on your turn with a weapon with the finesse or light properties, your movement speed increases by 10 feet until the end of your turn, and you can perform a *Dancing Flourish* of your choice by expending a use of *Bardic Inspiration*. You can use only one *Dancing Flourish* option per turn, choosing from the following options:

- **Confounding Twirl.** Your dance creates a ribbon of energy, dealing additional force damage to the target equal to the number you roll on the *Bardic Inspiration* die. You also add the number rolled to your AC until the start of your next turn.
- **Leaping Spirals.** You jump, twist, and turn unexpectedly. You can take the Dodge action as a bonus action, and until the start of your next turn, the distances you can cover making a long or high jump increase by a number of feet equal to the number you roll on the *Bardic Inspiration* die.
- **Rising Rhythms.** You can use your bonus action to Disengage, and gain a climbing speed equal to your movement speed. Until the start of your next turn, you take half damage from falling and your Strength and Dexterity saving throws receive a bonus equal to the number you roll on the *Bardic Inspiration* die.
- **Synchronized Strikes.** You can take the Help action as a bonus action. If the ally you are helping hits with their next attack, it deals additional force damage equal to the number you roll on the *Bardic Inspiration* die.



Illustration by Alexandra Jury

CHOOSE A PARTNER

At 6th level, you can force an enemy into a dance battle with you. As a bonus action, you cast the *compelled duel* spell, without expending a spell slot, and take on supernatural grace for 1 minute or until your concentration ends (as if you were concentrating on a spell). A creature already charmed by you automatically fails its saving throw. For the duration, you can attack the target of the spell twice, instead of once, whenever you take the Attack action on your turn.

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

DANCE PARTY

At 14th level, whenever your turn ends after you use a *Dancing Flourish* option, you can invite up to three friendly creatures within 30 feet of you who can see or hear you to use their reaction to dance. Until the start of your next turn, your dancing allies receive a bonus to their Armor Class according to the type of armor they are wearing: No Armor: (+3), Light Armor (+2), Medium Armor (+1) and Heavy Armor (+0).

Dance is spiritual, Dance is ritual!

Dances are performed as rituals in many cultures. In auspicious locations and times, dances might be used to summon, parley with, or entreat otherworldly creatures, such as Celestials, Elementals, Fiends, or Celestials. These special rituals might involve other aspects, such as costumery, make-up or body paint, or special musical instruments or other accompaniment.

Additionally, the *Collaborative Spellcasting Rituals* detailed in Chapter 6 can include specific roles for musicians and dancers!

You have to love dancing to stick to it. It gives you nothing back, no manuscripts to store away, no paintings to show on walls and maybe hang in museums, no poems to be printed and sold, nothing but that fleeting moment when you feel alive. It is not for unsteady souls.

~Merce Cunningham

Dancing is the art of getting your feet out of the way faster than your partner can step on them.

~ Old Gus



Illustration by Ekaterina Chesalova



Illustration by Alexandra Kononenko

COLLEGE OF MAYHEM

Bards of the College of Mayhem are known for their intense presence, combining music, magic, and might against extraplanar threats to their realm.

EXORCIST'S EDUCATION

When you join the College of Mayhem at 3rd level, you gain proficiency with medium armor and shields.

Additionally, you learn the *thaumaturgy* cantrip. It is a bard spell for you, and it doesn't count against your cantrips known, and the following spells are added to the bard spell list for you:

Exorcist Spells

Spell Level	Exorcist Spells
1st	<i>detect evil and good</i> , <i>wrathful smite</i>
2nd	<i>Tasha's mind whip</i> ^{TCE} , <i>warding bond</i>
3rd	<i>phantom steed</i> , <i>spirit shroud</i> ^{TCE}
4th	<i>Otiluke's resilient sphere</i> , <i>shadow of moil</i>
5th	<i>banishing smite</i> , <i>dispel evil and good</i>

Magic Instruments and Musical Weapons

If a magic musical instrument is transformed by the *Power Ballad* feature, the DM might grant it a bonus to attack and damage rolls determined by the item's rarity: *Uncommon* (+1); *Rare/Very Rare* (+2); and *Legendary/Artifact* (+3).

POWER BALLAD

Also at 3rd level, as a bonus action, you can expend one use of your Bardic *Inspiration* to unlock the deadly potential of a musical instrument you are holding into a *musical weapon*. For you, a *musical weapon* is a spellcasting focus and also a simple melee weapon, which deals 1d6 bludgeoning, piercing, or slashing damage on a hit (you choose when you use this feature), and you choose one of the following properties to add to your *musical weapon*:

Encore. Once on each of your turns when you attack with the weapon using the Attack action, you can make one additional attack with the weapon as part of the same action.

Heavy Metal. The weapon gains the *reach* property. It requires two hands to wield, and deals 1d10 damage on a hit.

Masterpiece. The weapon gains the *finesse* and *thrown* properties, and you have a +2 bonus to attack rolls you make with it. When thrown, it has a normal range of 20 feet and a long range of 60 feet, and it returns to your hand immediately after it is used to make a ranged attack.

Unison. You gain +1 bonus to your AC while wielding the weapon. When a creature you can see attacks a target that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

The instrument remains transformed for 10 minutes, or until you are incapacitated. For the duration, if you can see your *transformed instrument*, and you can summon it as a bonus action on your turn, causing it to teleport instantly to your hand.

When you reach 5th and 11th level, you can choose an additional property to add to a *transformed instrument*.

CATHARTIC CACOPHONY

At 6th level, when you attack with a *transformed instrument* using the Attack action, you can use your bonus action to cast *vicious mockery*, even if you don't know the spell.

Additionally, when you hit a creature or object with a *transformed instrument*, you can choose to deal thunder damage instead of the weapon's usual damage type.

BRING THE WHOLE BAND

At 14th level, whenever you give a willing creature a *Bardic Inspiration* die, you can choose one weapon or musical instrument it is holding to gain one property of your choice from your *Power Ballad* feature.

If the item is a musical instrument, it also becomes a melee weapon the creature is proficient with, and it deals 1d6 thunder damage on a hit. The effect lasts until the *Bardic Inspiration* die is lost, the item leaves the creature's hand, or you become incapacitated.



Illustration by Maria Serova

CLERIC

ENTROPY DOMAIN

The gods of the entropy are associated with cold and decay, with the underlying principle that nothing lasts forever, everything is in a state of unbecoming, and everything dies, cold and alone, swallowed by inky blackness. Servants of such gods hasten the decline of those unfit to see the future, casting them into shadow.

ENTROPY DOMAIN SPELLS

Cleric Level Spells

1st	<i>armor of Agathys, arms of Hadar</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>hunger of Hadar, slow</i>
7th	<i>Otiluke's resilient sphere, shadow of moil^{XGE}</i>
9th	<i>cone of cold, enervation^{XGE}</i>

HEAT DEATH

At 1st level, you learn the *ray of frost* cantrip. It is a cleric spell for you, and you can choose to deal necrotic damage with it instead of cold.

VOID VISION

When you choose this domain at 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of a number of feet equal to $15 \times$ your Wisdom modifier (minimum of 15 feet).

Void Vision and Darkvision

Void vision supplements any darkvision you might have. If your darkvision reaches further than your void vision, you still experience darkvision at those longer distances.

CHANNEL DIVINITY: DECELERATION

At 2nd level, you can use your *Channel Divinity* to reduce the kinetic flow of your enemies. As an action, you present your holy symbol, and designate number of creatures within 60 feet of you that you can see equal to your Wisdom modifier (minimum of 1). Those creatures must succeed on a Constitution saving throw. If they fail, they are cursed for up to 1 minute. For the duration, their movement speed is reduced by $5 \times$ your Wisdom modifier (minimum of 5 feet), and their damage rolls for weapon attacks are reduced by half your cleric level. Creatures repeat their saving throw at the end of each of their turns, ending the effect on a success.

UNRAVELING

At 6th level, whenever you deal cold or necrotic damage to a creature with a cleric cantrip or hit a creature with a weapon attack, you can use your bonus action to cast the *dispel magic* spell on the target, even if you do not have it prepared.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and regain expended uses of it when you finish a long rest.

POTENT SPELLCASTING

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

ABSOLUTE ZERO

At 17th level, you can use your action to emit an aura of magical darkness that lasts for 1 minute or until you dismiss it using another action. You extinguish all non-magical light in a 60-foot radius and bright light 30 feet beyond that radius becomes dim light. Your enemies in the darkness have disadvantage on saving throws against any spell that deals cold or necrotic damage.

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

Additionally, the *disintegrate* spell becomes a cleric domain spell for you.



Illustration by Tsunami - Sand

FATE DOMAIN

Followers of the gods of fate tend to stay within their enclaves, serving as advisors, oracles, or soothsayers. Some attach themselves to great leaders, some seek out the birth of an auspicious child to grant it blessings, and others end up joining forces with adventurers, called by their deity to bear witness to and help realize the great deeds of these companions.

FATE DOMAIN SPELLS

Cleric Level Spells

1st	<i>identify, alarm</i>
3rd	<i>augury, detect thoughts</i>
5th	<i>nondetection, clairvoyance</i>
7th	<i>divination, elemental bane</i>
9th	<i>circle of power, skill empowerment</i>

DESTINED WITNESS

When you choose this domain at 1st level, you gain proficiency with either the Investigation or Perception skill. Additionally, you can make checks with either skill using your Wisdom modifier if it is higher than your Intelligence modifier.

HAND OF FATE

Also at 1st level, you learn the *guidance* cantrip. It doesn't count against your number of cleric cantrips known. Additionally, you can empower the recipients of its benefits, adding your Wisdom modifier (minimum of 1) to the bonus the spell grants. You can empower this cantrip a number of times equal to your Wisdom modifier (minimum of 1), and regain expended uses when you finish a long rest.

CHANNEL DIVINITY: PROPHECY

At 2nd level, you can use your *Channel Divinity* to glimpse the near future. As an action, you present your holy symbol and invoke the name of your deity. Roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these prophetic rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. When you finish a short rest, you lose any unused prophetic rolls.

CHANNEL DIVINITY: PROVIDENCE

At 6th level, when a creature within 30 feet of you makes an ability check or saving throw, you can use your reaction and expend a use of your *Channel Divinity* to grant that creature a +10 bonus to the roll. You can choose to do so after you see the roll, but before the DM announces the results.

POTENT SPELCASTING

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

REVELATION

At 17th level, when a creature or object you can see or hear takes damage, you can use your reaction to increase or decrease the amount of damage dealt by an amount equal to your cleric level. If you reduce the damage to 0, the target of the damage gains the remainder as temporary hit points instead if it is a creature.

You can use this ability a number of times equal to your Wisdom Modifier (minimum of 1), and regain expended uses of it when you finish a long rest.

Additionally, the *foresight* spell becomes a cleric domain spell for you.



Illustration by Benni A.

MOON DOMAIN

The gods of the moon are as changeable as the moon. They make fearsome warriors and steadfast allies, able to use their shining light to free others from illusions or charms. A cleric of the moon might be enthusiastic and vivacious for a time, followed by a period of subdued tranquility. They might be overcome by melancholy for long lost times, or be aggressive and fierce, displaying a cold detachment in combat. A follower of the moon trusts that their waxing and waning feelings are exactly what they need to be at any given moment.

MOON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, sleep</i>
3rd	<i>calm emotions, moon blade^{OE}</i>
5th	<i>aura of vitality, catnap^{XGE}</i>
7th	<i>arcane eye, divination</i>
9th	<i>dream, steel wind strike^{XGE}</i>

1st	<i>feather fall, sleep</i>
3rd	<i>calm emotions, moon blade^{OE}</i>
5th	<i>aura of vitality, catnap^{XGE}</i>
7th	<i>arcane eye, divination</i>
9th	<i>dream, steel wind strike^{XGE}</i>

The *moon blade* spell is a signature spell of this domain, and is detailed in Chapter 4. If the DM does not wish to incorporate this spell into the game, substitute the *moonbeam* spell for it instead.

ACOLYTE OF THE MOON

At 1st level, you learn the *minor illusion* cantrip if you don't already know it. You also gain proficiency with scimitars, rapiers, shortbows and longbows and one of the following skills or tools of your choice: Arcana, Nature Stealth, Survival, a musical instrument, and navigator's tools.

LUNAR VISION

Also at 1st level, you can see normally in darkness, up to a distance of 60 feet.

CHANNEL DIVINITY: REVEALING MOONLIGHT

Starting at 2nd level, you can use your action and expend a use of your *Channel Divinity* to fill a 30-foot radius, 60-foot-high cylinder centered on you with glittering moon motes. For the next 1 minute, the area is filled with magical dim light capable of overcoming the *darkness* spell. Creatures in the area have disadvantage on Dexterity (Stealth) checks. If a creature made their check before entering the area, they must immediately reroll it, and use the lower result. Creatures in the area also can't benefit from being invisible.

Additionally, creatures that enter the area for the first time on a turn, start their turn within the area, or attempt to move to the Ethereal Plane within the area must succeed on a Charisma saving throw or be bound to the plane you are upon until the effect ends or until they leave the area.

LUNAR TRANQUILITY

At 6th level, when you or a creature within 30 feet of you becomes the target of a spell or effect that would result in them becoming charmed, frightened, or lost in an illusion, you know it and you can use your reaction to grant them advantage on their saving throw.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the light of the moon. 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 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

A LIGHT IN THE DARK

At 17th level, the range of your *Lunar Vision* increases to 120 feet, and you can also see through magical darkness with it.

Additionally, you can use your action to activate an aura of moonlight that lasts for 1 minute or until you dismiss it using another action. For the duration, you emit bright light in a 60-foot-radius and dim light for another 30 feet. Magical darkness cannot permeate the bright light, and your allies within the area cannot be charmed or frightened within it. If there are illusions present in the area, you know it and can use a bonus action to dispel one of them.



Illustration by Ilona Tsymbal

PESTILENCE DOMAIN

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

PESTILENCE DOMAIN SPELLS

Cleric Level Spells

Cleric Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>blur, ray of enfeeblement</i>
5th	<i>gaseous form, stinking cloud</i>
7th	<i>blight, hallucinatory terrain</i>
9th	<i>contagion, cloudkill</i>

AN ITCH TO SCRATCH

You learn the *infestation*^{XGE} cantrip. It is a cleric spell for you, and doesn't count against your number of cleric cantrips known. When you cast the spell, it can target two creatures within range and within 5 feet of each other.

FAITHFUL'S INOCULATION

Also at 1st level, you can use your bonus action to touch a willing creature and remove one disease or neutralize one poison affecting it.

You can use this feature a number of times equal to your Wisdom Modifier, and regain expended uses of it when you finish a long rest.

CHANNEL DIVINITY: TIDE OF AFFLCTION

At 2nd level, you can use your *Channel Divinity* to emit a wave of affliction. As an action, you present your holy symbol and invoke the name of your deity. Designate a number of living creatures that you can see within 30 feet of you equal to your Wisdom modifier to afflict (minimum of 1). Your targets make a Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. On a failure, a target takes poison damage equal to your cleric level, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

WITHERING AFFLCTION

At 6th level, your ability to channel pestilence becomes more potent. Poison damage dealt by your cleric spells and *Tide of Affliction* ignores resistance to poison damage.

POTENT SPELCASTING

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

BEFOULMENT

At 17th level, your ability to cause outbreaks among a populace reaches epic proportions. As an action, you can touch a creature and befoul it, or befoul up to 25 cubic feet of food or drink. The target creature (or any creature who consumes the befouled food or drink within a number of hours equal to your cleric level) must succeed a Constitution saving throw or be infected. Creatures immune to disease succeed their saving throw automatically.

Your befoulment can infect a number of creatures equal to five times your cleric level. When you use this feature, choose one of following befoulments:

- **Tell-Tale Cough.** After 1d12 hours, infected creatures begin to cough and become exhausted. Resting with the nagging cough is impossible. The next day and each day after, infected creatures repeat their saving throw or take an additional level of exhaustion. If they succeed, they lose one level of exhaustion, and end their infection if their exhaustion level reaches zero. If they succeed in this manner, they are immune to your Tell-Tale cough for one year. Coughing creatures can infect other breathing creatures within 10 feet, who must succeed a Constitution saving throw or become infected.
- **Fleshrot.** After 3d12 hours, the extremities of an infected creature's body such as their toes, fingers or ears begin to harden and turn a waxy-looking green, yellow, purple, or black. Creatures repeat their saving throw at the start of each day, and on a failure, their movement speed is reduced by 5 feet. If they fail, they take necrotic damage equal to your cleric level, and the disease spreads closer to their heart and organs. The disease can be cured by amputation. If the creature's speed becomes 0, they die. Creatures that come into direct contact with the infected flesh must succeed a Constitution saving throw or contract the disease.
- **Maddening Fever.** After 2d12 hours, an infected creature descends into a feverish delirium, making all Wisdom (Insight, Perception) checks with disadvantage. They repeat their saving throw the following day. If they fail, they are also under the effects of the *confusion* spell, and their maximum hit point total is reduced by half your cleric level for each day they have had the disease. If their maximum hit point total reaches 0, they die. If they succeed, the fever begins to subside, and they regain their faculties after 24 hours.
- **Weeping Sores.** After 4d12 hours, boils and pustules rise to the surface of the infected creature's skin, eventually exploding in a shower of blood and pus, dealing poison damage equal to your cleric level to the infected creature. Creatures can repeat their saving throw each day, but do so at disadvantage unless bound in clean bandages. Otherwise, the creature's sores rise again and burst again, dealing an additional 1d6 slashing damage for each day since they contracted the disease. A creature whose skin comes into contact with an infected creature's bodily fluids must succeed a Constitution saving throw or become infected.

Your befoulment is curable only by the *greater restoration* spell or by a paladin's *Lay on Hands* ability. When an infected creature succeeds its saving throw against or is otherwise cured of one of your diseases, they become immune to it for one year.

Additionally, when a creature fails a Constitution saving throw against one of your domain spells or your *Tide of Affliction*, you can apply a *Befoulment* upon them as a bonus action. The disease's symptoms manifest immediately.

You can use this ability a number of times equal to your Wisdom modifier, and regain expended uses of it when you finish a long rest.



Illustration by San'OK

Adieu, farewell earth's bliss!
This world uncertain is:
Fond are life's lustful joys,
Death proves them all but toys.
None from his darts can fly;
I am sick, I must die —
Lord, have mercy on us!

Rich men, trust not in wealth,
Gold cannot buy you health;
Physic himself must fade;
All things to end are made;
The plague full swift goes by;
I am sick, I must die —
Lord, have mercy on us!

~Thomas Nashe



Illustration by Julie Dillon

SEA DOMAIN

The gods of the seas seem fickle and petty to the uninitiated, prizing strength, and requiring dedication and sacrifice. As the endless tides of time churn away, those deemed worthy by these gods are blessed with food, bounty, and good fortune, while those deemed unworthy are drowned or devoured.

SEA DOMAIN SPELLS

Cleric Level Spells

1st	<i>create or destroy water, fog cloud</i>
3rd	<i>calm emotions, skywrite^{XGE}</i>
5th	<i>tidal wave, water breathing</i>
7th	<i>control water, watery sphere^{XGE}</i>
9th	<i>control winds^{XGE}, maelstrom^{XGE}</i>

Additional spells detailed in Chapter 4 like *cloudburst*, *roar of waves*, and *water whip* make excellent additions to a cleric of the sea domain's spell list.

OCEANIC PROFICIENCIES

When you choose this domain at 1st level, you become proficient with nets, pikes, tridents, and whips.

Additionally, you gain proficiency with water vehicles, and succeed checks you make to swim automatically, even while wearing light or medium armor. You learn the *shape water^{XGE}* cantrip. It is a cleric cantrip for you, and doesn't count against your number of cantrips known.

CHANNEL DIVINITY: RISING TIDE

Starting at 2nd level, you can use your Channel Divinity to batter your foes with wind and wave. As an action, you present your holy symbol and invoke the name of your deity. A storm of wind and water forms flows out to a distance of 30 feet from you. Until the start of your next turn, the area becomes lightly obscured, and is difficult terrain for all creatures except you.

Additionally, when a creature hostile to you enters the area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw, taking bludgeoning damage equal to $2d6 + \text{your cleric level}$ on a failure, or half as much damage on a success. Creatures with a swimming speed make their saving throw with advantage.

HEALING CURRENTS

Beginning at 6th level, the healing spells you cast on others flow out to your other allies. When you cast a spell of 1st level or higher that restores hit points to a creature, you can select one additional creature to receive healing. Choose a creature within a number of feet equal to $5 \times \text{your Wisdom modifier}$ of any creature the triggering spell caused to restore hit points. The second target restores a number of hit points equal to $2 + \text{the spell's level}$. You cannot select yourself as the recipient of this additional healing.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra $1d8$ cold damage to the target. When you reach 14th level, the extra damage increases to $2d8$.

FROM THE DEPTHS

At 17th level, you are a master of the depths. You gain the following benefits:

- You can communicate with any creature with a swimming speed as if you shared a language.
- You have a swimming speed equal to your walking speed and can breathe underwater, and ignore any adverse effects from the pressures of deep waters.
- You gain immunity to cold damage.
- Water, fog and nonmagical darkness don't impede your vision.



Illustration by Yan Kyohara

WANDERLUST DOMAIN

The gods of wanderlust encourage their faithful to see as much of the world as possible, savoring everything life has to offer: good or bad, pleasant or painful, love or hardship, loss or gain, the clerics of the gods of wanderlust know no boundaries, and constantly seek new lands, new experiences and forgotten knowledge to dedicate to their god.

WANDERLUST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, jump</i>
3rd	<i>knock, spider climb</i>
5th	<i>counterspell, haste</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>far step, passwall</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, choose two of the following: Athletics, Acrobatics, Stealth, and thieves' tools. You gain proficiency in your chosen skill or tool.

CHANNEL DIVINITY: TRAVERSAL

Starting at 2nd level, you can use your *Channel Divinity* to tap into a divine well of speed. For 1 minute, you gain the following benefits:

- You can take the Dash action as a bonus action.
- Climbing doesn't cost you extra movement.
- You add your Wisdom modifier to Strength (Athletics), Dexterity (Acrobatics, Stealth) and thieves' tools checks you make, and the distances you can cover making a long or high jump (minimum of +1).

CHANNEL DIVINITY: SPELLSTEAL

At 6th level, when you cast *counterspell*, you can expend a use of your *Channel Divinity* to gain a bonus to the required spellcasting ability check equal to half your cleric level. If you succeed, and the interrupted spell is at least 1st level, no more than 8th level, and of a level you can cast, you steal knowledge of the spell. While you possess a stolen spell:

- If the stolen spell was prepared by the target, it loses the spell from their prepared spell list, and it must prepare it again in order to cast it again.
- Your stolen spells are cleric spells for you, you always have them prepared, and they don't count against the number of spells you can prepare each day.
- You cease to recover the use of the *Channel Divinity* you used to steal the spell when you complete a short or long rest. When you complete a short or long rest, you can choose to dismiss the stolen spell and recover your *Channel Divinity* ability instead.
- You can cast a stolen spell a number of times equal to your cleric level before losing it. When you gain a level in this class, you regain a number of expended casts of each of your stolen spells equal to your Wisdom modifier.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. 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.

TRANSCENDENCE

At 17th level, you are a master of motion, magic, space, and time. You gain the following benefits:

- The *gate* and *astral projection* spells are cleric spells for you, you always have them prepared, and they don't count against the number of spells you can prepare each day.
- When you cast *freedom of movement* or *dimension door*, you can change the casting time to 1 bonus action.

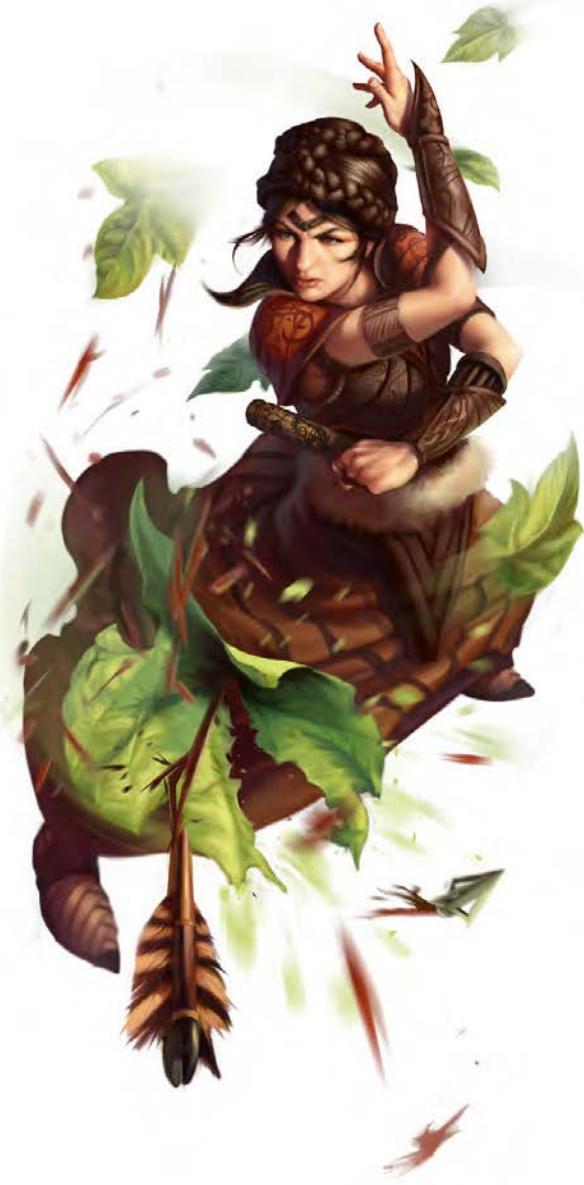


Illustration by Tony Foti

DRUID

In addition to the spells presented in Chapter 4, the following options can be used to add additional breadth to the druid class. Additionally, a framework for *Collaborative Spellcasting Rituals* is detailed in Chapter 6.

WILD SHAPE FORMS

2nd level druid feature (enhances Wild Shape)

You learn a number of Beast forms you know equal to half your level (rounded up) + your Wisdom modifier (minimum of 3). If you joined the *Circle of the Moon*, the total is doubled (minimum of 5). The beasts forms you choose to learn must be familiar to you.

Each time you gain a level in this class, you can exchange number of forms you know for a new beast with which you are familiar, up to a number equal to your Wisdom Modifier (minimum of 1). If you joined the *Circle of the Moon*, you can do this each time you complete a long rest.

This rule limits the choices a druid can choose for their *Wild Shape*, forcing the player to consider available options, character history. It can also make it easier to prepare a statblock for a druid's learned forms, and allow them to engage with the natural world, learning and mastering new forms encountered during their adventures.

EMPOWERED WILD SHAPE

2nd level druid feature (enhances Wild Shape)

You can empower your *Wild Shape* when you use it by expending 2 uses of it. When you do, you can choose one of the following benefits for your beast shape:

- You can double the CR of the beast, for example CR 1/2 at 2nd level. This benefit cannot increase the CR of a *Combat Wild Shape*.
- You can choose a form with a flying speed.
- You can choose a form with a swimming speed.

This rule reduces the need or ubiquity of the *Circle of the Moon* and encourages all druids to make more frequent use of his feature. It can also encourage more interesting decision-making when combined with a limited number of learned forms.

Alternatively, the DM might offer this benefit as a feat, or require the completion of a quest or special training in order to use it.



Illustration by itznikki530

CIRCLE OF THE SKY

Members of the circle of sky prize knowledge, wisdom, foresight, and freedom. Their ranks learn to communicate with birds, and share in their bodies and senses before eventually learning to become such creatures themselves. When they do, they can with supernatural grace, further and faster than even their assumed form might suggest. The circle's view from high up and far away has left them with a reputation for distant affect, but they remain cultures, they are respected as soothsayers or even as cartographers.

Members of the circle of the sky usually have their enclave split between two locations, and make long migrations from one to the other in the spring and autumn, memorizing the lands between the two. Those that stray from the path become solitary travelers and wanderers, gathering lost secrets and knowledge, and eventually carrying it back to the circle.

FLYING FAMILIAR

When you join the Circle of the Sky at 2nd level, the *find familiar* spell becomes a druid spell for you, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. The familiar you summon is a Fey that must take the form of a Beast with a flying speed: a **bat, eagle, flying snake, hawk, owl, raven, vulture**, or **stirge**. The DM has the creature's statistics.

THE VIEW FROM ABOVE

You gain proficiency with navigator's tools or cartographer's tools.

CIRCLE SPELLS

Your mystical connection to the sky grants you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Circle of the Sky Spells
3rd	<i>augury, levitate</i>
5th	<i>clairvoyance, fly</i>
7th	<i>divination, arcane eye</i>
9th	<i>legend lore, mislead</i>

FLEET FLIGHT

Starting at 6th level, you gain the following benefits:

- You can assume forms with a flying speed using your *Wild Shape* feature, and when you do, you can Dash, Disengage or Use and Object as a bonus action.
- Any flying speed you have is increased by of number of feet equal to your druid level + your Wisdom modifier.

WARDING FLIGHT

At 10th level, you can't be charmed or frightened while flying, and you have advantage on Dexterity saving throws.

WINGED ESCAPE

At 14th level, if you are reduced to 0 hit points, or become restrained or are incapacitated against your will, use your reaction to use your *Wild Shape* feature, even if you do not have a use of it left, to assume the form of a creature with a flying speed. When you do, you gain a number of hit points equal to your druid level, and the benefits of the *freedom of movement* spell for 1 minute.

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



Illustration by Magdalena Pagowska

CIRCLE OF TIME

While other druidic circles maintain balance within the world itself, the Circle of Time focuses on ensuring the balance of time itself remains unmolested. Powerful spellcasters and monstrosities with unimaginable power seek to control time to bring about ages of tyrannical world domination or destruction. Druids of the Circle of Time dedicate their lives to preventing these horrible possible futures before anyone even might have recognized the threat.

SHIFTING AGE

When you join the Circle of Time at 2nd level, you gain the ability to embrace time's flow and change your physical age. When you use your *Wild Shape* feature, you can instead alter yourself into a younger or older state. When you do so, you also gain the following benefits for the duration:

- You gain a number of temporary hit points equal to your druid level.
- You gain the effects of the *enhance ability* spell, without the need to concentrate on it.
- You can take the Dash and Help actions as a bonus action.

CIRCLE SPELLS

Your mystical connection to time infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, 9th, and 17th level, you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Circle of the Time Spells
3rd	<i>blur, see invisibility</i>
5th	<i>haste, slow</i>
7th	<i>banishment, freedom of movement</i>
9th	<i>far step, modify memory</i>
17th	<i>time stop</i>

REMIND ME EARLIER

Starting at 6th level, you can choose a number of spells to prepare equal to your Wisdom modifier (minimum of 1) when you finish a short rest.

WISDOM OF THE AGES

Starting at 6th level, you gain proficiency with the History skill if you don't already have it, and you can add your Wisdom modifier as a bonus to Intelligence (History) checks you make.

SEARCH REALITIES

At 10th level, you can reach through timelines and impart their outcomes upon your own reality. Your newfound ability manifests only during your *Shifting Age*, and you can use it in one of two ways, choosing from the following:

- When a creature within 30 feet of you that you can see takes damage, you can use your reaction to force the creature that attacked them to make a second attack roll at disadvantage, or to grant the damaged creature a new saving throw at advantage. If the new attack roll misses or the damaged creature succeeds their new saving throw, the damage from the original attack is undone and never occurred for anyone other than you.
- When a creature within 30 feet of you that you can see hits a creature with an attack, you can use your reaction to search nearby timelines for a matching outcome and nudge it into your own, dealing half the damage rolled of the original attack as additional force damage.

You can use this ability twice, and regain expended uses of it when you finish a long rest.

REGENERATE BODY

At 14th level, if you die, but your body is not decapitated or completely destroyed, you return to life after 1 minute, unless your soul isn't free or willing to do so.

When you do, your remains form a new body with a new race and age. The DM determines these attributes randomly, or chooses them for you. You retain all your memories and experiences, and exchange your Traits for those of your new one.

Additionally, you take 1d4 levels of exhaustion, and cannot use this ability again until your exhaustion level reaches 0. When your exhaustion level reaches 0, roll a d20. On a 1, you can never use this ability again.

Determining Random Ages for A New Body

The *reincarnate* spell provides a d100 table of races that appear in the Basic Rules, but if your world includes additional races, it's suggested to construct a custom table instead.

Different races have different lifespans. The DM can use dice to help you create a new random age for yourself when you use your *regenerate body* feature.

The following example tables allows for a range for races that might leave a character with the natural age of a child, without ever reducing them to infancy.

Race, Lifespan, and Random Age

d10	Race	Lifespan (Years)	Age
1	Dwarf	350	5d10 + 3d100
2	Elf	700	10d10 + 6d100
3	Halfling	250	5d10 + 2d100
4	Human	100	10d10
5	Dragonborn	80	8d10
6	Gnome	500	10d10 + 4d100
7	Half-elf	200	10d10 + 1d100
8	Half-Orc	75	7d10
9	Tiefling	125	4d6 + 1d100
10	Goblin	60	6d10

TIME SIGHT

Also at 14th level, you gain the ability to see into the past. If you spend 10 minutes in ritual concentration, you can experience the events of the past month from the perspective of your current location. The experience might reveal something useful, such as a secretive meeting between a state official and an assassin regarding a coup.

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

ADDITIONAL CIRCLE OF TIME SPELLS

The following additional spells detailed in Chapter 4 make excellent additions to a *Circle of Time* druid's arsenal of temporal magic. Consult with your DM to see if these spells might be options for your character:

Cantrips

Fenton's flickering fists
time knife

1st Level

hold portal

2nd Level

celerity
cuppy snacks
dimensional rift
Polandara's petticoat pocket
slipstream
time parasite

3rd Level

Avyie's temporal trickery
entropic field
luck

4th Level

delay agony
dimensional anchor
Lloyd's beacon
Quentin's quickling senses
recall agony
reminiscence
rending distortion

5th Level

overtime
probability warp
skip day

6th Level

wizzen

7th Level

indefinite suspension
rejuvenate

8th Level

Glogala's paradox

9th Level

wyrmhole



Illustration by Phill Berry

FIGHTER

In addition to the weapons and feats detailed in Chapter 4, and the *Mighty Combat* rules detailed in Chapter 6, the following options can add be used to additional breadth to the fighter class.

INDOMITABLE (REVISED)

Beginning at 9th level, when you fail a saving throw, you can use your reaction to succeed instead. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

This rule allows a fighter to maintain its efficacy and to heroically overcome terrible odds in high level games, functioning nearly identically to a creature statblock's *Legendary Resistance* trait.

ARCANE ARCHER

These optional features allow an arcane archer to better prepare for the fight ahead.

ARCANE CRAFTSMAN

3rd-level arcane archer optional feature (enhances Arcane Shot)

When you gain a level in this class, you can exchange one Arcane Shot option you know for another one.

ARCANE FLETCHER

3rd-level arcane archer optional feature (enhances Arcane Shot)

When you finish a long rest, you can exchange one Arcane Shot option you know for another one.

BATTLE MASTER

Additional maneuver options are detailed in Chapter 3 as a part of the Scholar class. The DM might make one or more of these maneuvers to be available to a Battle Master fighter or other character with the *Martial Adept* feat or *Superior Technique* fighting style. These maneuvers might be drawn from the Scholar class detailed in Chapter 3, or one of its Scholarly Pursuits.

The DM might require the character meet a prerequisite of 13 Intelligence, complete a quest, or receive special training from a master to learn these additional maneuvers.

ADDITIONAL MANEUVERS

Finessed Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to perform a *finesse attack*. If you hit, you can also add your Strength or Dexterity modifier (whichever one you didn't use for your attack roll) to the damage roll. On a miss, you deal weapon damage to the target equal to your Strength modifier + your Dexterity modifier.

Finessed Attacks Using Other Ability Scores

If you use your Intelligence, Wisdom, or Charisma score in place of your Strength or Dexterity score to make attack and damage rolls with a weapon, you must use your Strength score to determine additional damage granted by the *Finesse Attack* Maneuver.

PSI WARRIOR

These psionic techniques can be used as replacements for or supplements to psionic abilities like *protective field*, *psi-powered leap*, *psionic strike*, *telekinetic movement*, and *telekinetic thrust*. The DM might allow these options as a part of the class features, or require a Psi Warrior (or even a Soulknife rogue) to complete a quest or receive special training from a master to acquire these abilities.

Battle Meditation. You can use your psionic abilities to bolster the morale and prowess of your allies. When a friendly creature you can see within 30 feet of you misses with an attack roll or fails a saving throw, you can use your reaction and expend one Psionic Energy die, rolling it, and adding it to the results, potentially turning a miss into a hit, or a failure into a success.

Precognition. Whenever you roll initiative, you can expend one Psionic Energy die, rolling it, and add it to the result. When you do, you cannot be surprised for the next 1 minute.

Psionic Healing. You can use your psionic abilities to heal. As an action, you can touch a creature and expend one Psionic Energy die to cure the target of one disease or neutralize one poison affecting it. Alternatively, you can roll the die, causing the target to regain a number of hit points equal to the number rolled + your Intelligence modifier. This healing has no effect on Constructs or Undead.

Psionic Weapon. You gain proficiency with tinker's tools. With tools in hand and 25 gp worth of raw materials, you can perform a 1-hour ritual to create a psionic weapon that responds only to you. You can perform this ritual as part of a long rest. You choose the form of a melee weapon when you create it (for example a longsword, or whip). Once complete, the weapon remains an inconspicuous hilt or handle until you activate it using a bonus action. Once active, the weapon extends into your chosen form, and it deals force damage instead of the weapon's usual damage type. You can use your *Telekinetic Movement* to summon your psionic weapon to your hand without expending a Psionic Energy die.

Psychometry. You can expend one Psionic Energy die to cast the *speak with object*^{OGE} spell.

Shatterpoint. When you roll a 19 on a weapon attack, you can expend one Psionic Energy die to cause the attack to score a critical hit.

Share the spotlight with fellow players!

Adding features that increase the breadth of the fighter class should feel less appealing if classes with similar features already exist in the party. Utilize these options thoughtfully!



Illustration by Alina Furhmann

MONK

In addition to the weapons and feats detailed in Chapter 4, and the *Mighty Combat* rules detailed in Chapter 6, the following options can be used to add additional breadth to the monk class.

MARTIAL ARTS STYLE

1st level optional monk feature (enhances Martial Arts)

Choose a martial art from the list below. Your choice grants you benefits:

Crane. Shortbows and longbows are monk weapons for you. At the start of your turn, you can spend 1 ki point. Until the start of your next turn, you have the advantage on the next ranged weapon attack roll you make, and ranged weapon attacks you make score a critical hit on a roll of 19 or 20.

Mantis. Once on your turn when you hit a creature with a melee weapon, you can expend 1 ki point to deal additional damage to the target equal to your martial arts die.

Monkey. When your hands are empty, your unarmed strikes gain a +1 bonus to attack and damage rolls. Additionally, you can use your Dexterity instead of your Strength when you make a shove or grapple a creature.

Tiger. When a creature you can see makes a weapon attack against target other than you that is within 5 feet of you, you can use your reaction and spend 1 ki point to cause the attack to target you instead. If it hits, you have resistance to the attack's damage, and you have advantage on the first attack roll you make against your attacker until the end of your next turn.

Dragon. Choose a class: cleric, druid, or wizard. You learn two cantrips from that class' spell list. Wisdom is your spellcasting ability for these spells.

At 3rd level, you learn one spell from your chosen class' spell list, which must come from the abjuration, divination, or illusion school of magic.

At 5th level, when you cast your chosen cantrips or spell, you can then make one unarmed strike as a bonus action.

KI OF THE ANCIENTS

2nd level monk feature (enhances Ki)

You have an additional number of ki points equal to your Wisdom modifier (minimum of 1).

SPIRITUAL MASTERY

2nd level monk optional feature, which replaces the Unarmored Movement feature

You can prepare a number of spells equal to your Wisdom modifier (minimum of 1), choosing from the spells on the Spiritual Mastery Ritual Spells table. The spells you can prepare are determined by your level in this class. You can cast your prepared spells as a ritual.

You can use this feature twice, and regain expended uses of it if you finish a long rest. When you do, you can select new rituals from the list to prepare.

Spiritual Mastery Rituals Spells

Monk Level	Spells
2nd	<i>alarm, ceremony^{XGE}, comprehend languages, detect magic, detect poison and disease, illusory script, purify food and drink</i>
5th	<i>animal messenger, augury, beast sense, gentle repose, locate animals and plants, protection from poison, warding bond</i>
7th	<i>dispel magic, feign death, meld into stone, nondetection, sending, water breathing, water walk</i>
10th	<i>arcane eye, death ward, divination, locate creature</i>
12th	<i>commune, commune with nature, Rary's telepathic bond, magic circle</i>

KI HEALING

3rd level monk optional feature, which replaces the Deflect Missiles feature

You can use your ki to heal others. When you spend hit dice to recover hit points during a short rest, you can cause one willing creature you can touch to regain half the amount plus your Wisdom Modifier.

PROTECTIVE MANTRA

4th level monk optional feature, which replaces the Slow Fall feature

When you finish a short or a long rest, you can choose to focus on a mantra to bolster your defenses. Choose a damage type: acid, cold, fire, lightning, or thunder. You gain resistance to that damage type until you use this feature again or until you are incapacitated.

Share the spotlight with fellow players!

Adding features that increase the breadth of the monk class should feel less appealing if classes with similar features already exist in the party. Utilize these options thoughtfully!



Illustration by Partho Roy



Illustration by El Hino

THE WAY OF LUCHA LIBRE

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

THEATRIC MONASTIC

When you choose this monastic tradition at 3rd level, you become proficient in the Athletics and Performance skills if you do not already have them.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$.

Your Ki save DC also changes:

$$\begin{aligned}\text{Ki save DC} = & 8 + \text{your proficiency bonus} \\ & + \text{your Charisma Modifier}\end{aligned}$$

MAGIA LIBRE

Also at 3rd level, you can use your ki to duplicate the effects of certain spells. You learn the *thaumaturgy* cantrip if you don't already know it. As an action, you can spend 2 ki points to cast the *jump*, *enlarge/reduce* or *enhance ability* spells, targeting yourself. You can also spend 2 ki points to cast the *pyrotechnics^{XGE}* spell. You don't need to provide material components for these spells, and Charisma is your spellcasting ability for them.

STRONG FINGERS

Beginning at 6th level, you can shove or grapple a creature instead of making an unarmed strike with attacks made as a part of your *Flurry of Blows*.

TAG TEAM

Also at 6th level, when you are grappling a creature, you can use your bonus action to designate an ally that can see and hear you within 15 feet of you. If they are within range to make a melee weapon attack against a creature you are grappling, they can spend their reaction to do so, or you can release your grapple and push the creature toward up to 15 feet toward them.

SLEEPER HOLD

At 11th level, you can put a creature you are grappling into a sleeper hold. As an action, you expend 2 to 6 ki points. Roll 5d8, plus an additional 1d8 for each ki point in excess of 2 you spend. If the creature has fewer hit points than the total of your roll, it falls unconscious for 1 minute. Constructs, Undead and other creatures that do not need to breathe or are immune to being charmed aren't affected by your sleeper hold.

TWIRLING GRAPPLE

Also at 11th level, if you are attacked while you are grappling a creature equal to your size or larger, you can spend 3 ki points to use your reaction to position the creature advantageously to you. You gain the benefits of three-quarters cover (+5 AC). If the attack misses you, but the attack roll is higher than the Armor Class of the creature you are grappling, that creature becomes the target of the incoming attack instead.

MUCHO MACHO COMBO

At 17th level, you gain the ability to make a devastating flying suplex against a creature you are grappling. When you finish a *Flurry of Blows* and are grappling a creature, you can spend 1-9 additional ki points to making a flying suplex with one creature you are grappling. Upon impact, the creature you are grappling takes $2d10$ force damage per ki point spent.



Illustration by Kobe Sek

THE WAY OF THE RIKISHI

Followers of the way of the rikishi turn their bodies into living monuments, expanding their size and strength to the extreme. They can be stalwart defenders, knocking enemies down or away from allies, or launch an all-out assault against an opponent with a lightning speed.

HEYA TRAINING

When you choose this tradition at 3rd level, you dedicate yourself to ritual combat, gaining the following benefits:

- You become proficient in the Athletics skill and Calligrapher's Supplies if you are not already.
- The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals $10 + \text{your Strength modifier} + \text{your Wisdom modifier}$.

O SHI-ZUMO

Also at 3rd level, once on your turn when you hit a creature no more than one size category larger than you with an unarmed strike, you can spend 1 ki point to force the target to make a Strength saving throw. On a failure, you can push the target up to 10 feet away from you. If you hit the creature with two or more unarmed strikes on your turn, the target has disadvantage on their saving throw.

The number of pushes you can make on your turn, and the distance you can push a creature increases at 9th level (two shoves, 15 feet), and 17th level (three shoves).

Additionally, you can use your reaction to grant yourself advantage on Strength saving throws or Strength (Athletics) checks or contests that would knock you prone, and reduce the distance of any undesired push or pull effect you are subject to by half (to a minimum of 5 feet).

CRUSHING GRAPPLE

At 6th level, you can use your girth as a weapon. Once on your turn, you can perform one of the following two maneuvers:

- **Kuisagaru.** When you hit a creature with an unarmed strike, you can immediately attempt to grapple it.
- **Orochi Crush.** When you hit a creature you are grappling with an unarmed strike, you deal additional bludgeoning damage to the target equal to your martial arts die.

FLYING DEASHI

At 11th level, when you use your *Step of the Wind* feature, you gain a flying speed equal to your movement speed until the end of your turn. Your flight(s) must begin from a stable surface, and move in a straight line. You fall if you end your turn and nothing is holding you aloft.

PURIFIED DOHYO

Also at 11th level, you can spend 4 ki points to cast the *magic circle* spell, substituting a handful of sacred salt worth at least 20 gp as the material component for the spell (which the spell consumes). Once you cast the spell, you can't cast it again until you finish a long rest.

HUNDRED HAND SLAP

At 17th level, you can unleash an all-out assault against a single opponent. When you take the Attack action and make both attacks against the same creature, you can use your bonus action to spend up to 6 additional ki points, making one unarmed strike against that same target for each ki point spent.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.



Illustration by Apipol (Sahlea) Chongjiamjit

THE WAY OF THE ROLLING STONE

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying: it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

ROCK SOLID

When you choose this tradition at 3rd level, you become proficient in the Athletics skill if you are not already.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals $10 + \text{your Constitution modifier} + \text{your Wisdom modifier}$.

Additionally, you learn the *mold earth^{XGE}* and *blade ward* cantrips if you don't already know them. You can spend 1 ki point to cast either cantrip using your bonus action.

A ROCK FEELS NO PAIN

Also at 3rd level, you can use your ki to duplicate the effects of certain spells by spending 2 ki points. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a Rolling Stone spell that you cast. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th level monk and you cast *catapult^{XGE}*, you can spend 3 ki points to cast it as a 2nd-level spell (the spell's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Rolling Stone Spells and Ki Points table.

Rolling Stone Spells and Ki Points

Monk Level	Ki Points	Spells
3rd	2	<i>catapult^{XGE}</i> , <i>earth tremor^{XGE}</i>
5th	3	<i>earthbind^{XGE}</i> , <i>Maximilian's earthen grasp^{XGE}</i>
9th	4	<i>meld into stone</i>
13th	5	<i>stone shape</i>
17th	6	<i>wall of stone</i> , <i>transmute rock^{XGE}</i>

STILLNESS OF STONE

At 6th level, if you move 0 feet on your turn and aren't incapacitated, grappled, or restrained, you gain a tremorsense to a distance in feet equal to $5 \times \text{your Wisdom modifier}$ (minimum of 5 feet), temporary hit points equal to your Wisdom modifier (minimum of 1), and you have resistance to fire and cold damage until the start of your next turn.

WEIGHT OF THE EARTH

At 11th level, you gain the following benefits:

- You become proficient in Constitution saving throws.
- If you are moved against your will, you can use your reaction to reduce the amount by half.
- You can spend 1 ki to gain advantage on Strength saving throws and Strength (Athletics) checks you make.

STRENGTH OF THE MOUNTAIN

Starting at 17th level, when you hit a creature with an unarmed strike, you can spend 1-10 ki points. The target must make a Strength saving throw. If it fails, it takes $2d8$ bludgeoning damage per ki point spent and is pushed 5 feet per ki point spent, or half as much damage on a successful one and is not pushed.



Illustration by Mohammad Qureshi

PALADIN

OATH OF THE SPELLBREAKER

The Oath of the Spellbreaker binds a paladin to undo the work of spellcasters who have misused their magic. Followers of this oath live a life of wandering: lifting curses, breaking enchantments, freeing people from magical control, and hunting down the wicked who have used their power to harm others.

Most who swear this oath are devoted to gods of justice, balance, or even magic itself, although some become militant or extreme in their crusade against magic users. These individuals can become terrifying hunters of anyone who dares to dabble in the art.

TENETS OF THE SPELLBREAKER

Service. Magic exists to serve folk, not to rule them.

Change. Anything woven can be unwoven.

Rebuilding. Restore balance, and abandon wrath.

OATH SPELLS

Paladin Level	Oath of the Spellbreaker Spells
3rd	<i>shield</i> , <i>zephyr strike</i> ^{XGE}
5th	<i>branding smite</i> , see <i>invisibility</i>
9th	<i>counterspell</i> , <i>dispel magic</i>
13th	<i>freedom of movement</i> , <i>locate creature</i>
17th	<i>banishing smite</i> , <i>synaptic static</i> ^{XGE}

CHANNEL DIVINITY: DISRUPT MAGIC

As an action, you present your holy symbol and attempt to bind another creature's magical abilities, using your *Channel Divinity*. Choose one creature within 60 feet of you that you can see. The target must make a saving throw of a type determined by its spellcasting ability. If the target has multiple spellcasting abilities, it makes a separate saving throw for each.

If the target fails any one of these saving throws, its magical abilities that derive from that ability score become disrupted for up to 1 minute. For the duration, it has disadvantage on Constitution saving throws to maintain concentration on a spell. It can't use reactions to cast spells using that ability, and if it attempts to cast a spell with a casting time of 1 action using that ability score, you roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Creatures affected by your disruption can use their action to restore their spellcasting ability by making a new saving throw to end the effect.

CHANNEL DIVINITY: ANNIHILATION

You can use your *Channel Divinity* to sacrifice your own well of magical energy to destroy your opponent's.

When you use your *Divine Smite* to damage a creature, you can expend a use of your *Channel Divinity* to destroy one of the target's spell slots. The spell slot destroyed is equivalent to the level of the spell slot you used to perform your *Divine Smite*.

If the target has no remaining spell slots of that level, an equivalent number of spell slots lower than the designated level are destroyed until the target has none. For example, if you expended a spell slot of 3rd level and the target does not have one, you destroy one spell slot of 2nd level and one of 1st level instead.

If the target has an innate spellcasting trait, they lose spells, beginning with those of a level equal to the spell slot you expended. If they have more than one spell of a particular level, the spell lost is determined randomly by the DM.

DAMPENING AURA

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to damage from spells.

At 18th level, the range of this aura increases to 30 feet.

MAGICAL DETECTIVE

Beginning at 15th level, you are always under the effects of the *detect magic* spell.

UNWEAVING PRESENCE

At 20th level, you can transform your person into pure antimagic. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain the effects of the *antimagic field* spell.
- When you use your *Channel Divinity* to *Disrupt Magic*, you can target a number of additional creatures within 60 feet of you that you can see equal to half your Charisma modifier.

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



Illustration by Alicja Cioch

RANGER

SENSATE

Sensates are sought-after military leaders, highly respected by nobilities for their unshakable resolve that empowers them in practical and spiritual combat. They are tasked with leading troops into great battles, or undertaking other important quests at the behest of their society.

SENSATE SPELLS

Starting at 3rd level, you choose one of two additional spells to learn when you reach certain levels in this class, as shown in the Sensate Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Sensate Spells
3rd	<i>bane, bless</i>
5th	<i>augury, detect thoughts</i>
9th	<i>clairvoyance, mass healing word</i>
13th	<i>divination, Otiluke's resilient sphere</i>
17th	<i>destructive wave, mass cure wounds</i>

SENSATE WEAPONRY

At 3rd level, you choose two types of weapons you are proficient with to be your sensate weapons. When you attack with them, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. Once on each of your turns, immediately after you hit a creature with a sensate weapon or unarmed strike, you can choose one of the following:

- You cause the attack to deal an additional 1d6 damage.
- You force the target to make a Strength saving throw. On a failure, the target has disadvantage on the first attack they make before the end of their next turn.
- You push the target 10 feet away from you.

When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon to be a sensate weapon for you.

TRUESENSE

At 7th level, you can use a bonus action to focus your senses, choosing one of the following for 10 minutes:

Know Truth. You have advantage on Wisdom (Insight, Perception) checks, ability checks you make to discern or disbelieve illusions, and saving throws against becoming charmed or frightened.

See Beyond. You see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Steel Resolve. You have advantage on initiative rolls, and you can't be surprised. You have resistance to psychic damage, and advantage on Intelligence and Charisma saving throws.

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

MYSTIC ENLIGHTENMENT

At 11th level, you learn one spell of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Ranger table. Your chosen spell is a ranger spell for you, it doesn't count against your number of spells known, and you can use your sensate weapons as a spellcasting focus for the spell.

You can cast your chosen spell once as a 3rd-level spell without expending a spell slot, and regain the ability to do so when you finish a long rest.

IMPENETRABLE DEFENSE

At 15th level, when a creature makes an attack against you, you can use your reaction to grant yourself a bonus to your AC equal to your Wisdom modifier (minimum of +1) against the triggering attack, and any other attacks your attacker makes against you until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



Illustration by Laura J. Weiner

WITCHWARDEN

When magic and those who wield it are hunted, a witchwarden sees to it that magic is preserved. They might observe a sorcerer's bloodline across the generations, or usher powerful artifacts to remote sanctuaries until the world needs their magic again.

WITCHWARDEN SPELLS

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

Ranger Level	Witchwarden Spells
3rd	<i>sanctuary</i>
5th	<i>warding bond</i>
9th	<i>Leomund's tiny hut</i>
13th	<i>death ward</i>
17th	<i>wall of force</i>

Additionally, you learn two cantrips and one 1st-level spell from the wizard spell list. These spells are ranger spells for you, and they don't count against your number of spells known.

You learn additional spells as you gain levels in this class: a cantrip at 7th level, and a spell at 9th and 13th level. Each of these spells must be from the wizard spell list, and of a level for which you have spell slots.

ARCANE MOMENTUM

At 3rd level, when you damage a creature with a ranger spell other than *hunter's mark*, you have advantage on the first attack roll you make against that target until the end of your next turn, and the first time you hit a creature with a weapon attack, it deals an additional 1d8 damage. This damage must be of a type of the spell dealt.

WITCHWARDEN'S GAZE

At 7th level, when you or an ally within 60 feet of you that you can see fails a saving throw or fails to escape a grapple, you can use your reaction to add 1d6 to the roll, potentially turning failure into success.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

IMPROVED ARCANE MOMENTUM

At 11th level, the additional damage of your *Arcane Momentum* feature increases to 2d8, and when you deal damage with it, you gain temporary hit points equal to the results of one of the d8s (your choice) plus your Wisdom modifier (minimum of +1), which last for 1 minute.

SPELL-SHARE

At 15th level, when you cast a ranger spell targeting yourself, you can also affect one ally you can see within 30 feet of you with the spell.

You can use this feature twice, and you regain all expended uses when you finish a short rest.



Illustration by hendry iwanaga

ROGUE

ROGUISH ARCHETYPE: GATECRASHER

A gatecrasher is a rogue with a particular affinity with portals. Master improvisers and students of the strange, they serve as explorers, couriers, and information brokers, indulging their insatiable appetite for traveling the planes, and learning everything they can about the infinite skies and its inhabitants.

SPELLCASTING

When you choose this archetype at 3rd level, you gain the ability to cast spells. See Chapter 10 of the *Player's Handbook* for the general rules of spellcasting, and Chapter 11 for the sorcerer spell list.

Cantrips. You learn three cantrips: *mage hand* and two other cantrips of your choice from the sorcerer spell list. You learn another sorcerer cantrip of your choice at 10th level.

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

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

Gatecrasher Spellcasting

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

Spells Known of 1st-Level and Higher. You know three 1st-level gatecrasher spells of your choice. A gatecrasher spell is a spell on the sorcerer spell list, and that comes from the conjuration, divination, or transmutation school of magic.

The Spells Known column of the Gatecrasher Spellcasting table shows when you learn more gatecrasher spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 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 on the sorcerer spell list.

Whenever you gain a level in this class, you can replace one of the gatecrasher spells you know with another gatecrasher spell. The new spell must be of a level for which you have spell slots. If you replace a spell you gained at 8th, 14th, or 20th level from any school of magic, its replacement can also come from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your gatecrasher spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a gatecrasher spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Additional spells suitable for a gatecrasher detailed in Chapter 4 might include *dimensional anchor*, *hold portal*, *mass distortion*, *metamorphose liquid*, *Polandara's petticoat pocket*, and *reorient*.

QUICKTUNNEL

Also at 3rd level, you can *quicktunnel*, magically creating a brief, personal portal. You can *quicktunnel* immediately after taking the Disengage action. You can also use your reaction to *quicktunnel* in response to falling or taking damage. When you *quicktunnel*, you teleport up to 30 feet away to an unoccupied space you can see. If your movement speed is 0, you cannot *quicktunnel*.

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

You gain additional uses of this feature, and increase the distance you can travel with it as your level increases: 3 times at 5th level (35 feet), 4 times at 11th level (40 feet), and 5 times at 17th level (45 feet).

Once you gain the *Uncanny Dodge* feature from this class, you can *quicktunnel* as a part of the same reaction. Once you gain the *Evasion* feature from this class, when you succeed on a Dexterity saving throw, you can use your reaction to *quicktunnel*.

Additionally, you learn the *detect evil and good* spell. It is a gatecrasher spell for you, and doesn't count against your number of spells known. When you cast the spell, you can sense the presence of extraplanar portals within range for the duration.

INTERPLANAR KNACK

At 9th level, you can see through opaque portals as if they were transparent. You also gain the ability to immediately pick up rudimentary phrases in languages you don't know. The time it takes for you to learn new languages is halved. Through sounds and gestures, you can communicate simple ideas with creatures that speak at least one language.

OBLIQUE AMBUSH

At 13th level, when you *quicktunnel*, you create momentary sensory distractions as you exit. Until the start of your next turn, you have advantage on the first weapon attack you make against a creature within 30 feet of your arrival point.

QUICKTUNNEL STABILIZATION

At 17th level, you can bring one Medium or smaller creature you can touch with you when you *quicktunnel*. An unwilling creature makes a Charisma saving throw against your gatecrasher spell save DC. On a failure, they are teleported. A teleported creature appears in an unoccupied space of your choice within 5 feet of your destination.



Illustration by Hector Rodriguez

ROGUISH ARCHETYPE: INQUISITOR

An inquisitor serves as an operative for a religious sect, carrying the will of the clergy into the world and performing tasks that no priest would or could. They infiltrate other organizations, obtain intelligence, retrieve religious relics that have fallen into the wrong hands, and hunt down and destroy those who oppose their gods.

DIVINE DOMAIN

When you choose this archetype at 3rd level, you also choose a deity to serve. Your choice grants you certain benefits associated with your deity's Divine Domain, for example, for example, *Arcana*, *Knowledge*, *Life*, *Order*, or *War*.

DIVINE ATTACK

When you hit a creature with a *Sneak Attack*, you can cause the weapon's damage to deal radiant damage, or a damage type dealt by the cleric class' *Channel Divinity* features granted by your deity's Divine Domain, instead of its usual type.

You can use this feature a number of times equal to your proficiency bonus, and regain any expended uses of it when you finish a short or long rest.

SPELLCASTING

Also at 3rd level, you gain the ability to cast spells. See Chapter 10 of the *Player's Handbook* for the general rules of spellcasting, and Chapter 11 for the cleric spell list.

Cantrips. You learn the *light* cantrip, and two additional cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

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

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 inquisitor spells of your choice. An inquisitor spell is a spell on the cleric spell list, and that comes from either the abjuration, divination, or enchantment school of magic.

The Spells Known column of the Inquisitor Spellcasting table shows when you learn more inquisitor spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 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 on the cleric spell list, or from the *Domain Spells* offered to the cleric class by your deity's Divine Domain.

Whenever you gain a level in this class, you can replace one of the inquisitor spells you know with another inquisitor spell. The new spell must be of a level for which you have spell slots. If you replace a spell you gained at 8th, 14th, or 20th level from any school of magic, its replacement can also come from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your inquisitor spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an inquisitor 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

Ritual Casting. You can cast inquisitor spells you know as a ritual.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your inquisitor spells.

Inquisitor Spellcasting

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

UNWAVERING DEVOTION

At 9th level, you have advantage on any Wisdom (Insight), Intelligence (Religion) or Charisma (Intimidation) check if you move no more than half your speed on the same turn.

Additionally, you can attune to and use magic items as if you were a cleric of deity's Divine Domain.

FIND THE FAITHLESS

At 13th level, you can use a bonus action on your turn to cast the *detect evil and good* spell. The spell doesn't require concentration, and for the duration of the spell, you don't need advantage on your attack roll to use *Sneak Attack* against the creature types detected by the spell. Moreover, you can use your *Divine Attack* feature without expending a use of it against such creatures, and its damage increases by 1d6.

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

DIVINE RETRIBUTION

At 17th level, when you hit a creature with a *Divine Attack*, you can expend a spell slot to force the target to make a Wisdom saving throw against your spell save DC. On a failure, the target is paralyzed until the end of its next turn.

Additional spells suitable for an inquisitor detailed in Chapter 4 might include *confess*, *dirge of the exorcist*, *draw upon holy might*, *dulling chains*, *gift of the soothsayer*, *sanguine strike*, *recall agony*, *telepathy tap*, *whelm*, and *wrack*.



Illustration by Brad Boedeker

ROGUISH ARCHETYPE: RUFFIAN

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

CRUSH ‘EM

When you select this roguish archetype at 3rd level, you gain proficiency with the flail, greatclub, light hammer, mace, and morningstar. You are also proficient with improvised weapons similar to these weapons.

Additionally, your unarmed strikes deal no less than 1d4 damage. While wielding any of these weapons or making an unarmed strike:

- You can make a *Sneak Attack* even if the weapon lacks the *finesse* property.
- Once on your turn when you hit an object, you can deal additional damage to it equal to half your rogue level.

DIRTY FIGHTING

Also at 3rd level, when you make a *Sneak Attack* against a creature no more than 1 size category larger than you with a *Crush ‘Em* weapon, you can use your *Cunning Action* to perform a *Low Blow*. You learn two *Low Blows* of your choice, choosing from the options below.

Some *Low Blows* require the target to make a saving throw to resist the its effects. The saving throw DC is calculated as follows:

$$\text{Low Blow save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

You can perform two *Low Blows*, and regain expended uses of them when you finish a short or long rest.

You learn new *Low Blows* and gain additional uses of them at 9th and 13th Level.

LOW BLOWS

Blind/Deafen. The target makes a Constitution saving throw. On a failure, they are blinded until the start of your next turn, or deafened for up to 1 minute (your choice). If deafened, the target makes a new saving throw saving throw at the end of each of their turns, ending the effect on a success.

Hamstring. The target makes a Strength saving throw. On a failure, their movement speed is reduced by half for 1 minute. The effect ends if the target regains any missing hit points.

Knockdown. The target makes a Dexterity saving throw. On a failure, they are knocked prone. If the target right itself or moves of your reach, you can use your reaction to make one attack with a *Crush ‘Em* weapon.

Stagger. The target makes a Constitution saving throw. On a failure, the creature loses its reaction and spends its action on its next turn retching and reeling. Creatures that do not need to breathe or are immune to paralysis automatically succeed on this saving throw.

The DM might allow a ruffian to exchange a *Low Blow* for one of the *Maneuvers* available to the Battle Master fighter detailed in Chapter 3 of the *Player’s Handbook*.

If using the *Self-Defense Maneuvers* presented in Chapter 6, the DM might make *Low Blows* available to certain characters with the *Self-Defense* feature.



Illustration by Kiri Leonard

SHAKEDOWN

At 9th level, you learn to constantly shift your position, and make the most of your leverage, in and out of combat to get what you want. You gain the following benefits:

- You add warhammers and mauls to your list of available *Crush 'Em* weapons.
- You have advantage on Charisma (Intimidation) checks you make while holding *Crush 'Em* weapons.

You learn a third *Low Blow* from your *Dirty Fighting* feature.

SEND 'EM TO THE HOSPITAL

At 13th level, you can rough up anything or anyone you can get your hands on. You gain the following benefits:

- When you are grappling a creature and not wielding a shield, you can use your *Cunning Action* to use that creature as an improvised shield, gaining a +2 bonus to your Armor Class. This bonus lasts until the start of your next turn or until the creature leaves your grasp. For the duration, if an attack misses you, you can use your reaction to cause the grappled creature to become the target of the attack.
- You learn a fourth *Low Blow* from your *Dirty Fighting* feature, and can perform three *Low Blows*.

SEND 'EM TO THE MORGUE

At 17th level, you can make the most of a nearby opponent's failure. When a creature misses you with an attack, you can use your reaction to attack it with a *Crush 'Em* weapon you are holding. If it hits, you can choose to immediately perform one *Low Blow* from your *Dirty Fighting* feature against your attacker, without expending a use of them.

Roleplaying a Ruffian

Ruffians make excellent bouncers, enforcers and most typically work for criminal organizations. Most lack ambition, but intelligent ruffians might rise through the ranks and rule the criminal underworld with an iron fist.



Illustration by Alex Out

SORCERER

In addition to the spells presented in Chapter 4, the following options can be used to add additional breadth to the sorcerer class. Additionally, a framework for *Collaborative Spellcasting Rituals* is detailed in Chapter 6.

SORCEROUS ORIGIN SPELLS

This rule adds to a sorcerer's spells using one of two frameworks: **Versatile Spells** or. **Innate Spells**. In either case, the DM determines the appropriate spells for your sorcerous origin, and might require you to reach a particular level, complete a quest, undergo special training, or learn new information about the source of your magic before you learn these spells.

Metamagic Restrictions. Certain sorcerous origin spells are restricted from being used with *Metamagic*, and are noted as such in the tables.

Versatile Spells. You learn one additional sorcerer spell at 1st level, and another additional spell each time you gain the *Ability Score Improvement* feature from this class, or your proficiency bonus increases. These spells don't count against your spells known, and must be a cantrip or a spell of a level you have spell slots.

Additionally, the following spells are added to the sorcerer spell list for you. You can choose to learn these spells when you reach certain levels in this class, as shown on the following table.

Example Versatile Spells: Draconic Bloodline (Blue)

Spell Level	Spells
Cantrip	<i>thaumaturgy</i>
1st	<i>bane</i> , <i>cause fear</i> ^{XGE} , <i>identify</i>
2nd	<i>Nystul's magic aura</i> , <i>skywrite</i> ^{XGE}
3rd	<i>call lightning</i> , <i>elemental bane</i> ^{XGE} , <i>project image</i> , <i>wind wall</i>
4th	<i>arcane eye</i> , <i>freedom of movement</i>
5th	<i>legend lore</i> , <i>scrying</i>
6th	<i>contingency</i> , <i>Drawmij's instant summons</i> , <i>find the path</i>
7th	<i>forcecage</i> (restricted), <i>project image</i>
8th	<i>illusory dragon</i> ^{XGE} , <i>glibness</i>
9th	<i>storm of vengeance</i> (restricted)

Innate Spells. You learn additional spells when you reach certain levels in this class as shown on the following table. They don't count against your number of spells known.

Example Innate Spells: Storm Sorcery

Sorcerer Level	Spells
1st	<i>create or destroy water</i> , <i>fog cloud</i> , <i>gust</i> ^{XGE} , <i>shape water</i> ^{XGE}
3rd	<i>gust of wind</i> ^{XGE} , <i>skywrite</i> ^{XGE}
5th	<i>call lightning</i> , <i>wind wall</i>
7th	<i>control water</i> , <i>defenestration sphere</i> ^{OGE}
9th	<i>maelstrom</i> , <i>wind at our backs</i> ^{OGE}
11th	<i>wall of ice</i> , <i>wind walk</i>
13th	<i>avalanche</i> ^{OGE} , <i>whirlwind</i>
15th	<i>control weather</i> (restricted), <i>tsunami</i>
17th	<i>storm of vengeance</i> (restricted)

Sorcerous Casting. When you cast a sorcerous origin spell of 5th-level or lower, you can spend a number sorcery points instead of expending a spell slot. The number of sorcery points you must spend to cast the spell are equal to the number you would need to use to create an equivalent spell slot level using your *Flexible Casting* feature.

This optional rule makes origin spells especially easy to cast.



Illustration by Pale Caesar

SORCEROUS ORIGIN: BLOOD MAGIC

Blood mages are born of demonic trysts or other contact with demons, gaining a natural talent with magic that is bent toward chaos and ruin. Some embrace their demonic taint, while manage to overcome their dark impulses and use their magic for their own purposes.

Additional spells

Additional spells suitable for a blood magic sorcerer detailed in Chapter 4 might include *babau slime*, *confess*, *humanoid possession*, *immaculate conception*, *read blood*, *wall of pain*, *wizen*, and *wrack*.

Blood magic in the game's world

Blood magic can involve sacrifice, themes around mutilation or body horror that many players will find uncomfortable. Always be sure everyone playing the game is excited to pursue the avenues the game might entail before embarking on your campaign! Additional rules for using blood sacrifices are included in the *Collaborative Spellcasting Rituals* detailed in Chapter 6.

DEMONIC LEGACY

At 1st level, your demonic asserts itself in your magical abilities. You learn additional spells when you reach certain levels in this class. When you reach these levels, you can choose one spell from the Blood Magic Spells table. Your choice spell is a sorcerer spell for you, and it doesn't count against the number of sorcerer spells you know. The spells you don't choose are added to the sorcerer spell list for you.

Sorcerer

Level Blood Magic Spells

1st *arms of Hadar*, *cure wounds*, *inflict wounds*

3rd *lesser restoration*, *warding bond*

5th *aura of life*, *bestow curse*, *life transference^{XGE}*,
summon lesser demons^{XGE}, *vampiric touch*

7th *aura of purity*, *shadow of moil^{XGE}*, *summon greater demon^{XGE}*

9th *antilife shell*, *negative energy flood^{XGE}*

Additionally, the following spells are sorcerer spells for you:

Spell

Level Blood Magic Spells

Cantrip *spare the dying*, *toll the dead^{XGE}*

6th *heal*, *harm*, *soul cage^{XGE}*

7th *regenerate*, *simulacrum*

8th *clone*

9th *invulnerability*, *power word heal*

BLOOD LETTING

Also at 1st level, you are proficient with the Medicine skill, and receive a bonus to checks you make with it equal to your Charisma modifier (minimum of 1).

Additionally, when you reach 2nd level in this class, once on your turn when you reduce a creature that is not a construct or to 0 hit points, you can spend 1 sorcery point to gain a number of temporary hit points equal to $1d8 +$ your sorcerer level. When you do, you can use your reaction to distribute these temporary hit points among creatures of your choice you can see within 30 feet of you. The temporary hit points last for 1 minute.

DEMONIC BLOOD

At 6th level, you gain resistance to necrotic and poison damage, you have advantage on saving throws against disease and poison.

Additionally, if a sorcerer spell you cast would deal radiant damage, you can spend 1 sorcery point to cause it to deal necrotic damage instead.

FONT OF BLOOD

Also at 6th level, you can perform a 1-minute ritual, at the end of which you can use your *Font of Magic* once to create spell slots for a willing spellcaster you can touch.

When you complete the ritual, you deal 1d4 damage to yourself (which cannot be reduced in any way) and the recipient of the spell slot sacrifices 1 hit die, gaining no hit points from its expenditure (without causing the target to gain any hit points). Constructs, Undead and familiars cannot participate in this ritual.

You can perform this ritual once, and must finish a short rest before you perform it again.

BLOOD DEBT

At 14th level, whenever you are hit by a melee attack, you can use your reaction to retaliate with tendrils of boiling blood. Creatures of your choice that you can see within 10 feet of you take necrotic or poison damage (you choose each time this ability activates) equal to half your sorcerer level.

BLOODBOIL

At 18th level, you can boil the blood of nearby enemies, weakening them. As an action, you can spend 6 sorcery points to draw on this power and exude a debilitating aura 60 feet for up to 1 minute. You concentrate (as if concentrating on a spell), and each hostile creature that starts its turn in this aura must make on a Constitution saving throw. On a failure, a creature takes 3d8 necrotic damage, falls prone, and has disadvantage on attack rolls and ability checks until the start of their next turn. On a success, a creature takes half as much damage but suffers no other effects. Constructs and Undead are immune.



Illustration by Veli Nyström



Illustration by Suzanne Helmigh



Illustration by Deanna Cathcart

SORCEROUS ORIGIN: ELEMENTAL ANTIPODE

A living embodiment of two extremes and opposites, the magic within you pulls you in two directions at all times. You might be prone to moodiness or contrarianism, literally blowing hot and cold, or your magic might keep you in perfect balance with your surroundings.

ANTIPODAL SPELLS

Also at 1st level, the following spells are added to the sorcerer spells list for you:

Spell Level	Antipodal Spells
Cantrip	<i>produce flame</i>
1st	<i>armor of Agathys</i> , <i>hellish rebuke</i> , <i>searing smite</i>
2nd	<i>flame blade</i> , <i>flaming sphere</i> , <i>heat meal</i>
3rd	<i>elemental weapon</i>
4th	<i>fire shield</i>
5th	<i>flame strike</i>
6th	<i>Otiluke's freezing sphere</i> , <i>wall of ice</i>

EXTREMOPHILE

At 1st level, you can speak, Aquan and Ignan. You are immune to the effects of extreme heat and cold as described in Chapter 5 of the *Dungeon Master's Guide*. You gain one resistance of your choice, choosing from fire or cold. When you complete a short or long rest, you can choose to gain other resistance instead.

ANTIPODAL ALTERNATION

When you reach 2nd level in this class, you can change fire to frost in the blink of an eye and vice-versa. When you cast a spell that deals fire damage, you can spend 1 sorcery point to change the damage the spell deals to cold, or vice versa. The spell retains any other additional effects it causes as normal. For example, if you cause the *ray of frost* cantrip to deal fire damage, it retains its movement speed reduction, and a freezing *fireball* still ignites nearby flammable objects.

ANTIPERISTASIS

At 6th level, when you hit with a creature with spell attack that deals fire or cold damage, the creature becomes marked. Until the end of your next turn if the creature takes damage from the opposite damage type, the mark is consumed, and the creature takes force damage equal to half your sorcerer level.

THERMAL CONTROL

Also at 6th level, you gain the ability to subtly control the temperature around you. You can use an action to cause the area within 20 feet of you to raise or lower in temperature up to a number of degrees Fahrenheit equal to your sorcerer level. If you don't move on your turn, you can repeat the action to continue to alter the temperature in the area, up to maximum of three times your sorcerer level.

METAL FRACTURING

At 14th level, if the target of your *Antiperistasis* is wearing nonmagical metal armor, its armor becomes brittle, and takes a permanent and cumulative -1 penalty to the AC it offers. If the target is carrying a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If a weapon's penalty drops to -3 or lower as a result, the weapon breaks the next time it is used to hit a creature or object.

FROSTFIRE

At 18th level, your affinity with temperature extremes reaches its apex. You gain immunity to your chosen element from your *Extremophile* feature, and you have resistance to the other.

Additionally, you can taint heat with cold, and vice versa. When you cast a spell that deals fire or cold damage, you can spend 3 additional sorcery points to ignore any resistance creatures may have to the damage type dealt. Additionally, choose one creature damaged by the spell, and choose one of the following two effects:

- **Consumption.** The target is overcome with flame, and must succeed a Constitution saving throw or be incapacitated until the end of their next turn. Creatures immune to fire succeed their saving throw automatically.
- **Snap Freeze.** The target is overcome with chill, and must succeed a Constitution saving throw or be restrained until the end of their next turn. Creatures immune to cold succeed their saving throw automatically.



Illustration by Elvira Shatunova

SORCEROUS ORIGIN: FEY LEPIDOPTERA

Some sorcerers trace their ancestry to a winged archfey, flighty masters of mutability. Their skin might contain iridescent flakes or freckles, or be of unusually intense or colorful pigmentation, and a few are born with unusual, insect-like eyes or extrasensory organs like antennae. These sorcerers have unusually keen senses, able to detect smells or colors invisible to most.

They have a keen affinity for enchantment and transmutation magic, and the colorful worlds of plants and insects.

Roleplaying a Fey Lepidoptera

Fey Lepidoptera appreciate art, music, beauty, flowers and the changing of the seasons. Your own coloration might change in response to your mood or environment.

FEY LEGACY

At 1st level, your fey nature asserts itself in your magical abilities. You learn additional spells when you reach certain levels in this class. When you reach these levels, you can choose one spell from the Fey Lepidoptera Spells table. Your choice spell is a sorcerer spell for you, and it doesn't count against the number of sorcerer spells you know. The spells you don't choose are added to the sorcerer spell list for you.

Sorcerer

Level Fey Legacy Spells

1st	<i>sleep, Tasha's hideous laughter</i>
3rd	<i>enthral, lesser restoration</i>
5th	<i>plant growth, wind wall</i>
7th	<i>compulsion, giant insect</i>
9th	<i>dream, mislead</i>

Additionally, the following spells are added to the sorcerer spell list for you:

Spell

Level Fey Legacy Spells

Cantrip	<i>magic stone^{XGE}, shillelagh, vicious mockery</i>
6th	<i>Otto's irresistible dance, Tenser's transformation</i>
7th	<i>regenerate, sequester</i>
8th	<i>animal shapes, glibness</i>
9th	<i>shapechange, true polymorph</i>

OTHERWORLDLY SENSES

Also at 1st level, you gain the following benefits:

- You gain proficiency with the Perception skill, and you always know the direction of the airflow surrounding you.
- You can see normally in darkness to a distance of 60 feet. If you have a darkvision with a distance further than 60 feet, you can see normally for the first 60 feet.
- When you reach 2nd level in this class, you learn the *feather fall* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 1 sorcery point or by expending a spell slot.

FEY SORCERY

Beginning at 6th level, when you cast any of the spells gained from your Fey Legacy feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, and you do not need to provide material components for the spell.

Additionally, when you cast the *sleep* spell, you can spend 1 additional sorcery point to increase the dice rolled for the spell to d12s.

Transmutation and enchantment spells on the faerie spell list detailed in Chapter 4 might also be suitable choices for a Fey Lepidoptera sorcerer.



Illustration by Cleo Naturin

FEY CHRYSALIS

Also at 6th level, you can spend 1 sorcery point and use your bonus action to spin a chrysalis around yourself. You can immediately spend a number of hit dice up to a number equal to half your sorcerer level. For the duration, you are blinded, restrained, you have resistance to all damage except psychic, you have advantage on Constitution saving throws, and you cannot take any reactions. You emerge from your chrysalis at the start of your next turn. For the next 10 minutes, you gain the following benefits:

- You gain the effects of the *detect magic* spell.
- The distances you can cover when making a long or high jump increase by a number of feet equal to your sorcerer level + your Charisma modifier.
- You take no damage from falling.

You can use this ability a number of times equal to half your Charisma modifier (rounded up, minimum of 1), and regain expended uses of it when you finish a long rest.

LEPIDOPTEROUS WINGS

At 14th level, when you emerge from your chrysalis, you also sprout a pair of insect-like wings, gaining a flying speed of 30 feet. You can't manifest wings while wearing medium or heavy armor, any clothing or armor you are wearing must be made to accommodate them. You can hover in mid-air, and can use your bonus action to take the Dodge action.

If you take more than half your hit points in damage on a single turn, your wings are destroyed. Otherwise, they last for a number of hours equal to half your sorcerer level, or until you dismiss them using your bonus action.

RIPPLES OF CHANGE

At 18th level, when you emerge from your chrysalis, as long as you remain winged:

- You can elect to gain the effects of the *enlarge/reduce* spell, and can release its effects at-will.
- You have a flying speed of no less than 45 feet.
- Your magic is able to cause chaotic phenomena elsewhere. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add both numbers together. You can deal this total as damage to one creature or object you are familiar with. You choose the type of damage this ability deals. The target of the additional damage must be on the same plane of existence as you.



Illustration by Andrew Szymanski



Illustration by Christopher Kiklowicz

SORCEROUS ORIGIN: WITCHCRAFT

Sometimes the spark of magic that fuels a sorcerer comes from an intense personal power. Having such a marked soul might be a sign that your innate magic came from a fey or fiendish ancestor, or a blessing or curse that has echoed down the generations.

Witches' powers usually manifest during adolescence, producing uncanny incidents that cloud this delicate time of life. Many witches retreat from society, or are expelled by the superstitious, but a few eke out a living as a village healer or fortune-teller. Shunned by the formal conclaves of wizards and druids, witches hone their craft in solitude, developing their art on their own. Some witches take on an apprentice, and a few form covens to pool resources and knowledge between their own kind.

WITCHCRAFT

You cannot use an arcane focus, and *must* provide material components for spells that require them. Select one ability score, choosing from Intelligence or Wisdom. You can use this ability score as your spellcasting ability, and for any other sorcerer class feature instead of Charisma.

Multiclassing

If using the optional multiclassing rule, it is recommended to keep Charisma as the witch's spellcasting ability.

Additionally, spells on the Witchcraft Spells list are added to the sorcerer spell list for you. You also master one Arcana, choosing from *Wands*, *Cups*, *Swords*, and *Pentacles*. You master an additional Arcana when you reach 3rd, 7th and 11th level in this class. Each time you master a new arcana, you can also select one spell from the list. The spell you choose must be of a level you can cast, as shown on the Sorcerer table, or a cantrip. The chosen spells count as a sorcerer spells for you, but don't count against the number of sorcerer spells or cantrips you know. If you later exchange this spell for another, the spell must fall under an arcana you have mastered.

LEARNED CRAFT

Mastering an Arcana grants you additional proficiencies:

- **Wands.** Choose one from Athletics, carpenter's tools, cook's utensils, glassblower's tools, jeweler's tools, leatherworker's tools, mason's tools, potter's tools, weaver's tools, or woodcarver's tools.
- **Cups.** Choose one from Medicine, a musical instrument, or alchemist's supplies.
- **Swords.** Choose one from History, brewer's supplies, or herbalist's kit.
- **Pentacles.** Choose one from Survival, cartographer's tools, or calligrapher's tools.

Additionally, you can cast any sorcerer spell you know as a ritual if that spell has the ritual tag by expending 1 sorcery point per spell level of the spell.

EVIL EYE

At 6th level, you can impose misfortune upon your foes with the blink of an eye. When a creature that you can see within 60 feet of you makes an Attack roll, ability check or saving throw, you can use your reaction to spend 2 sorcery points and roll 2d4 and subtract it from the creature's roll, potentially changing the outcome. This feature has no effect on Constructs or Undead.

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

ANIMATE FLYING SERVANTOR

At 14th level, you can use your action to give life to a medium or large object you can touch for 1 hour. It gains the statistics of a *warhorse*, except it is a construct, it has a flying speed of 40 feet, and a bonus to its AC and saving throws equal to your spellcasting ability modifier. It obeys your commands, it can serve as a mount for a Medium or smaller creature, and you can communicate it telepathically while within 1 mile of it.

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

FAILSAFE WARDS

At 18th level, you can ward yourself against onslaught. You can use your reaction and spend 1 sorcery point to gain a +5 bonus to your armor class or saving throws against a triggering attack, spell, or ability.

WITCHCRAFT SPELLS

Cantrips (0 Level)

druidcraft
guidance

1st Level Spells

alarm
bane
ceremony^{XGE}
detect evil and good
find familiar
goodberry
healing word
longstrider
protection from evil and good

2nd Level Spells

augury
gentle repose
magic mouth
moonbeam
protection from poison
ray of enfeeblement
silence
skywrite^{XGE}

3rd Level Spells

create food and water
glyph of warding
Leomund's tiny hut
life transference^{XGE}
magic circle
mass healing word
sending
speak with dead
spirit shroud^{TCE}
tiny servant
wind wall

4th Level Spells

arcane eye
compulsion
control water
fabricate
locate creature

5th Level Spells

creation
dispel evil and good
flame strike
contagion
maelstrom^{XGE}

WANDS ARCANA

Cantrips (0 Level)

primal savagery
vicious mockery

1st Level Spells

cause fear^{XGE}
hex
Tasha's hideous laughter
unseen servant

2nd Level Spells

locate object
Nystul's magic aura
zone of truth

3rd Level Spells

bestow curse
feign death^{XGE}
nonetection

4th Level Spells

hallucinatory terrain
Leomund's secret chest
Otiluke's resilient sphere

5th Level Spells

Bigby's hand
geas
mislead

CUPS ARCANA

Cantrips (0 Level)

resistance
spare the dying

1st Level Spells

bless
cure wounds
heroism
sanctuary

2nd Level Spells

lesser restoration
prayer of healing
warding bond

3rd Level Spells

aura of vitality
remove curse
revivify

4th Level Spells

aura of life
death ward
Mordenkainen's private sanctum

5th Level Spells

circle of power
commune
greater restoration

SWORDS ARCANA

Cantrips (0 Level)

shillelagh
toll the dead^{XGE}

1st Level Spells

arms of Hadar
Dissonant whispers
hellish rebuke
inflict wounds

2nd Level Spells

heat metal
magic weapon
Melf's acid arrow

3rd Level Spells

animate dead
call lightning
vampiric touch

4th Level Spells

Evard's black tentacles
shadow of moil
summon greater demon

5th Level Spells

antilife shell
danse macabre
infernal calling

PENTACLES ARCANA

Cantrips (0 Level)

shillelagh
magic stone^{XGE}

1st Level Spells

animal friendship
detect poison and disease
entangle
speak with animals

2nd Level Spells

animal messenger
beast sense
spike growth

3rd Level Spells

conjure animals
plant growth
speak with plants

Additional spells for Witches detailed in Chapter 4 might include *jinx*, *lipstick*, *lunar occult*, *nature bolt*, *major glamour*, and *witness*.

Coven Casting

The DM might extend even more spells to a group of at least three witches who have formed a coven, and who are all within 30 feet of each other.

Any member of the coven can cast its spells, but its spell slots are shared between its members. Spell slots gained from a coven are equal to those of a sorcerer whose level is half the total of the coven's members' sorcerer levels.



Illustration by Mikhail Palamarchuk

WARLOCK

In addition to the spells presented in Chapter 4, the following options can be used to add additional breadth to the warlock class.

THE HEXBLADE

HEXBLADE'S CURSE (REVISED)

The **Hexblade's Curse** feature's additional damage is changed to the following:

You gain a +2 bonus to damage rolls against the cursed target. This increases to +3 when you reach 5th level, +4 when you reach 9th level, +5 when you reach 13th level, and +6 when you reach 17th level.

This rule makes the Hexblade a less exploitative option in games where multiclassing is allowed.

ELDRITCH INVOCATIONS

The DM can allow following eldritch invocations as options for a warlock to gain through their *eldritch invocation* feature. A level prerequisite in an invocation refers to warlock level, not character level.

Some of these invocations offer ways of empowering cantrips other than eldritch blast. If employing these invocations using the Eldritch Adept feature detailed in Tasha's Cauldron of Everything, the DM can consider substituting warlock level for another spellcasting class, and Charisma modifiers for a different spellcasting ability.

COMPOUNDED SUFFERING

Prerequisites: 5th level

Choose one warlock cantrip you know that is incapable of targeting more than one creature, doesn't have a range of self, and requires a saving throw. When a creature fails its saving throw against this cantrip, you can immediately target a second creature in range with the same cantrip.

DEVASTATING CANTRIP

Choose one warlock cantrip you know that requires an attack roll that is not *eldritch blast*. Once on your turn when you hit a target with that cantrip, you can add half your warlock level + your Charisma modifier to one of the cantrip's damage rolls.

If you already have a feature that allows you to add your Charisma modifier to the cantrip's damage roll (for example, the *Celestial* otherworldly patron's *Radiant Soul* feature in combination with *fire bolt*, or the *Hexblade* otherworldly patron's *Hex Warrior* feature in combination with *green-flame blade^{XGE}*), you do not add it a second time.

ELDRITCH DIALOGUES

Prerequisites: 5th level

You learn the *gift of the soothsayer^{XGE}* cantrips. Additionally, you can cast *speak with dead* or *speak with object^{XGE}* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

FACILE CANTRIPS

When you cast a warlock cantrip that is incapable of causing damage, that has a casting time of 1 action, and that is not *true strike*, you can change the casting time to 1 bonus action for this casting.

You can use this ability a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.

OBSCURE PASSAGEWAYS

Prerequisites: 9th level

You can cast *passwall* once without using a warlock spell slot. You can't do so again until you finish a long rest.

OBLIQUE ENERGIES

Prerequisites: 5th level

Choose one warlock cantrip you know that is incapable of damaging more than one creature and that deals fire, cold, radiant, or necrotic damage. The cantrip's effects ignore half cover, and when a creature is damaged by it, you can choose to move the creature 5 feet in a direction of your choosing. Additionally, the target's movement speed is reduced by 10 feet until the end of its next turn.

WRATHFUL CANTRIP

Choose one warlock cantrip you know that requires a saving throw and that deals damage. Once on your turn when you roll damage for that cantrip, you can choose to deal one additional damage die to one target damaged by it.

You can use this ability a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.

OTHERWORLDLY PATRON: ANCESTOR SPIRITS

Ancestor worship is common across many peoples, and some deep supernatural relationships with the collective souls of their ancestors. Through visions and dreams, they guide their people with the collected knowledge and ambition of generations.

A shaman dedicates themselves to their tribe and homeland, serving any number of political, religious, spiritual, or social functions. Some are spiritual leaders, heroic warriors, trusted healers, and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct. They often have a direct ancestor who was a shaman, leader, or hero to their people.

EXTENDED SPELL LIST

Spell	Spells
Level	
1st	<i>bane</i> , <i>augury</i>
2nd	<i>healing spirit</i> ^{XGE} , <i>warding bond</i>
3rd	<i>bestow curse</i> , <i>spirit guardians</i>
4th	<i>control water</i> , <i>divination</i>
5th	<i>commune with nature</i> ^{XGE} , <i>dream</i>



Illustration by Luc de Haan

SHAMANIC TEACHINGS

At 1st level, you can use your Wisdom modifier instead of your Charisma modifier for your spellcasting ability for your warlock spells, and whenever a warlock class feature (for example, an *eldritch invocation*) uses your Charisma modifier. You become proficient with the Nature skill and herbalist's kit.

Once each day, you can cast the *ceremony*^{XGE}, *detect magic*, *detect poison and disease*, or *purify food and drink* spell as a ritual.

Multiclassing

Allowing a shaman to multiclass with other spellcasting classes whose spellcasting ability is Wisdom is not recommended. If using the optional multiclassing rule, use Charisma as the shaman's spellcasting ability.

Empowered Familiars

If your shaman intends to take the *Pact of the Chain* as their boon, consider reading the *Familiars* detailed in Chapter 4.

Roleplaying a Shaman

You are the guardian of your people's history and traditions, and a leader who must decide when change is needed, leading your people to a future that honors their past.

THE PEOPLE ARE THE LAND

Also at 1st level, when your Spellcasting feature lets you learn or replace a warlock spell, you can choose the new spell from the warlock spell list, or from druid spell list. You can learn a number of druid spells using this feature equal to one-third of your warlock level (minimum of 1). You must otherwise obey all other restrictions for selecting the spell, and it becomes a warlock spell for you.

Additionally, you gain proficiency in one weapon of your choice. Usually, this is an important symbolic weapon of your people.

ANCESTRAL HEALING

At 6th level, you can share and the healing you receive with others. When you gain hit points from a spell or magical ability, you can use your reaction to cause a creature you can see within 30 feet of you to gain hit points equal to $1d8 +$ your spellcasting ability modifier, and temporary hit points equal to half your warlock level for 1 minute. The target must be a valid target of the original spell or ability that caused you to gain hit points. When you reach 14th level, the healing increases to $2d8$.

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

STRENGTH OF THE TRIBE

At 10th level, the strength of generations past bolsters your defenses. When you finish a short or long rest, can choose to become proficient in one type of saving throw, choosing from Strength, Dexterity and Constitution.

PROFANE PROCLAMATION

At 14th level, you learn the hex spell if you don't already know it, and it doesn't count against your number of spells known. While a creature is under the effects of your hex spell, you can use a bonus action to target it with a cruel curse, choosing one of the following effects:

- **Withering Hex.** You amplify your hex. The target of the spell also gains the effects of the *bestow curse* spell for the duration, as if you had cast the spell.
- **Vexing Hex.** For the duration, if target is on the same plane as you, you can target it with warlock spell as if you could see it and it was in range of the spell.
- **Wrathful Hex.** You deal $8d10$ radiant or necrotic (your choice) damage to the creature.

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



Illustration by Rafał Górnjak

ANCESTRAL ELDRITCH INVOCATIONS

Ancestral Mask

Prerequisites: Ancestor Spirits patron

If you spend 1 hour painting or carving a wooden shield with the heraldry of your tribe, you are proficient with it, and can use it as a spellcasting focus.

Ancestral Weapon

Prerequisites: Ancestor Spirits patron, Pact of the Blade

You can cast *spiritual weapon* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Talents of the Generations

Prerequisites: Ancestor Spirits patron, Pact of the Tome

When you finish a long rest, you can choose one skill or tool. You become proficient in it, and if you are already proficient, you can add twice your proficiency bonus to checks you make with it. When you finish your next long rest, you can exchange this proficiency for a different skill or tool.

Totemic Companion

Prerequisites: Ancestor Spirits patron, Pact of the Chain

The familiar you summon using your *find familiar* spell can assume the form of a Beast whose CR is no greater than 1. You choose what form the familiar takes each time you cast the spell.



Illustration by DarkRapier

OTHERWORLDLY PATRON: GENIE

Warlocks whose otherworldly patrons are genies are known as Sha'ir. In addition to gaining access to a wealth of magic through their interplanar acquaintances, they also gain an affinity for magical items and their use.

Genie do not tolerate mistreatment of their kind, and will cease to respond to, or even attack those who betray their trust, or that ask for favors too often.

Roleplaying a Sha'ir

How was your pact formed? You might have studied hard to become a sha'ir through years of training, or perhaps a chance encounter with a genie changed your life forever. If your DM agrees, roll from the trinket table detailed in Chapter 5 of the *Player's Handbook* and using the results as your arcane focus.

EXTENDED SPELL LIST

Spell Level	Sha'ir Spells
1st	<i>absorb elements, shield</i>
2nd	<i>enhance ability, enlarge/reduce</i>
3rd	<i>elemental weapon, protection from energy</i>
4th	<i>Leomund's secret chest, Mordenkainen's private sanctum</i>
5th	<i>conjure elemental, planar binding</i>

GEN

At 1st level, you use your Intelligence modifier in place of Charisma modifier for your spellcasting ability for your warlock spells, and whenever a warlock class feature (for example, an *eldritch invocation*) utilizes your Charisma modifier, you use your Intelligence modifier instead.

You learn the Primordial, the language of Elementals, and have formed a pact with one gen: a *Dao, Djinni, Efreeti* or *Marid*. Your choice grants you additional spells on your extended spell list.

Spell Level	Dao Spells
1st	<i>earth tremor^{XGE}, false life</i>
2nd	<i>dust devil^{XGE}, Maximilian's earthen grasp^{XGE}</i>
3rd	<i>erupting earth^{XGE}, wall of sand^{XGE}</i>
4th	<i>stone shape, stoneskin</i>
5th	<i>transmute rock^{XGE}, wall of stone</i>

Spell Level	Djinni Spells
1st	<i>feather fall, thunderwave</i>
2nd	<i>gust of wind, warding wind^{XGE}</i>
3rd	<i>call lightning, wind wall</i>
4th	<i>freedom of movement, Otiluke's resilient sphere</i>
5th	<i>control winds, legend lore</i>

Spell Level	Efreeti Spells
1st	<i>burning hands, searing smite</i>
2nd	<i>Aganazzar's scorching^{XGE}, flaming sphere</i>
3rd	<i>fireball, flame arrows</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, immolation</i>

Spell Level	Marid Spells
1st	<i>fog cloud, ice knife^{XGE}</i>
2nd	<i>calm emotions, lesser restoration</i>
3rd	<i>tidal wave, wall of water^{XGE}</i>
4th	<i>control water, watery sphere^{XGE}</i>
5th	<i>greater restoration, maelstrom^{XGE}</i>

Additionally, you learn a cantrip, choosing from a list associated with your gen. Whenever you finish a short or long rest, you can exchange the cantrip for the other. When you reach 10th level, you learn the other cantrip. These cantrips become warlock spells for you, and don't count against your number of cantrips known.

Gen	Cantrips
Dao	<i>mold earth^{XGE}, magic stone^{XGE}</i>
Djinni	<i>gust^{XGE}, vicious mockery</i>
Efreeti	<i>create bonfire^{XGE}, produce flame</i>
Marid	<i>guidance, shape water^{XGE}</i>

SPELL REQUEST

Once each day, you can perform a 1-hour ritual in conjunction with your Gen, who attempts to find a spell of your choice for you. The spell must be of a level for which you have spell slots (to a maximum of 5th level), and it can be from the warlock spell list, or from another class' spell list.

Make a spellcasting ability check, DC 7 + the level of the spell. Modify the DC in accordance with the class list being accessed by consulting the following table:

Spell List	DC Modifier
Sha'ir spells	-4
Dao, Djinni, Efreeti or Marid spells	-2
Warlock spell list	+0
Bard or Faerie spell lists	+1
Wizard spell list	+2
Druid or Ranger spell lists	+3
Cleric or Paladin spell lists	+4

If you succeed, you learn the spell, and it temporarily becomes a warlock spell for you. However, gen do not allow sha'ir to hoard spells: You can learn a number of spells using this feature equal to one-third of your warlock level (minimum of 1). If you have already learned the maximum number of spells you can from this feature, you can replace a spell you gained by this feature in with the new spell (no action required).

You can cast a spell you gained from this feature a number of times equal to your spellcasting ability modifier (minimum of 1). When you expend your last use of a spell you gain from this feature, you forget it, and it is no longer a warlock spell for you.

Optional Rules for Spell Requests

Arcane Exposure. In order to request a spell, a sha'ir must know of the spell's existence. 1st-level spells are considered common knowledge, but you need to have seen or heard of other spells cast in order to request them.

Planar Detainment. When you make a spellcasting ability check for your *Spell Request* feature, if you fail the check by 5 or more, your gen is waylaid on its retrieval mission. For the next $1d4$ hours, you cannot cast warlock spells except for cantrips.

SHIFTING RESISTANCE

At 6th level, when you finish a short or long rest, you can choose to gain resistance to one damage type, choosing from acid, cold, fire, lightning, or thunder, which lasts until you complete your next short or long rest.

When you take your chosen type of damage, you can use your reaction to reduce the damage taken by an amount equal to your Warlock level. You can do this once, and must complete a short or long rest before doing so again.

LORESEEKER OF THE PLANES

At 10th level, you can cast the *identify* spell once without expending a spell slot, and you don't need to provide material components for the spell. If you cast *identify* in this manner on a spell scroll that is not a warlock spell, for the next 24 hours you can read the spell scroll, and use it to cast the spell as if it were a warlock spell, and you have advantage on the spellcasting ability check to successfully cast the spell.

Additionally, you suffer no ill effects by spending time upon any of the elemental planes.

TREASURES OF LEGEND

At 14th level, your affinity with magical items deepens. You ignore all class, race, and level requirements on the use of magic items, and you can attune to one additional magical item.

SHA'IR ELDRITCH INVOCATIONS

Bargain Arcanum

Prerequisites: Genie patron, 12th Level

You can use your *Spell Request* feature in a new way: to temporarily replace one spell you gained from your *Mystic Arcanum* feature(s). When you cast the spell, or if 101 days have passed since you learned it, you forget it.

Elemental Breadth

Prerequisites: Genie patron

When you cast a cantrip that deals a type of damage from the following list, you can change that damage type to one of the other listed types: acid, cold, fire, lightning, thunder. You can use this ability a number of times equal to your spellcasting ability modifier (minimum of 1), and regain expended uses of it when you finish a long rest.

Elemental Call

Prerequisites: Genie patron, 7th Level

You can cast the *conjure minor elementals* or *summon elemental* spell once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Multiclassing

If using the optional multiclassing rule, use Charisma as the sha'ir's spellcasting ability.

Forming New Pacts and Elemental Familiars

The *mote of air*, *mote of earth*, *mote of fire*, and *mote of ice* detailed in Chapter 4 or the *mephit* creatures in the *Monster Manual* make good familiars for a sha'ir with the *Pact of the Chain* feature. A sha'ir might even be able to make pacts with other gen, gaining access to additional spells.



Illustration by OthalalM

OTHERWORLDLY PATRON: LORESEEKER

Your patron is an ascendant planar being focused on the discovery, collection, and cataloging of information. In return for the gifts they bestow upon you, you act as their agent, seeking ancient knowledge and artifacts, and the truth behind recorded histories.

The information you gather is as good as currency among the planes, and there are many sophisticated creatures looking to employ such agents in their grand plans.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>feather fall, identify</i>
2nd	<i>locate object, spiritual weapon</i>
3rd	<i>clairvoyance, spirit guardians</i>
4th	<i>arcane eye, summon construct^{TCE}</i>
5th	<i>animate objects, legend lore</i>

The *reminiscence* and *speak with objects* spells and familiars detailed in Chapter 4, as well as the eldritch invocations presented at the end of this section make excellent additions to a Loreseeker warlock's arsenal of divination magic.

PSYCHOMETRIC BOND

At 1st level, your patron grants you an object of historical significance, and the ability to sense strong memories from ages past from objects you touch. If you spend a short rest in contact with an object with a strong connection to an individual, you can form a psychometric bond with it. Once the bond is formed, you gain some knowledge of this individual, and their history with the object (determined by the DM).

While holding an object with which you have formed a psychometric bond, you gain the following benefits:

- If the object is a weapon, armor, tool, musical instrument, or gaming set, you are proficient with it.
- If the object is not a weapon or armor, you can use it as a spellcasting focus for your warlock spells.
- You can add your Charisma modifier to Intelligence (History, Investigation), Wisdom (Perception, Survival) checks you make within 1 mile of the object's greatest significance to the individual.
- You can speak, read, and write one language spoken by the individual (chosen by the DM.)
- You cannot become lost except by magical means while within 1 mile of the object's greatest significance to the individual.

You can form a number of psychometric bonds equal to half your proficiency bonus, rounded up. If you exceed this limit, the first bond you made breaks.

WISDOM OF THE AGES

At 6th level, you can draw even deeper upon objects with which you have formed a psychometric bond:

- If the object is a weapon, and you miss with an attack you make with it, you can use your reaction to add half your warlock level to the attack roll, potentially turning a miss into a hit.
- If the object is an armor or shield, and you are hit by an attack, you can use your reaction to reduce the damage you take by an amount equal to your warlock level, and deal half that amount to your attacker as psychic damage.
- If the object is a tool, you can treat a roll of 9 or lower as a 10.

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

RELENTLESS PURSUIT

Also at 6th level, you are immune to extreme heat and cold as described in Chapter 5 of the *Dungeon Master's Guide*.



Illustration by Sanjin Halimic

MAKER'S MIND

At 10th level, your connection to the artisans of ages past deepens. You learn the *fabricate* spell. It counts as a warlock spell for you, and doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

MONUMENTAL MEMORY

At 14th level, your mind is suffused with the memories of the strength and sturdiness of objects you encountered. As an action, you touch a willing creature, channeling memories into their flesh, granting them the following benefits for 10 minutes:

- The target gains resistance to non-magical bludgeoning, piercing, slashing, and immunity to non-magical fire and cold damage.
- The target suffers no ill effects from extreme heat and cold.
- The target can hold their breath for the duration.
- The target's carrying capacity (including maximum load and maximum lift), weight, and the weight of all their equipment is increased by five times.
- The target ignores difficult terrain.

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

Loreseekers Require a Lore-filled World!

Without a deep well of lore to draw upon, much of the potential of this patron is lost. Historical memories, locations, and associated persons defines what objects are significant, and where *psychometric bond* benefits apply.

The DM determines which objects have historical significance, and the events that created that significance. Consider the following examples:

- Is a famous swordswoman's grand blade most significant on the battlefield where she fell, or the forge in which it was created?
- Do the chains that bound an archdemon in an endless abyss contain the memories of the demon's time in imprisonment, the hero who died binding the demon into chains, or both?
- Does a wizard's spellbook contain a catalogue of planar keys, or the detailed index of their hidden library?
- A significant object does not need to be magical. A deposed emperor's favorite dragonchess set might contain powerful political and military secrets.

Insignificant—Until Now

The DM might also consider more mundane objects as candidates for a *psychometric bond*. These objects might not be historically significant—at least, not yet—but strong or recent impressions left upon them might be useful to a warlock with a Loreseeker patron. Consider the following examples:

- The favorite wine cup of a poisoned noble might prove to be a useful clue in solving the mystery of their death.
- An elderly fisher's navigator's tools might contain memories of being attacked at sea by a fangorous beastie—including landmarks, hazards and how to sail a ship properly, especially if one were in the area where those memories were made.
- The memories the warlock might be investigating might be those of the ancestor of another player's character.
- The most significant history of a given object might have yet to be made in the warlock's own hands.

Establishing Limits

Remember that an object will resonate most where it is most appropriate, and this is the purview of the DM. A warlock might swap which objects they use based on their needs and where they are.

Additionally, a warlock's enemies who become aware of the powers granted by the Loreseeker patron might develop defenses against them: a *ring of mind shielding* or similar magic that prevents thoughts being read or transferred unwillingly might also prevent a creature from leaving such impressions on the objects they touch.



Illustration by Angelo Bortolini

OTHERWORLDLY PATRON: WORLD TREE

Your patron is a tree of a size and age beyond comprehension, whose roots reach across space, planes, and even time itself. As an agent of this ancient force, you are charged to preserve life and foster the never-ending balance of life and death, bolstering the meek who need a chance to thrive, and patiently eroding the structures of power in the world that stifle growth.

Roleplaying a warlock of the World Tree

A warlock of the world tree is called to respect all living things, and might have a keen interest in reclaiming the things of civilization on behalf of the natural world.

You might be called upon to save a forest, or to prevent a green world from losing its life or biodiversity.

The tree might have asked you to a journey deep through its roots to another world entirely.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>ensnaring strike, entangle</i>
2nd	<i>barkskin, spike growth</i>
3rd	<i>plant growth, water walk</i>
4th	<i>grasping vine, guardian of nature^{XGE}</i>
5th	<i>tree stride, wrath of nature^{XGE}</i>

Spells like *age plant, allergen cloud, shape wood, and tree steed*, detailed in the Chapter 4 can make for excellent additions to a World Tree warlock's spell list.

VINE TENDRIL

At 1st level, you become proficient in the Nature skill, you learn the Druidic language, and you learn the *thorn whip* cantrip if you do not already know it. It is a warlock spell for you, and doesn't count against your number of cantrips known.

When you hit a creature with your *thorn whip*, you can choose to reduce its movement speed by half until the end of its next turn instead of pulling it toward you.

PUT DOWN ROOTS

Also at 1st level, you gain the ability to channel the life force of the World Tree to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals your warlock level.

As a bonus action, you can heal yourself, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of 1). Roll the dice you spend, add the results together, and restore that number of hit points to yourself.

If your health reaches its maximum as a result of this healing, you gain the remainder as temporary hit points, up to a maximum equal to your warlock level + your Charisma modifier.

Your pool regains all expended dice when you finish a long rest.

GROW TOGETHER

At 6th level, the dice used for your *Put Down Roots* feature increase to d8s.

Additionally, when you use your *Put Down Roots* ability, you can redirect half the healing rolled to an ally you can see within 30 feet of you.

SYMPATHETIC PHOTOSYNTHETIC

At 10th level, if you spend at least 1 hour in the sunlight, you have access to potable water and your skin has touched fertile soil in the past 24 hours, you do not need to eat to survive. You require only half the sleep each day that your race usually requires.

Additionally, you become proficient in Constitution saving throws and have resistance to poison damage.



Illustration by Torben Weit

TERROR OF THE ANCIENTS

At 14th level, you can use your bonus action to assume a tree-like form for 1 minute. For the duration, you gain the following benefits:

- You gain the effects of both the *enlarge/reduce* and *barkskin* spells, without the need to concentrate on either one.
- The healing dice used for your *Put Down Roots* feature increase to d10s, and you can spend up to 2 additional dice when you use them.
- When you hit a creature with your *thorn whip*, you can expend a warlock spell slot to deal 6d8 additional acid damage to the target.
- When you hit a creature with your *thorn whip*, you can use your bonus action to entangle the creature, which makes a Strength saving throw against your spell save DC, becoming restrained on a failure. A restrained creature can release itself by using its action to attempt another Strength save, being freed on a success. You can restrain multiple creatures at once in this manner, up to a number equal to your Charisma modifier.

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

WORLD TREE ELDRITCH INVOCATIONS

Extended Vines

The range of your *thorn whip* doubles, and so does the distance it can pull a creature. Additionally, you can push a creature away from you, instead of pulling it toward you.

Green Tongue

Prerequisites: World Tree patron, 7th Level

You can cast *speak with plants* at-will.

Interplanar Synchronicity

Prerequisites: World Tree patron, 12th Level

You can maintain a sense of direction and the passage of time, even across planes. You can always find your way back to where you entered the plane you are in. When you travel between planes, you and creatures of your choice traveling with you are exempt from any effects that would produce time dilation.

Safe Passage

Prerequisites: World Tree patron

You can target and pull a willing ally using your *thorn whip*. You do not need to make an attack roll to do so, and the spell deals no damage when you use it in this manner. This movement does not provoke attacks of opportunity.

World Strider

Prerequisites: World Tree patron, 15th Level

You can cast the *transport via plants* spell once without expending a spell slot, and regain the ability to do so when you finish a long rest.



Illustration by Agustín Marceillac

WIZARD

No new arcane traditions are included in this volume. Instead, the focus has been on cataloguing spells and magics from across the infinite skies that expand options for all wizards, regardless of their arcane tradition.

SPILLS

Access to a wide variety of magic is the hallmark of the wizard. Chapter 11 of the *Player's Handbook* describes the most common spells in the worlds of Dungeons & Dragons, and the new spells detailed in Chapter 4 expands the wizard's spell list. No list of spells could ever be truly exhaustive. Such knowledge might be stored away by arcane universities until it is needed, or sought out and destroyed to prevent its power from being abused. Additionally, a framework for *Collaborative Spellcasting Rituals* is detailed in Chapter 6.

The DM might require a character join a faction, complete a quest, or receive special training from a master to acquire certain spells. They might also allow a wizard easier access to spells from their arcane tradition, or restrict access entirely to spells from an opposing arcane tradition.

Furthermore, the use of forbidden magics (such as time travel) might attract unwanted attention from powerful wizards, otherworldly creatures dedicated to preventing the misuse of magic, or extraplanar beings attuned to such practices.

FAMILIARS

A selection of new familiar creature options, as well as the *fortify familiar* spell detailed in Chapter 4 allow a wizard to explore their connection to an arcane servant in new ways.

The DM might decide summoning such familiars requires special training, or the completion of a quest, for example, forming a spiritual pact with an appropriate extraplanar creature.

FEATS

The *Theurgist* feat detailed in Chapter 4 can further expand the wizard's access to a wide array of spells without multiclassing.

MULTICLASSING

Gaining levels in the *scholar* class detailed in Chapter 3 can also expand a wizard's access to a wide array of worldly knowledge and expertise, blurring the line between mundane and arcane scholarship in a fantasy world. In low-magic settings, the scholar class might even be a prerequisite to gaining levels in the wizard class!



Illustration by Asya Gelmen

CHAPTER 3: NEW CLASSES

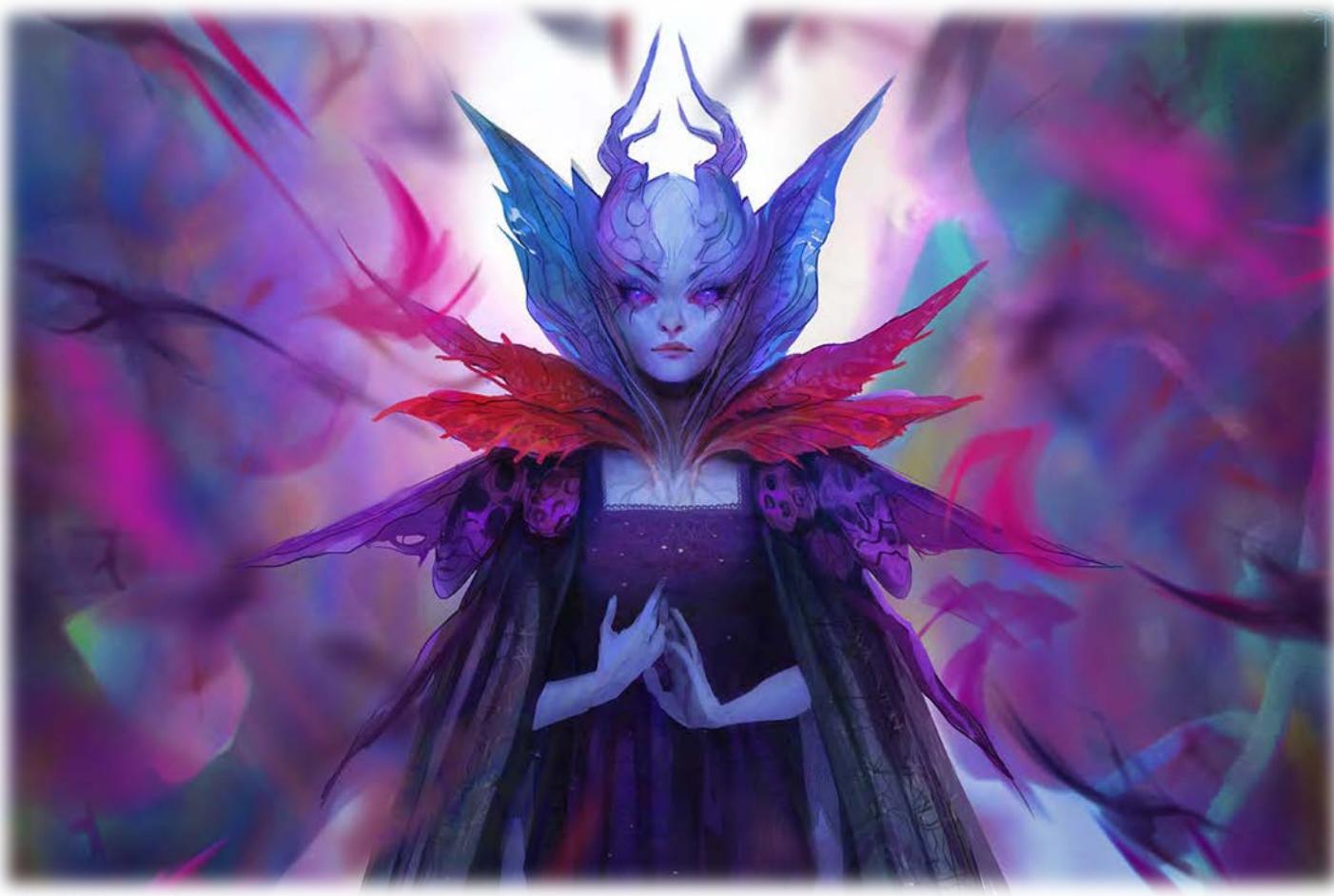


Illustration by Sandra Duchiewicz

FAERIE

UNCANNY NATURES

Faeries are part and parcel to magic, wielding it with an aptitude that awes druids, inspires jealousy among wizards, and fosters kinship among sorcerers.

A faerie's affinity might express itself as a kinship to earth, water, air, or plants. Others become master manipulators, or inexplicably efficient with an otherwise crude weapon.

CREATING A FAERIE

Perhaps the most important thing when creating a faerie is to consider whether your formative experiences took place on the Material Plane or in the Feywild.

The Material Plane. Did you have a fey ancestor or parent? Fey-blooded folk have subtle signs of their ancestry upon them: unusual pigmentation, an unusual birthmark, an auspicious constellation of freckles, or an imaginary friend even their parents would occasionally swear was real. How and when did you realize your powers, and have you come to embrace them?

The Feywild. Few races native to the material plane manage to collectively eke out a living among the harsh wildernesses of the Feywild. They become populations living out of time, surviving in a plane where the only rule is *change or die*. Tribes embrace this edict of mutability might evolve affectations of variation in pigmentation, hirsuteness, exaggerated ears, or unusually long fingers. You might even sprout wings as you mature. The Material Plane might be a world of alien wonders to you: perhaps you've drunk sweet nectar from a tulip, but never tasted refined sugar or sweet cream. Carefully consider the events that brought you to the Material Plane or wherever the DM decides your adventures will begin.

QUICK BUILD

You can make a faerie quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Next, choose either the *entertainer*, *far traveler*^{SCAG}, or *folk hero* background.

Lastly, choose the *dancing lights*, *prestidigitation*, and *zap*^{OGE} cantrips. Then, select the following 1st-level faerie spells: *chaos bolt*^{XGE}, *detect magic*, *faerie fire*, *shield*, and *sleep*.

The Faerie			— Spell Slots Per Level —										
Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Glamorous Defense, Faerie Affinity	3	5	2	—	—	—	—	—	—	—	—
2nd	+2	Misty Escape, Faerie Dust, Faerie Affinity Feature	3	6	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	7	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	8	4	3	—	—	—	—	—	—	—
5th	+3	—	4	9	4	3	2	—	—	—	—	—	—
6th	+3	Faerie Affinity Feature	4	10	4	3	3	—	—	—	—	—	—
7th	+3	—	4	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9th	+4	—	4	13	4	3	3	3	1	—	—	—	—
10th	+4	Faerie Affinity Feature	5	13	4	3	3	3	2	—	—	—	—
11th	+4	—	5	14	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	14	4	3	3	3	2	1	—	—	—
13th	+5	—	5	15	4	3	3	3	2	1	1	—	—
14th	+5	Faerie Affinity Feature	5	15	4	3	3	3	2	1	1	—	—
15th	+5	—	5	16	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	16	4	3	3	3	2	1	1	1	—
17th	+6	—	5	17	4	3	3	3	2	1	1	1	1
18th	+6	Dreamchaser	5	17	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	18	4	3	3	3	3	2	1	1	1
20th	+6	Planar Glamour	5	18	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: You are proficient with one musical instrument of your choice, and one type of artisan's tools.

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Acrobatics, Animal Handling, Deception, Intimidation, Persuasion, Performance and Stealth.

EQUIPMENT

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

- any simple weapon
- a spellcasting focus
- an entertainer's pack
- a trinket

MULTICLASSING

Ability Score Minimum: Charisma 13

Proficiencies Gained: one musical instrument

SPELLCASTING

Faerie spells come naturally to you. See Chapter 10 of the *Player's Handbook* for the general rules of spellcasting. The faerie spell list is detailed in Chapter 4.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Faerie spell list. You learn additional faerie cantrips of your choice at higher levels, as shown in the cantrips known column of the Faerie table.

SPells SLOTS

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

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

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know five 1st-level spells of your choice from the faerie spell list. The spells known column of the Faerie table shows when you learn more Faerie spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the faerie spells you know and replace it with another spell from the faerie spell list, which also must be of a level for which you have spell slots.

RITUAL CASTING

You can cast any faerie spell you know as a ritual if that spell has the ritual tag. You can perform a ritual casting a number of times equal to your Charisma modifier (minimum of 1), and regain expended uses of this feature when you finish a long rest.

SPELLCASTING FOCUS

You can use a druidic focus or a musical instrument you are proficient with as a spellcasting focus for your faerie spells.

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

GLAMOROUS DEFENSE

Also at 1st level, while you are not wearing armor or holding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Faerie Spells

The faerie spell list is detailed in Chapter 4.

Optional Rule: Spell Versatility

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the faerie spell list. The new spell must be the same level as the spell you replace.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.



Illustration by Andy Aslamov

FAERIE AFFINITY

Also at 1st level, your creature type is Fey in addition to the creature type determined by your race. You choose a faerie affinity, detailed at the end of the class description, choosing from Your choice grants you features at 1st level and again at 6th, 10th, and 14th Level.

FAERIE DUST

At 2nd level, your body produces a faintly glowing dust, clearly visible to the *detect magic* spell, which provides you with spellcasting components, as if it were component pouch, and it can also be used to invigorate yourself or your allies.

Using your bonus action, you can splash dust onto yourself or a creature you can see within 5 feet of you.

The target elects to heal for 1d6 hit points + your faerie level, or immediately makes a saving throw against an unwanted poison, disease, or enchantment, adding your Charisma modifier as a bonus to the roll (minimum of 1). This feature has no effect on Constructs or Undead.

You can use this feature a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

MISTY ESCAPE

Also at 2nd level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to become invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the end of your next turn or until you attack or cast a spell.

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

ABILITY SCORE IMPROVEMENT

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

If your DM allows the use of feats, you may instead take a feat.

DREAMCHASER

At 18th level, you can enter the dreams of others known to you. You can spend 1 minute to compact your faerie dust into a dreamstone, and gift it to another creature. If you create a second, the first crumbles into dust.

Under an open sky, you can cast the *dream* spell once without expending a spell slot. If the bearer of your dreamstone is the target of the spell, the spell can transcend planes. A dreamstone will record your message and transmit it to the bearer when next they fall asleep. Once you cast the spell in this manner, you cannot do so again until you finish a long rest.

EXTRAPLANAR GLAMOUR

At 20th level, your Charisma score increases by 4, to a maximum of 24. You also become attuned to another of the inner planes, gaining one of following three boons:

Feywild Access. If you are under the light of a full moon, you can cast the *gate* spell to access the Feywild or Material Plane without expending a spell slot, and without providing material components for the spell. You regain use of this ability when you finish a long rest.

Astral Access. You can cast the *astral projection* spell once without expending a spell slot, using a single quartz crystal as the material component for the spell. When you cast the spell, you can only bring a number of additional creatures equal to your Charisma modifier. You regain use of this ability when you finish a long rest.

Ethereal Access. You can cast the *etherealness* spell once without expending a spell slot, and regain the ability to do so when you finish a long rest. When you cast the spell, you can bring an additional number of willing creatures that you can see within 30 feet of you equal to your Charisma modifier.



Illustration by Matteo Spirito

FAERIE AFFINITIES

Every faerie is unique: their very natures are shaped by the magic that flows through them, but also the experiences that shape and transform them along their journeys. For a fey, the primary constant in their life is change.

For a faerie, the development of their powers deforms as they experience a change in scenery, lifestyle, and the company they keep. They are famously mutable and can be near unrecognizable at the end of a journey as when it began.

Any race might include a faerie individual!

While most faeries are of a fey race, their mortal descendants can carry their blood and its fey power!



Illustration by Sir Kannario

SIDHE

You have always loved rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, marking their territories for other fey to enjoy or avoid.

FLUID MAGICS

When you choose this affinity at 1st level, you are proficient in the Insight skill, and you know the *gust^{XGE}* and *shape water^{XGE}* cantrips. You learn additional spells when you reach certain levels, as shown in the Sidhe Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Sidhe Spells

Faerie Level	Sidhe Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>gust of wind, warding wind^{XGE}</i>
5th	<i>slow, wind wall</i>
7th	<i>storm sphere^{XGE}</i>
9th	<i>wall of water</i>
11th	<i>wind walk</i>
13th	<i>whirlwind^{XGE}</i>
15th	<i>control weather</i>
17th	<i>storm of vengeance</i>

HEROIC GLAMOUR

At 2nd level, you can entwine your essence with an ally, emboldening them. As a bonus action, you choose one ally within 30 feet of you that you can see. Until the end of your next turn, their Armor Class and any saving throws or damage rolls they make receive a bonus equal to your Charisma modifier. They have resistance to all damage, and if they take damage, you take half the amount they take as psychic damage. The effect ends if the target moves more than 30 feet away from you.

You gain additional uses of this feature, and can project it over greater distances as your level increases. You can use it 3 times at 2nd level, 4 at 6th (35 feet), 5 at 12th (40 feet), and 6 at 17th (45 feet). You regain all expended uses of it when you finish a short rest.

FLOWING FAVORS

At 6th level, you learn the *mage hand* cantrip. The spell is invisible, and you can cast it reflexively. When a creature you can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, you can use your reaction to cast the spell in a new way, applying your Charisma modifier as a bonus or a penalty to the roll.

You can use this feature once, and regain use of it when you finish a short or long rest.

GLAMOUROUS INCORPORATION

At 10th level, you can absorb a hostile spell, and store the magical energy for your own use. If you or the target of your *Heroic Glamour* become the sole target of a 5th-level or lower spell requiring a saving throw, you can use your reaction to make a Charisma saving throw instead of the one required by the spell. If you succeed, you regain an expended spell slot, up to the level of the spell you absorbed.

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

THUNDERING HEROISM

At 14th level, the recipients of your *Heroic Glamour* can add half your faerie level to any damage rolls they make as additional thunder damage.

Roleplaying a Sidhe

- A clever alliance can overcome any obstacle. You are the wind blowing at your friends' backs.
- Moods, desires, and fancies are like the weather: they come in wide varieties and are bound to change.



Illustration by Dan Pilla

NIXIE

You love tricks and pranks, and might live in a large mushroom, or an eccentric-looking tree.

CUNNING MAGICS

When you choose this affinity at 1st level, you are proficient in the Arcana skill, and know the *vicious mockery* and *infestation^{XGE}* cantrips. You learn additional spells when you reach certain levels, as shown in the Nixie Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Nixie Spells

Faerie Level	Nixie Spells
1st	<i>command</i> , <i>dissonant whispers</i>
3rd	<i>crown of madness</i> , <i>phantasmal force</i>
5th	<i>fear</i> , <i>hypnotic pattern</i>
7th	<i>phantasmal killer</i>
9th	<i>dominate person</i>
11th	<i>eyebite</i>
13th	<i>reverse gravity</i>
15th	<i>dominate monster</i>
17th	<i>psychic scream^{XGE}</i>

Roleplaying a Nixie

- There is no such thing as something for nothing. Favors for favors, insult for insult, tricks for tricks.
- Always get the last word, but recognize a good joke—even if you're the butt of it.



Illustration by Dustin Panzino

NIGHTMARISH DELIRIUM

At 2nd level, you can plunge a creature charmed by you, frightened of you, or that you have put to sleep into a delirious nightmare.

As a bonus action, you concentrate (as if concentrating on the spell, if you are not already) and double the remaining duration of the effect upon the creature, which becomes lost in a nightmare of your design. The creature sees and hears only itself and the nightmare, experiencing up to one hour's passing on each of their turns. At the end each of your turns, you can alter the nightmare, causing the creature to be charmed by you, frightened of you, unconscious or confused.

If the target takes damage, they immediately make a Wisdom saving throw against your faerie spell save DC, ending the effect on a success. Once the effect ends, the creature becomes immune to your Nightmarish Delirium for 24 hours.

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

Confusion

A confused creature can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6 | The creature doesn't move or take Actions this turn. |
| 7-8 | The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9-10 | The creature can act and move normally. |

SUPPLE WARD

At 6th level, when a ranged spell attack (or *magic missile* spell) targets a creature you can see within 30 feet of you, and the results have not been announced, you can use your reaction and expend an equivalent spell slot to make an opposed spellcasting ability contest against the caster. If you succeed, the spell targets the caster using the original attack roll. You cannot reflect spells cast above 5th-level.

You can use this feature once, and regain expended uses of it when you finish a long rest.



Illustration by Antonio J. Manzanedo

TRICKSY CANTRIP

At 10th level, you can empower one faerie cantrip you know that targets a single creature. When you cast the cantrip, you can target one additional creature within range that is also within 30 feet of the first target. If the cantrip requires an attack roll, make an attack roll against the second target.

MAGICAL MIMICRY

At 14th level, if an ally within 30 feet of you that you can see or hear casts a 5th-level spell or lower with a casting time of 1 action or 1 bonus action that doesn't require concentration, you can use your reaction and an equivalent spell slot to cast the same spell, even if you don't know it. You can cast the spell at a lower level than your ally did, but must meet the minimum casting level for the spell. On your next turn, you cannot cast spells other than cantrips.

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



Illustration by Sandra Duchiewicz

SPRIG

You have an intense kinship with living plants, and preferring to live among or even inside them.

FLORAL FORTITUDE

When you choose this affinity at 1st level, you gain the following benefits:

- You are proficient in the Nature skill.
- You learn the *thorn whip* and *druidcraft* cantrips.
- You can cast *speak with plants* once without expending a spell slot, and regain the ability to do so when you finish a short rest.
- You have advantage on saving throws against poison, and you have resistance to poison damage.

Additionally, you learn additional spells when you reach certain levels, as shown in the Sprig Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Roleplaying a Sprig

- You feel sorry for others: the colors and shapes of plants and buzzing of insects a symphony only you appreciate.
- You prefer places that allow you to grow and put down deep roots, and feel the same about friendships.

Sprig Spells

Faerie Level	Sprig Spells
1st	<i>entangle</i> , <i>ray of sickness</i>
3rd	<i>spike growth</i> , <i>Melf's acid arrow</i>
5th	<i>daylight</i> , <i>plant growth</i>
7th	<i>grasping vine</i>
9th	<i>wrath of nature</i>
11th	<i>wall of thorns</i>
13th	<i>regenerate</i>
15th	<i>sunburst</i>
17th	<i>mass heal</i>

CORROSIVE ICHOR

At 2nd level, you can spray corrosive ichor from your *thorn whip*. When you hit a creature with your *thorn whip*, you can use a bonus action and expend a spell slot to deal additional acid damage to the target. The extra damage is 2d8 for a spell slot of 1st-level, plus 1d8 for each level higher than 1st, to a maximum of 10d8.

GRASPING VINES

At 6th level, you gain the following benefits:

- You can cast the *speak with plants* spell at-will.
- Your *thorn whip*'s range increases to 45 feet, and the distance you can pull a target with it increases to 15 feet.
- As a bonus action, you can command the area of your *entangle*, *spike growth* or *grasping vine* spells to move a number of feet equal to $5 \times$ your Charisma modifier.

NATURAL RAIMENT

At 10th level, you can create a protective body of plant matter around yourself. As an action, you can assume the form of a **shambling mound** with hit points equal to $50 +$ your faerie level. While in this form, you can cast only *thorn whip* and other Sprig spells. You retain your Intelligence, Wisdom and Charisma scores. You also retain all of your skill and saving throw proficiencies. If your form is reduced to 0 hit points, you take the remainder of the damage. You can release the form at any time (no action required). The DM has the creature's statistics. You can remain in your natural raiment for a number of hours equal to half your faerie level.

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

WE ARE THE VINE

At 14th level, your will extends to Plants under your control. You gain the following benefits:

- Plants created by your spells or charmed by you that you can see can serve as the origin of your *thorn whip*.
- Your *thorn whip* deals additional acid damage equal to your Charisma modifier.
- Your *thorn whip* can pull a willing creature up to 15 feet without harming them and without needing to make an attack roll.



Illustration by Carolina Eade

BROWNIE

You might live underground or in stone ruins. Many brownies seek solitary lives, greedily hoarding treasures.

GRUGACH MAGIC

When you choose this affinity at 1st level, you are proficient with light armor and the Survival skill, and you know the *mold earth^{XGE}* cantrip. You learn additional spells when you reach certain levels, as shown in the Brownie Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Brownie Spells

Faerie Level	Brownie Spells
1st	<i>longstrider</i> , <i>zephyr strike^{XGE}</i>
3rd	<i>earth tremor^{XGE}</i> , <i>Maximilian's earthen grasp^{XGE}</i>
5th	<i>erupting earth^{XGE}</i> , <i>meld into stone</i>
7th	<i>staggering smite</i>
9th	<i>transmute rock^{XGE}</i>
11th	<i>move earth</i>
13th	<i>Mordenkainen's sword</i>
15th	<i>earthquake</i>
17th	<i>invulnerability</i>

FAERIE WEAPON

At 1st level, your fists, teeth, nails, or favorite simple melee weapon become a magical d4 faerie weapon. When you take the Attack action with your faerie weapon, you can attack twice. Your movement speed increases by 5 feet, and you have a climbing speed of no less than 20 feet. If you have a flying speed, you lose it. You gain 1 additional hit point, and 1 additional hit point each time you gain a level in this class.

WHIMSY

At 2nd level, you can enter a *whimsy* at the start of your turn, which lasts until the end of your next turn. For the duration, you have resistance to piercing, slashing, and bludgeoning damage. You can concentrate on spells, but can cast only cantrips, and you have disadvantage on concentration checks. Additionally, attack and damage rolls you make with your faerie weapon use your Charisma modifier instead of your Strength or Dexterity modifier. The whimsy ends if you fall unconscious.

You can use this feature a number of times equivalent to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a short rest.

QUICKLING ATTACK

At 6th level, your faerie weapon becomes a d6. While in a *whimsy*, if you take the Attack action using your faerie weapon, you can make an additional attack with it using your bonus action.

WANTON ASSAULT

At 10th level, while in a *whimsy*, you can use your action and bonus action to add 15 feet to your movement, become immune to attacks of opportunity, and make a number of attacks with your faerie weapon equal to your Charisma modifier (minimum of 3). On a hit, these attacks deal an additional 1d6 damage. You choose the type of damage when you gain this feature, choosing from radiant or necrotic. When your turn ends, so does your *whimsy*.

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

SMITING GLAMOUR

At 14th level, while in a *whimsy*, the first creature you hit on each of your turns with your faerie weapon takes additional damage equal to half your faerie level. The extra damage is necrotic or radiant, and its type matches your choice from your *Wanton Assault* feature.

Roleplaying a Brownie

- Mark your journey upon your person, and never forget to take a keepsake to remember your adventures by.
- Never, ever back down from a challenge.



Illustration by Erak note

SCHOLAR

Scholars are master of the mundane, using methodical practices to turn the tide to their advantage. From their years of study and testing, scholars learn to take in a situation around them, and quickly formulate a means to achieve a solution to a perceived problem.

Whatever pursuit they follow, a scholar will have a plan for anything that comes their way.

THE PURSUIT OF KNOWLEDGE

A scholar is never satisfied. They are always seeking out answers and the questions those answers reveal. Adventuring scholars dare to explore the unknown. Many take lengthy breaks to pass their knowledge on to other. As adventurers, scholars serve their allies as diplomats, doctors, or strategists.

For adventurous scholars, mundane academic life is often too slow. When work becomes stagnant or when an answer cannot be found in a mere library, the call to adventure leads a scholar to quench their thirst for knowledge through first-hand experience.

Always Cite Your Scholarly Sources!

Many of the mechanics of the Scholar class are drawn directly from Charrmeleon's *The Scholar v4.5*.

CREATING A SCHOLAR

Think about where and how you began your studies. You might have apprenticed with a single master, attended a formal university, or obsessively sought out long-lost dusty tomes on your own. Where did this thirst for knowledge come from? What is your relationship to your fellow scholars and academics? What areas of study form the basis of your work?

QUICK BUILD

You can make a scholar quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity. Second, choose the *cloistered scholar*^{SCAG}, *hermit*, *noble*, or *sage* background. Third, select the *Exploit Weakness* and *Reasoned Defense* maneuvers.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scholar level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, shortswords

Tools: You are proficient with any two types of artisan's tools or musical instruments.

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Persuasion, Religion and Survival.

EQUIPMENT

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

- (a) any two simple weapons or (b) any simple weapon, a light crossbow and 20 bolts
- a set of leather armor
- any two tools of your choice
- a scholar's pack or explorer's pack

Alternatively, you may start with $4d4 \times 10$ gp to buy your own equipment.

Multiclassing

Ability Score Minimum: Intelligence 13

Proficiencies Gained: light armor, one skill from the Scholar class skill list

The Scholar

Level	Proficiency Bonus	Features	Academic Superiority	Superiority Dice	Maneuvers Known	Discoveries Known
1st	+2	Academic Superiority, Critical Analysis (d4)	d6	3	2	—
2nd	+2	Discovery, Sage Advice (1/rest)	d6	3	2	2
3rd	+2	Expertise, Scholarly Pursuit	d6	4	3	2
4th	+2	Ability Score Improvement	d6	4	4	2
5th	+3	Critical Analysis (d6)	d8	5	5	3
6th	+3	Scholarly Pursuit Feature	d8	5	5	3
7th	+3	Rigorous Thought	d8	6	6	4
8th	+3	Ability Score Improvement	d8	6	6	4
9th	+4	Critical Analysis (d8)	d10	7	7	5
10th	+4	Expertise	d10	7	7	5
11th	+4	Pursuit Feature	d10	7	8	5
12th	+4	Ability Score Improvement	d10	7	8	6
13th	+5	Sage Advice (2/rest)	d10	8	8	6
14th	+5	Calculated Resilience	d10	8	9	6
15th	+5	Critical Analysis (d10)	d12	8	9	7
16th	+5	Ability Score Improvement	d12	8	9	7
17th	+6	Pursuit Feature	d12	9	10	7
18th	+6	Superior Synapses	d12	9	10	8
19th	+6	Ability Score Improvement	d12	9	10	8
20th	+6	Genius Unbound	d12	9	10	8

ACADEMIC SUPERIORITY

At 1st level, you can apply your studies in practical maneuvers. Your maneuvers are fueled by special dice called superiority dice.

Maneuvers. You know two maneuvers of your choice, which are detailed below. You can only use a particular maneuver once per turn. Many of your maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn additional maneuvers at certain levels as shown on the Scholar table. Each time you gain a level in this class, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

When you gain certain scholar levels, you gain additional superiority dice, or the size of your superiority dice increases, as shown in the *Superiority Dice* column of the Scholar table.

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

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

Totaling Superiority Dice from Feats and Classes

If you already have *Superiority Dice* feature, start with the feature that grants you the highest number and size of superiority dice. Add 1 additional superiority die for each other feature you have that grants them. For example, if you have 5 levels in the Scholar class (5d8 superiority dice), and 3 levels of the fighter class and selected the Battle Master archetype (add 1 dice), and took the *Martial Adept* feat (add 1 dice) by virtue of being a Variant Human, you would have a total of 7 superiority dice, which are d8s.

MANEUVERS

Administer Aid. You can use an action on your turn and expend a superiority die and tend to a wounded creature you can touch. The creature regains a number of hit points equal to the number rolled on the die.

Applied Leverage. When you make contested ability check against a creature, (for example, making a grapple or playing against an opponent using a gaming set), you can use your reaction and expend a superiority die, adding it as a bonus to your roll. You can use this maneuver before or after you make your check, but before the results of contest are announced.

Assess the Situation. You can expend one superiority die to make a Wisdom (Perception) or Intelligence (Investigation) check as a bonus action, adding it to the roll.

Calculated Movement. You can expend one superiority die to take the Disengage action as a bonus action. Until the end of your turn, you ignore the effects of nonmagical difficult terrain.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Footwork. When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Exploit Weakness. When you hit a creature with a weapon attack, you can expend a superiority die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

One Step Ahead. When you roll initiative, you can choose to immediately expend a superiority die, adding the results plus your Intelligence modifier as a bonus to the roll.

Reasoned Defense. When you are forced to make a saving throw against an effect you can see, you can use your reaction and expend a superiority die, rolling it and adding the number rolled to the result. You can use this maneuver before or after making your saving throw, but must decide before the DM says whether the roll succeeds or fails.

CRITICAL ANALYSIS

At 1st level, you can study others with a keen eye for detail. As a bonus action, you can choose a creature or object you can see within 60 feet of you. For the next 1 minute, when you attack the target with a finesse or ranged weapon, you can use your Intelligence modifier for the weapon's attack and damage rolls instead of Strength or Dexterity.

Additionally, once on your turn when you expend superiority dice using a maneuver that targets the subject of your *Critical Analysis*, you can add an additional d4 to the roll. This die changes as you gain scholar levels. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

DISCOVERY

At 2nd level, you discover practical applications of your scholarly work. You gain two discoveries of your choice. Your discovery options are detailed at the end of the class description. When you gain certain scholar levels, you gain additional discoveries of your choice, as shown in the *Discoveries* column of the Scholar table.

Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery you could learn at that level.

SAGE ADVICE

Also at 2nd level, you can spend 1 minute improvising a brief lesson to those around you. When you do so, choose a skill or tool you are proficient with, and a number of friendly creatures up to your Intelligence modifier (minimum of 1) within 30 feet of you who can hear and understand you.

Once within the next 1 hour, the next time each creature would make an ability check with the chosen skill or tool, they can add their proficiency modifier to the roll, or double their proficiency if they are already proficient. A creature whose proficiency bonus is already doubled for the chosen skill or tool cannot benefit from your *Sage Advice*.

A creature can only benefit from one piece of your *Sage Advice* at a time. If a creature is targeted by this feature again before using it, they can choose to retain the first benefit or replace it with the new one.

Once you've used this feature, you must complete a short or long rest before using it again. Starting at 13th level, you can use it twice before a rest, and its duration is increased to 8 hours.

EXPERTISE

At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with a tool. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose two more of your proficiencies (in skills or with tools) to gain this benefit.

Scholars can forget more than some will ever know!

When you gain a discovery, be sure to note what specific skill proficiencies, languages, or other benefits you obtain from that knowledge. If you exchange that discovery for another one in the future, you may lose proficiencies or languages as a result.

If you choose to apply your Expertise feature to skill or tool proficiency you gained from a Discovery, you must maintain proficiency in that skill or tool for its use to continue to benefit from expertise.

SCHOLARLY PURSUIT

Also at 3rd level, you dedicate your studies towards a pursuit of your choice: physician, politician, or tactician, detailed at the end of the class description. The pursuit you choose grants you features at 3rd level, and again at 6th, 11th, and 17th level.

ABILITY SCORE IMPROVEMENT

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

If your DM allows the use of feats, you may instead take a feat.

RIGOROUS THOUGHT

At 7th level, you gain proficiency in Wisdom saving throws.

CALCULATED RESILIENCE

At 14th level, you can warn your allies of oncoming danger. You can use a bonus action to select a number of creatures equal to your Intelligence modifier (minimum of 1) within 15 feet of you who can see or hear you. Until the start of your next turn, each time those targets are forced to make a saving throw by the target of your *Critical Analysis*, the creature gains a bonus to the saving throw equal to your Intelligence modifier (with a minimum bonus of +1).

SUPERIOR SYNAPSES

At 18th level, your mind works at incredible speeds, rendering you able to react swiftly. At the end of each of your turns, you gain an additional reaction, which expires at the start of your next turn.

You can only use one reaction in response to any single event.

GENIUS UNBOUND

At 20th level, your genius has no equal. Your Intelligence score increases by 4. Your maximum for that score is now 24. Additionally, you can use any maneuver you know without expending a superiority die, rolling a d6 instead.



Illustration by Christina Kraus

SCHOLARLY PURSUITS

Your pursuit is a representation of which fields you have studied or how you practically apply your knowledge.

DIPLOMAT

Scholars who choose to follow the Diplomat pursuit are typically lecturers, teachers, authors, philosophers, envoys, or ambassadors. They employ both their reason and their passion, convincing others to think like-mindedly, if not always virtuously.

BONUS PROFICIENCIES

Beginning at 3rd level, you can add half your proficiency bonus, rounded down, to any Charisma ability check you make that doesn't already include your proficiency bonus.

Additionally, you learn one additional language of your choice.

DIPLOMATIC MANEUVERS

At 3rd level, you gain access to new maneuvers which reflect the progress of your studies into the political world. Whenever you learn a new maneuver, you can choose from any of the following:

Call to Arms. If you are surprised at the beginning of combat and aren't incapacitated, you can expend one superiority die to act normally. On your first turn, you can use a bonus action to make a call to arms. When you do so, creatures you choose within 30 feet who can see or hear you who haven't gone yet can act normally on their first turn.

Charge. As a bonus action, you can expend one superiority die to spurn your allies to move. Until the start of your next turn, creatures you choose within 30 feet who can see or hear you, have their speed increased by 10 feet and ignore nonmagical difficult terrain.

Feinting Assault. You can expend one superiority die and use a bonus action to feint, choosing one creature within 30 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attacks damage roll.

The advantage is lost at the start of your next turn.

Goadng Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Inspiring Defense. When an ally you can see within 30 feet who can see or hear you makes a saving throw, you can use your reaction and expend a superiority die, adding it to the roll. You can use this maneuver before or after making the saving throw, but before any effects of the saving throw are determined.

Overwhelming Presence. As an action, you can make a Charisma (Persuasion or Intimidation) check and expend one superiority die to attempt to charm or frighten a Humanoid who can see or hear you within 60 feet. Add the superiority die to the roll. The target makes a contested Wisdom (Insight) check. If your check succeeds, the target is charmed by you if you used Persuasion, or frightened of you if you used Intimidation, until the end of your next turn.

Rally. On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to your superiority die + your Intelligence modifier.

Tyrranical Strike. When you hit a creature with a weapon attack, you can expend one superiority die and issue a one-word command to a creature who can see or hear you. You add the superiority die to the attacks damage roll. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The target automatically succeeds its saving throw if it is undead, if it doesn't understand your language, or if your command is directly harmful to it.

INSIGHTFUL DIPLOMACY

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

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

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

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

GRAVITAS

Also at 6th level, if you speak uninterrupted to a Humanoid with whom you share a language for 1 minute that is not hostile to you, your words can affect them in the same manner as the *suggestion* spell, as if Intelligence were your spellcasting ability for the spell. You don't need to concentrate to maintain these effects.

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

BEGUILING MAXIMS

At 11th level, you can bend the wills or test the resolve of others. When you attempt to charm or frighten a Humanoid within 30 feet of you that can hear you, the target has disadvantage on any saving throw to avoid the effect.

WORDS MADE MANIFEST

At 17th level, you can call out to your allies, beckoning them to victory. As an action, you can expend any number of superiority dice, giving each to a creature of your choice within 60 feet who can see or hear you.

Once, within the next minute, a creature can roll their die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20, but before any effects are determined. Once the superiority die is rolled, it is lost. A creature can have only one superiority die at a time.



Illustration by Melissa Houpert

PHYSICIAN

The Physician pursuit reflects your studies into the medical, anatomical, and biological sciences. Scholars who follow this pursuit use their knowledge to mend their allies on the battlefield, and can deal crippling blows with surgical precision.

BONUS PROFICIENCIES

At 3rd level when you select this pursuit, you gain proficiency in the Medicine and Nature skills, and with alchemist's supplies.

ANATOMICAL MANEUVERS

Also at 3rd level, you gain access to new maneuvers which reflect the progress of your studies into the medical arts. Whenever you learn a new maneuver, you can choose from any of the following.

Antidote. As an action, you touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. If the target has at least 1 hit point, it also regains hit points equal to your Intelligence modifier (minimum of 1).

Dazing Strike. When you hit a Beast, Fey, Humanoid, Monstrosity, or Undead with a melee weapon attack that deals bludgeoning, radiant or thunder damage and the attack's damage is not resisted, you can expend a superiority die to temporarily daze the creature. You add the number rolled to the damage of the weapon attack, and the creature must succeed a Constitution saving throw or be stunned until the end of their next turn.

Dull Pain. You can use an action and expend one superiority die to touch a creature, assuaging their pain. The target gains temporary hit points equal to the superiority die roll + your scholar level. These temporary hit points last for 1 minute.

Hamstring. When you hit a creature with a weapon attack that deals piercing or slashing damage, and the attack's damage is not resisted, you can expend one superiority die to cripple the creature. You add the superiority die to the attack's damage roll, and the creature's speed is halved for 1 minute, or until it regains missing hit points, or until it uses an action to end the effect. Oozes, incorporeal creatures such as ghosts, and other creatures that do not rely on conventional locomotion are immune to this maneuver.

Laceration. When you hit the target of your *Critical Analysis* creature with a melee weapon attack that deals piercing, slashing, or necrotic damage, and the attack's damage is not resisted, you can expend a superiority die to cause a lacerating wound. Add the number rolled to the damage of the weapon attack. For the next 1 minute, the target creature makes a Constitution saving throw at the end of each of its turns. On a failure, it takes necrotic damage equal to your *Critical Analysis* die. The effect ends early if it regains hit points, or if it or another creature uses its action to stop the bleeding by making a successful Wisdom (Medicine) check, the DC of which equals your Maneuver DC. Constructs, Undead and creatures that lack blood are immune to this maneuver.

Neuroblock. When you hit a creature with a melee weapon attack and the attack's damage is not resisted, you can expend a superiority die to interfere with its ability to heal. You add the number rolled to the damage of the weapon attack. For the next 1 minute, the target cannot regain hit points. At the end of each of its turns, it makes a Constitution saving throw, ending the effect early on a success. Constructs, Oozes and Undead are immune to the effects of this maneuver.

Rapid Response. When an ally you can see takes damage, you can use your reaction and expend a superiority die, moving up to your movement speed. You must end this movement closer to an ally than where you started.

Reassurance. As an action, you can call out to a creature within 60 feet that can hear or see you that has been charmed or frightened. When you do, expend a superiority die and the creature can immediately make another saving throw, adding the superiority die to the roll. On a success, they end one such effect early.

FIELD SURGEON

At 6th level, you can quickly bolster your allies in their time of need on the battlefield. When you use superiority dice to restore hit points or to grant a creature temporary hit points, you can expend an additional superiority die, rolling it and adding it to the total of the roll.

Additionally, when you use superiority dice to restore hit points to the target of your *Critical Analysis*, you can add your *Critical Analysis* die to the roll.

RESUSCITATION

At 11th level, your medical studies have revealed to you how to cheat death itself. You can use a bonus action to touch a living creature that has 0 hit points. The creature becomes stable. This feature has no effect on Constructs or Undead.

Additionally, as an action, you can touch a creature that died since the end of your last turn, returning it to life with 1 hit point.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears. A creature can only return to life in this way once before it finishes a short or long rest.

PANACEA

At 17th level, you develop a formula for a cure-all miracle solution: a panacea. Over the course of 10 minutes, you can use your alchemist's supplies and combine rare medicinal herbs and oils worth 100 gp into a vial of panacea, which retains its potency for 24 hours.

As an action, a creature can drink the elixir or administer it to another creature. After drinking it, a creature's exhaustion level is reduced by one, and chooses one of the following debilitating effects to end upon the target:

- One curse or petrification.
- One magical effect.
- One reduction to any ability score.
- One effect reducing the target's hit point maximum.

Your panacea has no effects on Constructs or Undead. Once you create a panacea, you can't create another until you finish a long rest.



Illustration by Yang J

TACTICIAN

When diplomacy fails (and it will), warfare, competition and strategy become of great concern. Tacticians are masters of these subjects, training themselves and others to view disadvantage as opportunity, and employing clever gambits and time-honored stratagems to achieve their goals. They often serve in military officers, overseeing the training of knights and armies.

BONUS PROFICIENCIES

At 3rd level when you select this pursuit, you gain proficiency with martial weapons, medium armor, and shields.

TACTICAL MANEUVERS

Also at 3rd level, you gain access to new maneuvers which reflect your mastery in the field of combat. Whenever you learn a new maneuver, you can choose from any of the following:

Commander's Strike. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature within 60 feet who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding your superiority die to the attack's damage roll.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you.

That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Scholar's Parry. When a creature damages you with a weapon attack, you can use your reaction and expend one superiority die. Roll the die and reduce your damage by the result + your Intelligence modifier.

Targeted Attack. When you make a weapon attack roll, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.



Illustration by Jayde Jiyoon Kim

TACTICAL ASSESSMENT

At 6th level, you can survey the field, allowing you a moment to formulate a plan. When you are in combat, you can use your action to survey the battlefield. When you do, you make a Wisdom (Perception) check, and recover one expended superiority die.

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

IMPROVED CRITICAL ANALYSIS

At 11th level, you can analyze a second target simultaneously with your *Critical Analysis* feature. You must mark each creature individually using a bonus action.

COORDINATED ASSAULT

At 17th level, you can use your action to initiate an all-out attack. Choose a number of allies up to your Intelligence modifier within 60 feet who can see or hear you. The chosen allies can then immediately use their reaction to make one weapon attack against a target of your choice. You can choose the target for each attack separately.

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

DISCOVERIES

The discoveries are detailed in alphabetical order. If a discovery has prerequisites, you must meet them to learn it. If a discovery requires a level, you must be that level in the Scholar class to learn the discovery. You can learn the discovery at the same time you meet its prerequisites.

ADAPTIVE ANALYST

Prerequisites: 7th level

When the target of your *Critical Analysis* feature is reduced to 0 hit points, you can use your reaction to change the target of your analysis to another creature within range.

BACKSTAB

Prerequisites: 15th level, Diplomat pursuit

When you hit a creature that is surprised by, charmed by, or frightened of you, the attack is a critical hit. Once damaged by your backstab, the target is immune to its effects for the next 24 hours.

BIOLOGICAL STUDIES

You have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: *Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Oozes, Plants, or Undead*. Alternatively, you can select two Humanoid races (for example, *gnolls* and *orcs*) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You can select this discovery multiple times. Each time you do so, you must choose a different creature type.

CONTINGENCY PLANS

Prerequisites: 7th level, Tactician pursuit

When the target of your *Critical Analysis* feature attacks you and scores a critical hit, you can expend a superiority die to treat the attack as a normal hit instead.

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

DEVELOPED RESISTANCE

Prerequisites: 5th level

You gain proficiency in the poisoner's kit, and you also gain resistance to poison damage and advantage on saving throws against poison.



Illustration by Steve Zheng

DEXTER APPLICATIONS

You gain proficiency in improvised weapons that resemble weapons you are proficient with (for example, a candlestick might serve as a mace). Additionally, when you hit a creature with an improvised weapon, it deals no less than 1d6 damage.

DISCERNING GAZE

Prerequisites: 5th level

You have advantage on saving throws against illusions and on Intelligence checks to discern them from reality.

ARCHITECTURAL HISTORIAN

You have studied buildings, stonework, and have a keen understanding of architectural principles. You gain the following benefits:

- If you spend 10 minutes surveying a structure, you can identify any structural weakness it might have.
- You have advantage on Perception (Wisdom) checks and Investigation (Intelligence) checks to locate any secret doors or traps.
- You have advantage on Intelligence (History) checks you make to identify the cultural origins and influences of ruins, dungeons, or ancient structures.

Additionally, you learn one language.

EFFICIENT MOVEMENT

Prerequisites: 5th level, 13 Strength or Dexterity

Your base walking speed increases by 5 feet, and you gain a climbing speed and a swimming speed equal to 5 times your Intelligence modifier in feet.

EXTRA ATTACK

Prerequisites: 5th level

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the options available to the fighter class.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

The blind fighting, interception, superior technique, thrown weapon fighting, and unarmed fighting styles detailed in *Tasha's Cauldron of Everything* also make excellent choices for a Scholar.



Illustration by Alen Rocha

FORENSIC PATHOLOGIST

Prerequisites: Physician pursuit

You can spend 1 hour to examine a body that has died within the last 30 days, and can accurately determine the cause of death and other information about the victim, for example, identifying a lethal pathology, identifying particular school of magic or a specific spell used to kill the victim, identifying a type of poison in the victim's system, or revealing useful information derived from examining wounds left by weapons, claws or teeth.

In addition, you are a recognized expert in these fields by many civil law enforcement and judicial systems, and your testimony might carry weight in investigations carried out by such institutions.

HARDENED MIND

Prerequisites: 9th level

You gain resistance to psychic damage, and advantage on saving throws against being charmed or frightened.

HEDGE MAGE

Prerequisites: 5th level

Choose one 1st-level spell from the Wizard spell list. You learn that spell and can cast it at its lowest level without expending a spell slot. Once you cast it in this way, you must finish a short rest before you can cast it again. When you reach 9th level, you can cast the spell twice.

Additionally, you learn one cantrip, choosing from the bard, druid, or wizard spell list. If the cantrip's casting time is 1 action, you can choose to ignore its requirements for concentration on the spell, if it has any. If the cantrip requires an attack roll or a saving throw, when you take the Attack action on your turn, you can cast the cantrip using a bonus action on your turn.

You can select this discovery multiple times. Each time you do so, you must choose a different spell and cantrip.

INTERNIST

Prerequisites: Physician pursuit

When you make a Wisdom (Medicine) check, you can use your Intelligence modifier instead of your Wisdom modifier.

LIFELONG LEARNER

You gain proficiency in two skills or two tools, or one skill and one tool.

You can select this discovery multiple times, each time choosing two new skills or tools.

LINGERING ADVICE

Prerequisites: 7th level

When you use your *Sage Advice* feature, the targeted creatures retain the benefit from your instruction for the full duration.

LOGISTICIAN

Prerequisites: Diplomat pursuit

You can use your Intelligence modifier instead of your Charisma modifier when you make a Charisma (Persuasion or Intimidation) check.

MASTER STROKE

Prerequisites: 7th level

When you roll a superiority die, you can use your reaction to re-roll the die. You must accept the new result.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and regain expended uses of it when you finish a long rest.



Illustration by Bruno Henriques

MOUNTED SUPERIORITY

During a long rest, you can form a bond with one creature that is trained to serve as a mount, isn't hostile to you, and at least one size larger than you. Your DM might allow other creatures to be used as steeds.) The creature's hit point maximum equals its normal maximum, or four times your scholar level + your Intelligence modifier, whichever is higher. Like any creature, the Beast can spend Hit Dice during a short rest.

- You have advantage on saving throws made to avoid falling off your mount.
- If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.
- Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.
- While mounted on your steed, you can make any maneuver you use that targets only you also target your steed.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: *arctic*, *coast*, *desert*, *forest*, *grassland*, *mountain*, *swamp*, or the *Underdark*. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You can select this discovery multiple times. Each time you do so, you must choose a different type of natural environment.

NATURAL SAVANT

You have uncanny ability to align your mind to the natural world. You gain the following benefits:

- If you spend an hour of observation with an unobstructed view of the sky, you can accurately predict the weather in your area for the next 72 hours. The DM rolls a 1d20 in secret. On a 1, your prediction is inaccurate. Spells that interfere with the weather can also disrupt the accuracy of your prediction.
- You always know which way is north, and if you have an unobstructed view of the night sky, you can accurately identify the date.
- When you make a Wisdom (Animal Handling) check, you can use your Intelligence modifier instead of your Wisdom modifier. You have the ability to communicate in a limited manner with Beasts. They can understand simple concepts you articulate, although you have no special ability to understand them in return.
- You can communicate in a limited manner with any creature with an Intelligence of 6 or greater through basic expressions and gestures, even if you don't share a language.



Illustration by Aleksei Vinogradov

NURSE PRACTITIONER

Prerequisites: Physician pursuit

You can tend to your wounded allies during a short rest. If you or any friendly creatures you can touch regain hit points by spending hit dice at the end of the short rest, each of those creatures regains a number of extra hit points equal to your superiority die.

PHYSICAL CONDITIONING

You gain proficiency in the Athletics skill if you don't already have it, and your hit point maximum increases by 1 for every level you have in the scholar class, and increases by 1 again whenever you gain a level in this class.

POLYGLOT

You learn three additional languages.

You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

You can choose this discovery multiple times, each time choosing new languages to learn.

RELIABLE PEDIGREE

Prerequisites: 12th level

When you make an Intelligence (Arcana, History, Nature, or Religion) check and can add your proficiency bonus to the roll, treat any roll of 9 or lower as if you had rolled a 10.

RUTHLESS SUPERIORITY

Prerequisites: 7th level

When you expend a superiority die while performing a maneuver, you can expend one additional superiority die, rolling it and adding it to the total.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and regain expended uses of it when you finish a long rest.

SAWBONES

Prerequisites: Administer Aid maneuver

When you use your *Administer Aid* maneuver, you can add your Intelligence modifier to the number of hit points it restores.

SILVER TONGUE

Prerequisites: 12th level, Diplomat pursuit

When you make a Wisdom (Insight) or Charisma (Deception, Intimidation, or Persuasion) check and can add your proficiency bonus to the roll, you can treat any roll of 9 or lower as if you had rolled a 10.

SNAP JUDGEMENT

When you roll initiative and aren't surprised, you can use your reaction to use your *Critical Analysis* feature.

SUPERIOR SAGE ADVICE

Prerequisites: 15th level

When you use your *Sage Advice* feature, the first time each targeted creature makes an ability check with the chosen skill or tool, they gain an additional bonus to the roll equal to your superiority die.

SURGICAL PRECISION

Prerequisites: 5th level, Physician pursuit

When you hit the target of your *Critical Analysis* with a weapon attack, it takes additional damage equal to your Intelligence modifier.

TACTICAL RETREAT

Prerequisites: Tactician pursuit

When you take the Dash action, opportunity attacks made against you are made at disadvantage.

THEORETICIAN

Prerequisites: 9th level

You use your *Sage Advice* feature in a new way, targeting one specific creature. When you do, you can choose a skill you are not proficient in, and target only one creature. Your target can instead add your Superiority Die as the bonus to the roll instead. When rolled, results of the die cannot be less than your Intelligence Modifier.

TRANSFERABLE KNOWLEDGE

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

TRIAGE

Prerequisites: Physician pursuit, Administer Aid maneuver

You can perform the *Administer Aid* maneuver using a bonus action.

TYRANNICAL FUROR

Prerequisites: Diplomat pursuit

You have advantage on any attack roll against creatures that are charmed by or frightened of you.

UNARMORED DEFENSE

While wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Intelligence modifier}$.

Armor Class Calculations

When the game gives you more than one way to calculate your AC, you can only use one of them.

UNASSUMING STANCE

Prerequisites: 9th level, Diplomat pursuit

You can add half your Charisma modifier (rounded up) to melee attack rolls you make against Humanoids within 5 feet of you.

VIGILANT MIND

You have advantage on initiative rolls.

VISITING SCHOLAR

Prerequisites: 5th level

You are especially well-connected within the world's institutions of higher education, and know the customs of the cities where they are located. You gain the following benefits while in a such cities:

- Crowded city streets don't slow your group's travel.
- Your group can't become lost except by magical means.
- You have advantage on Charisma (Persuasion) to leverage your skills as a teacher, orator, or physician to the populace.
- When looking for shelter in a city, other educated folks are always willing to host you in exchange for stimulating conversation, a guest lecture, or medical services. Your hosts will not shelter you from the law if that would bring harm to themselves.
- You have advantage on Wisdom (Insight) checks you make when haggling over mundane goods and services.

Additionally, you learn one language, and gain proficiency in one gaming set of your choice.

VOICE OF AUTHORITY

Prerequisites: 15th level, Diplomat pursuit

As an action, you can call out to a Humanoid who can understand you that is charmed by you or frightened of you to direct their next action. The target must succeed a Wisdom saving throw or until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction. Doing so requires you to use your own reaction as well.

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

VOICE OF REASON

Prerequisites: 12th level, Diplomat pursuit

Over the course of 1 minute, you suggest a course of activity (limited to a sentence or two) and influence up to twelve Humanoids of your choice that you can see within range and that can hear and understand you for up to 24 hours. Humanoids that are in combat, or that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the duration ends, the activity isn't performed.

If you or any of your companions damage a creature who hears your words, they might no longer wish to follow your prescribed course of action.

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



Illustration by TJ Foo



Illustration by Servando Lupini

PRESTIGE CLASS: BATTLE CHEF

A Battle Chef explores the world through their taste buds. These unrivaled epicureans make time to taste each leaf, berry, grain, or edible animal in their journeys, and they share what they've learned with others in the form of expertly prepared foods. They alternate travel, employ, and apprenticing with a more experienced chefs to learn before setting out again to discover new ingredients for themselves along the open road.

Prestige Class Basics

The basic rules of prestige classes are outlined in *Unearthed Arcana: Prestige Classes and Rune Magic* (October 5, 2015), available from Wizards of the Coast.

PREREQUISITES

In order to advance as a Battle Chef, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Intelligence, Wisdom, or Charisma 13.** Battle Chefs are all unique: some are masters of procedure, some have an amazing nose for ingredients, and others have an innate flair for dramatic taste, texture, and the ability to improvise under pressure.
- **Dexterity 13.** Battle Chefs need to be able to react quickly and accurately to prepare complex fare or create artful presentations for their creations.
- **Proficiency with Cook's Utensils.** Battle Chefs requires a thorough understanding of the basics of the culinary arts.
- **Character level 3rd.** Battle Chefs must have experienced enough of the world with their own taste buds to have expanded their palate through travels and travails. You must be a 3rd level character before you can gain levels in the Battle Chef prestige class.
- **Complete a special task.** You must present a sufficiently impressive creation to an NPC with levels in the Battle Chef class in return for tutoring you in the ways of the Battle Chef. You cannot gain more levels in this prestige class than your tutor has. You might need to seek out additional master chefs in order to reach 5th level in this prestige class.

CLASS FEATURES

As a Battle Chef, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Battle Chef level

PROFICIENCIES

Weapons: Silverware, cookware, kitchen knife, cleaver, skillet

Tools: None.

Saving Throws: None

Skills: Survival.

EQUIPMENT

- a kitchen knife
- a skillet

SPELLCASTING

CANTRIPS

You know two cantrips of your choice from the Battle Chef spell list. You learn additional Battle Chef cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Battle Chef table.

The Battle Chef

Level	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Chef Points
1	Spellcasting, Vittles Supreme, Culinary Infusion	2	4	1	1st	2
2	Chef's Temper	2	5	2	2nd	3
3	Seared to Perfection	3	6	2	2nd	4
4	Grill of my Dreams	3	7	2	3rd	5
5	Seeing Michelin Stars	3	8	2	3rd	6

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

The Spells Known column of the Battle Chef table shows when you learn more Battle Chef spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 5th level, for example, you learn a new Battle Chef spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this or any other class, you can choose one of the Battle Chef spells you know and replace it with another spell from the Battle Chef spell list or Culinary Infusion spells list, which also must be of a level for which you have spell slots.

SPELLS SLOTS AND BATTLE CHEF SPELLS

The Battle Chef table shows how many spell slots you have to cast your Battle Chef spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Battle Chef spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *Burning Hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLCASTING FOCUS

You use cook's utensils as a spellcasting focus for your Battle Chef and Culinary Infusion spells, or you can also use a kitchen knife, cleaver, or skillet you are holding.

SPELLCASTING ABILITY

When you become a battle chef, you choose Intelligence, Wisdom or Charisma as your spellcasting ability for your Battle Chef spells. In addition, you use this ability score's modifier when setting the saving throw DC for a Battle Chef spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Spellcasting Ability Score Modifier

Spell attack modifier = your proficiency bonus
+ your Spellcasting Ability Score Modifier

Cantrips Known	Spells Known	Spell Slots	Slot Level	Chef Points
2	4	1	1st	2
2	5	2	2nd	3
3	6	2	2nd	4
3	7	2	3rd	5
3	8	2	3rd	6

VITTLES SUPREME

When you become a Battle Chef, your proficiency bonus is doubled for any ability check you make that uses your cook's utensils. During a short or long rest, when you forage for food and ingredients, you find twice as much food as you normally would, including any ingredients such as roots, berries, nuts, herbs, or spices that are unique to the terrain.

Additionally, you can prepare a tasty, nutritious meal using your Cook's Utensils to serve at the end of each rest that helps bolster your companions' health:

- **Short Rest.** You and up to five creatures of your choice regain a number of extra hit points equal to your 1+ your Battle Chef level per Hit Die spent during a short rest.
- **Long Rest.** You and up to five creatures of your choice gain a number of temporary hit points equal to 1d4 + your Battle Chef level.

CULINARY INFUSION

Also at 1st level, when you finish a short or long rest and your Cook's Utensils are with you, you can prepare a magical meal. Choose a spell from the Culinary Infusion spells list that has a casting time of 1 action, expending a number of chef points equal to the spell's level. When you finish preparing the food, it becomes magical for the duration.

If a spell would normally target creatures in an area, you can distribute its effects among a number of portions equal to your spellcasting ability modifier (minimum of 1). If an infused spell specifies the number of creatures that can be targeted, you can distribute the spell's effects among a number of portions equal to that number.

The infused spell doesn't come into effect. Instead, it takes effect when a creature uses its action to eat the food. When they do, they immediately become the target of the infused spell, which takes effect immediately. You immediately know the meal has been consumed, and by whom, if they are familiar to you. If the infused spell requires concentration, the creature that ate a portion of the food must concentrate on the spell to maintain its effects upon themselves. After the spell takes hold, the magic in each portion of food infused with the same spell fades when the spell's duration ends.



Illustration by Kii Weatherton

If you can cast spells abilities from any of your classes, you can use your chef points to infuse food with their effects, provided the spell does not require an attack roll and can target creatures other than you. You can also infuse food with a spell you do not know or do not have prepared with aid of a spell scroll you can read. To do so, you must succeed the spell scroll's required spellcasting ability check. The process consumes the spell scroll.

The food retains its magic until you recover your chef points at the end of your next long rest, or the food becomes otherwise inedible.

CHEF'S TEMPER

At 2nd level, you can seamlessly incorporate cookware into your arsenal. You are proficient with the following pieces of cookware as weapons, and you can use them as a spellcasting focus for your Battle Chef spells. You also gain the following benefits:

- When you are holding an iron skillet, your Armor Class is increased by 1. You cannot benefit from using a skillet in this way if you are also wearing a shield.
- When wielding a *Chef's Temper* weapon, you can attack twice, instead of once, whenever you take the Attack action on your turn, and damage you deal with *Chef's Temper* weaponry is considered magical.
- You can add your Dexterity modifier to Charisma (Performance, Persuasion, and Intimidation) checks you make while you are cooking.

Chef's Temper Weaponry

Utensil	Cost	Damage	Weight	Properties
Silverware (table knife, fork, or spoon)	5 cp	1d4 piercing	0.1 lb.	thrown (range 20/60)
Cookware (cups, glasses, or plates)	5 cp	1d6 bludgeoning	0.3 lb.	thrown (range 20/60)
Kitchen knife	2 gp	1d6 piercing	0.5 lb.	finesse, light, thrown (range 20/60)
Cleaver	2 sp	1d6 slashing	3 lb.	finesse, light, thrown (range 20/60)
Skillet	4 sp	1d8 bludgeoning	4 lb.	light, versatile (1d10)

SEARED TO PERFECTION

At 3rd level, when you roll to deal fire damage to a creature or object, you can reroll a number of the damage dice up to your spellcasting ability modifier (minimum of 1). You must use the new rolls.

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

GRILL OF MY DREAMS

At 4th level, when you use your action to cast a battle chef cantrip or spell, you can make one weapon attack with a *Chef's Temper* weapon as a bonus action.

Additionally, you can cast the *fire shield* spell once without expending a spell slot. You can't do so again until you finish a short rest.

SEEING MICHELIN STARS

At 5th level, when you hit another creature with a skillet, you can spend 2 chef points to attempt to stun the target. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Additionally, you learn the *heroes' feast* spell. It is a Culinary Infusion spell for you, and you can cast it by expending 6 chef points and using 500 gp worth of edible ingredients as the material cost for the spell.

BATTLE CHEF SPELLS

Cantrips

Blade ward (abjuration)
Control flames (transmutation)
Frigidigitation^{OGE} (conjunction)
Friends (enchantment)
Mage hand (conjunction)
Metamorphose liquido^{GE}
(transmutation)
Prestidigitation (transmutation)
Produce flame (conjunction)
Puff of smoke^{OGE} (conjunction)
Puncture^{OGE} (transmutation)
Shape water^{XGE} (transmutation)
Sword burst^{SCAG, TCE} (conjunction)

1st-level Spells

Aganazzar's scorcher^{XGE} (evocation)
Amanuensis^{OGE} (transmutation, ritual)
Burning hands (evocation)
Cloud of daggers (conjunction)
Create or destroy water
(transmutation)
Detect poison and disease (divination,
ritual)
Expeditious retreat (transmutation)
Goodberry (transmutation)
Grease (conjunction)
Hellish rebuke (evocation)
Icicle^{OGE} (abjuration)
Purify food and drink (transmutation,
ritual)
Searing smite (evocation)
Unseen servant (conjunction, ritual)

2nd-level Spells

Cuppy snacks^{OGE} (conjunction, ritual)
Flaming sphere (conjunction)
Heat metal (transmutation)
Locate animals or plants (divination,
ritual)
Locate object (divination)
Scorching ray (evocation)

Spells marked with an *OGE* are optional
additions to the Battle Chef spell list,
and are detailed in Chapter 4.

3rd-level Spells

Conjure barrage (conjunction)
Create food and water (conjunction)
Fireball (evocation)
Healing wave^{OGE} (evocation)
Haste (transmutation)
Shape wood^{OGE} (transmutation)
Tiny servant^{XGE} (conjunction)

CULINARY INFUSION SPELLS

1st-level Spells

Animal friendship (enchantment)
Bless (enchantment)
Branch to branch^{OGE} (transmutation)
Charm person (enchantment)
Cheetah sprint^{OGE} (transmutation)
Cure wounds (evocation)
Enlarge/reduce (transmutation)
Hawkeye^{OGE} (transmutation)
Heroism (enchantment)
Sleep (enchantment)
Sylvan vision^{OGE} (divination, ritual)
Towering oak^{OGE} (illusion)

2nd-level Spells

Aid (abjuration)
Acidic exudation^{OGE} (transmutation)
Calm emotions (enchantment)
Doublespeak^{OGE} (illusion, ritual)
Drunkard's breath^{OGE} (conjunction)
Enhance ability (transmutation)
Lesser restoration (abjuration)
Protection from poison (abjuration)

3rd-level Spells

Catnap^{XGE} (enchantment)
Dispel magic (abjuration)
Feign death (necromancy)
Haste (transmutation)
Hypnotic pattern (illusion)
Intellect fortress^{TCE} (abjuration)
Luck^{OGE} (divination)
Protection from energy (abjuration)
Toxic tongue^{OGE} (transmutation)
Water breathing (transmutation)

4th-level Spells

Charm monster (enchantment)
Compulsion (enchantment)
Confusion (enchantment)
Death ward (abjuration)
Freedom of movement (abjuration)
Wild runner^{OGE} (transmutation)

5th-level Spells

Geas (enchantment)
Greater restoration (abjuration)
Mass cure wounds (evocation)
Modify memory (enchantment)
Skill empowerment (transmutation)

6th-level Spells

Flesh to stone (transmutation)
Heal (evocation)
Heroes' feast (conjunction)
Mass suggestion (enchantment)
Primordial ward (abjuration)
True seeing (divination)



Illustration by kkzt



CHAPTER 4: **MAGIC AND MISCELLANEA**



Illustration by A.J. Ramos

REVISED SPELLS

These revisions to existing spells can be employed at the DM's discretion.

FLOCK OF FAMILIARS (REVISED)

You can add following addendum to the spell:

While you are maintaining the spell, you can use a bonus action on your turn to summon all remaining familiars to you and immediately command them to move up to their movement speed and attack a creature you can see. You can command each familiar to attack the same creature or different ones.

This rule adds a combat use to the *flock of familiars* spell, which appears in the *Lost Laboratory of Kwalish*. This new utility can make the spell a more appealing option for some players who enjoy managing multiple familiars.

REMOVE CURSE (REVISED)

The spell is less effective at removing powerful curses:

At your touch, all curses created by a 3rd level spell (or equivalent magic) affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded. If a curse is 4th level or higher, make an ability check using your spellcasting ability. The DC equals $10 + \text{the spell's level}$. On a successful check, the curse ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the curses on the target if the spell's level is equal to or less than the level of the spell slot you used.

This rule prevents a spellcaster from too easily breaking a *geas* or other powerful curses too easily. When using this rule, the DM must ensure spell level equivalents are assigned to any curses (or cursed item) that appear.

REVIVIFY (REVISED)

You can add following addendum to the spell:

If the target has exhaustion levels, only the final level that caused their death is removed.

This rule prevents a group from killing a party member to force a reset of their exhaustion levels.



Illustration by Gaia Cafiso

SPELL LISTS

The spells that follow in this compendium range from simple cantrips to complicated magics that can alter the course of time and space.

Magic is an art, and arts change over time as knowledge, tastes, needs and techniques rise and fall in fashion or, are lost entirely until they are rediscovered. In parts of the infinite skies, these spells might be as commonplace as *prestidigitation* and *magic missile*, and in others they might held in secret in high towers, an undiscovered application of the first art, or inexplicably forbidden—made impossible by divine decree.

Almost all magic has a cost of some kind—effort, riches, or a certain amount of risk. Some of the spells that follow are potentially dangerous to the caster.

If you are a player...

Always consult the DM before adding new spells to your character sheet!

A spell might be made available to a class not listed in its description if it fits with their archetype or affinity. For example, the *acidic exudation* spell might be made available to a cleric of the *pestilence domain* detailed in Chapter 2. Conversely, a spell like *babau slime*, while it appears on the warlock list might be better suited for a warlock of whose patron is a *Fiend* as opposed to an *Archfey*.

Your DM might make obtaining access to these more arduous than simply choosing from the included class lists, and might allow the use of certain spells at all.

If you are the DM...

Be sure to do a close reading of the spell, noting its possible uses, limitations, storytelling possibilities, and to which additional classes, archetypes, or individual players you are willing to extend access to the spell to. Some of the included spells create new possibilities to travel unusual spaces, and even through time. In the wrong hands, these spells can be extremely disruptive quest or dungeon content, or even damage the vital social fabric of a party or group of players.

If you are intrigued by a spell, but are worried about a spell's implications or potential for abuse, consider binding its effects into a potion, wand, or other magic item, assigning an appropriate number of charges, spell attack bonus, and spell save DC as needed. Artifacts imbued with certain spells could be the basis for an entire adventure!

An additional method of adding these spells or modifying existing spells is provided in the *Collaborative Spellcasting Rituals* rules detailed in Chapter 6.

Ah, magic. My first love, my constant companion. When one's list of enemies grows long, and list of friends grows thin, the magic has always been there when I needed it most.

In my travels, I've seen folk manage feats even I never imagined possible, and I have done my level best to learn from their triumphs, tribulations, and turkeys. A fair few still call me a wise man, but I know better. I'm an old fool with a lot to learn and never enough time to do so.

~ Old Gus

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parenthesis. If a spell can be cast as a ritual, the ritual tag also appears in the parenthesis.

ARTIFICER SPELLS

Cantrips (0 Level)

Dulling chains (conjunction)
Fenton's flickering fists (evocation)
Frigidigitation (conjunction)
Leeock's lucky coin (transmutation)
Peal of nine bells (conjunction)
Puff of smoke (conjunction)
Puncture (transmutation)
Tattoosion (illusion)
Time knife (conjunction)
Whelm (enchantment)

1st Level

Arcane strike (evocation)
Drunkard's breath (conjunction)
Dust dash (evocation)
Hold portal (abjuration)
Mass distortion (transmutation)
Metamorphose liquid (transmutation)
Read blood (divination, ritual)
Reorient (transmutation)
Wood rot (transmutation)

2nd Level

Acidic exudation (transmutation)
Amanuensis (transmutation, ritual)
Blade of resonance (evocation)
Celerity (transmutation)
Corrosive touch (transmutation)
Cuppy snacks (conjunction, ritual)
Dimensional rift (conjunction)
DiTerlitzzi's dymaxion (divination)
Flourishing beanstalk (transmutation, ritual)
Ghostly disguise (illusion)
Icicle (abjuration)
Missile magnet (enchantment)
Plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
Seeking (divination)
Slipstream (transmutation)

3rd Level

Arcane razor (evocation)
Avyie's temporal trickery (transmutation)
Babau slime (transmutation)
Entropic field (abjuration)
Euphoric cloud (conjunction)
Hirsutism (transmutation)
Magnetokinesis (evocation)
Reverse projectiles (abjuration)
Shape wood (transmutation)
Shatterfloor (evocation)
Squeaking floor (abjuration)
Suspended silence (enchantment)
Time bomb (evocation)
Toxic tongue (transmutation)
Treasure scent (divination)

4th Level

Blinding glitter (evocation)
Delay agony (abjuration)
Double jeopardy (divination)
Lloyd's beacon (conjunction, ritual)
Papercut (transmutation)
Quentin's quickling senses (transmutation)
Rending distortion (evocation)
Tail sweep (evocation)
Vacancy (illusion)

5th Level

Awaken object (transmutation)
Conduit (enchantment)
Duodimension (transmutation)
Ghost trap (abjuration)
Glamourous craft (enchantment)
Glassteel (transmutation, ritual)
Magnetism (evocation)
Mirror stride (conjunction)
Othertime (conjunction)
Skip day (evocation)
Twisting innards (transmutation)
Xorn movement (transmutation)

BARD SPELLS

Cantrips (0 Level)

Fenton's flickering fists (evocation)
Gift of the soothsayer (divination)
Leeock's lucky coin (transmutation)
Peal of nine bells (conjunction)
Sanguine strike (divination)
Tattoosion (illusion)
Time knife (conjunction)
Whelm (enchantment)
Zap (evocation)

1st Level

Drunkard's breath (conjunction)
Metamorphose liquid (transmutation)
Stumble (enchantment)

2nd Level

Amanuensis (transmutation, ritual)
Blade of resonance (evocation)
Celerity (transmutation)
Cuppy snacks (conjunction, ritual)
Discordant thrum (enchantment)
Doublespeak (illusion, ritual)
Jinx (enchantment)
Londyn's duet (conjunction)
Polandara's petticoat pocket (conjunction)
Soul whip (illusion)
Time parasite (abjuration)

3rd Level

Alter fortune (divination)
Antipathetic field (enchantment)
Avyie's temporal trickery (transmutation)
Create campsite (conjunction, ritual)
Dazzling strobe (evocation)
Dirge of the exorcist (abjuration, ritual)
Dodge-weave (conjunction)
Euphoric cloud (conjunction)
Healing wave (evocation)
Hirsutism (transmutation)
Invisible trickery (illusion)
Luck (divination)
Pall of twilight (illusion)
Perplex (enchantment)
Roar of waves (illusion)
Shatterfloor (evocation)
Speak with object (conjunction)
Suspended silence (enchantment)
Treasure scent (divination)
Witness (divination, ritual)

4th Level

Blinding glitter (evocation)
Delay agony (abjuration)
Drunken revelry (enchantment, ritual)
Fool's speech (illusion)
Lloyd's beacon (conjunction, ritual)
Papercut (transmutation)
Quentin's quickling senses (transmutation)
Recall agony (conjunction)
Sneezing dust (conjunction)
Switcheroo (conjunction)

5th Level

Glamourous craft (enchantment)
Othertime (conjunction)
Probability warp (enchantment)

6th Level

Anterograde amnesia (enchantment)
Budding romance (enchantment)
Power word silence (enchantment)
Unconscious command (enchantment)

7th Level

Solipsism (illusion)

CLERIC SPELLS

Cantrips (0 Level)

Cursory ward (abjuration)
Drumble dead (necromancy)
Dulling chains (conjunction)
Gift of the soothsayer (divination)
Peal of nine bells (conjunction)
Sanguine strike (divination)
Time knife (conjunction)
Whelm (enchantment)

1st Level

Draw upon holy might (enchantment)
Metamorphose liquid (transmutation)
Undead alacrity (transmutation)

2nd Level

Amanuensis (transmutation, ritual)
Confess (enchantment)
Disguise undead (illusion, ritual)
Ghastlight (abjuration, ritual)
Glamoured majesty (illusion)
Seeking (divination)

3rd Level

Dazzling strobe (evocation)
Dirge of the exorcist (abjuration, ritual)
Entropic field (abjuration)
Healing wave (evocation)
Radiant glamour (evocation)
Reverse projectiles (abjuration)
Squeaking floor (abjuration)
Suspended silence (enchantment)
Telepathy tap (divination)
Treasure scent (divination)
Undead regeneration (necromancy)
Wild flight (evocation)

4th Level

Delay agony (abjuration)
Dimensional anchor (abjuration)
Lloyd's beacon (conjunction, ritual)
Recall agony (conjunction)
Reminiscence (divination, ritual)
Undead emissary (necromancy, ritual)
Wrack (necromancy)

5th Level

Conduit (enchantment)
Ghost trap (abjuration)
Necromantic recombination (necromancy)
Othertime (conjunction)
Undead detonation (necromancy)
Wall of pain (necromancy)
Wind at our backs (divination, ritual)

6th Level

Immaculate conception (transmutation, ritual)
Wizen (necromancy)

7th Level

Indefinite suspension (abjuration, ritual)

9th Level

Unbinding (abjuration)

DRUID SPELLS

Cantrips (0 Level)

Frigidigitation (conjunction)
Gift of the soothsayer (divination)
Nature bolt (transmutation)
Whelm (enchantment)

1st Level

Allergen cloud (conjunction)
Cheetah sprint (transmutation)
Hawkeye (transmutation)
Snakestaff (transmutation)
Sylvan vision (divination, ritual)
Towering oak (illusion)
Water whip (transmutation)
Wood rot (transmutation)

2nd Level

Cloudburst (evocation)
Fallow (transmutation, ritual)
Flourishing beanstalk (transmutation, ritual)
Ice blade (evocation)
Icicle (abjuration)
Infestation of maggots (necromancy)
Moon blade (evocation)
Tree steed (enchantment)

3rd Level

Create campsite (conjunction, ritual)
Healing wave (evocation)
Hirsutism (transmutation)
Icy sheet (evocation)
Mushroom ring (conjunction)
Pyroclasm (evocation)
Shape wood (transmutation)
Toxic tongue (transmutation)

4th Level

Age plant (transmutation)
Defenestration sphere (evocation)
Grounding (abjuration)
Hypothermia (evocation)
Lifebloom (evocation)
Reminiscence (divination, ritual)
Sneezing dust (conjunction)
Tail sweep (evocation)
Thorn spray (transmutation)
Wild runner (transmutation)

5th Level

Wind at our backs (divination, ritual)
Xorn movement (transmutation)
Zone of self-immolation (abjuration)

6th Level

Investiture of starlight (transmutation)

7th Level

Avalanche (evocation)
Lunar occult (conjunction)
Rejuvenate (transmutation)

8th Level

Deadly lahar (evocation)



Illustration by Ilya Bodaykin

FAERIE SPELLS

The faerie spell list includes material printed in the *Player's Handbook*, *Explorer's Guide to Wildemount^{EGW}*, *Fizban's Treasury of Dragons^{FTD}*, *Guildmaster's Guide to Ravnica^{CCR}*, *Icewind Dale: Rime of the Frostmaiden^{IWD}*, *Strixhaven: A Curriculum of Chaos^{SCC}*, *The Sword Coast Adventurer's Guide^{SCAG}*, *Tasha's Cauldron of Everything^{TCE}* and *Xanathar's Guide to Everything^{XGE}*. These spells appear in lighter print.

Cantrips (0 Level)

Booming blade^{SCAG, TCE} (evocation)
Dancing lights (evocation)
Cursory ward (abjuration)
Dulling chains (conjunction)
Encode thoughts^{CCR} (enchantment)
Frigidigitation (conjunction)
Gift of the soothsayer (divination)
Green-flame blade^{SCAG, TCE} (evocation)
Leeock's lucky coin (transmutation)
Lightning lure^{SCAG, TCE} (evocation)
Magic stone^{XGE} (transmutation)
Message (transmutation)
Minor illusion (illusion)
Nature bolt (transmutation)
Peal of nine bells (conjunction)
Prestidigitation (transmutation)
Produce flame (conjunction)
Puff of smoke (conjunction)
Sacred strike (evocation)
Sapping sting^{EGW} (necromancy)
Sanguine strike (divination)
Thaumaturgy (transmutation)
Thunderclap^{XGE} (evocation)
Word of radiance^{XGE} (evocation)
Whelm (enchantment)
Zap (evocation)

1st Level

Alarm (abjuration, ritual)
Allergen cloud (conjunction)
Arcane strike (evocation)
Catapult^{XGE} (transmutation)
Ceremony^{XGE} (transmutation, ritual)
Charm person (enchantment)
Chaos bolt^{XGE} (evocation)
Cheetah sprint (transmutation)
Color spray (illusion)
Cure wounds (evocation)

Detect magic (divination, ritual)

Drunkard's breath (conjunction)

Dust dash (evocation)

Ensnaring strike (conjunction)

Faerie fire (evocation)

Find familiar (conjunction)

Frost fingers^{IWD} (evocation)

Gift of alacrity^{EGW} (divination)

Goodberry (transmutation)

Hail of thorns (conjunction)

Healing word (evocation)

Illusory script (illusion, ritual)

Jump (transmutation)

Longlimb (transmutation)

Mass distortion (transmutation)

Read blood (divination, ritual)

Reorient (transmutation)

Shield (abjuration)

Silent image (illusion)

Silvery barbs^{SCC} (enchantment)

Sleep (enchantment)

Snakestaff (transmutation)

Snare^{XGE} (abjuration)

Speak with animals (divination, ritual)

Stumble (enchantment)

Sylvan vision (divination, ritual)

Water whip (transmutation)

Witch bolt (evocation)

Wood rot (transmutation)

Zephyr strike^{XGE} (transmutation)

2nd Level

Alter self (transmutation)

Animal messenger (enchantment, ritual)

Arcane lock (abjuration)

Beast sense (divination, ritual)

Blade of resonance (evocation)

Borrowed knowledge^{SCC} (abjuration)

Celerity (transmutation)

Darkness (evocation)

Discordant thrum (enchantment)

DiTerlizzi's dymaxion (divination)

Doublespeak (illusion, ritual)

Enhance ability (transmutation)

Enlarge/reduce (transmutation)

Enthrall (enchantment)

Fallow (transmutation, ritual)

Flourishing beanstalk (transmutation, ritual)

Glamoured majesty (illusion)

Healing spirit^{XGE} (conjunction)

Heat metal (transmutation)

Hold person (enchantment)

Immovable object^{EGW} (enchantment)

Invisibility (illusion)

Jinx (enchantment)

Kinetic jaunt^{SCC} (transmutation)

Locate animals or plants (divination, ritual)

Londyn's duet (conjunction)

Magic mouth (illusion, ritual)

Magic weapon (transmutation)

Mirror image (illusion)

Misty step (conjunction)

Moon blade (evocation)

Moonbeam (evocation)

Nathair's mischief^{FTD} (illusion)

Nystul's magic aura (illusion)

Pass without trace (abjuration)

Plaguemask (illusion)

Polandara's petticoat pocket (conjunction)

Seeking (divination)

Silence (illusion, ritual)

Solid fog (conjunction)

Soul whip (illusion)

Spiritual weapon (evocation)

Suggestion (enchantment)

Summon beast^{TCE} (conjunction)

Tasha's mind whip^{TCE} (enchantment)

Time parasite (abjuration)

Tree steed (enchantment)

Vortex warp^{SCC} (conjunction)

Web (conjunction)

Wither and bloom^{SCC} (necromancy)

Wristpocket^{EGW} (conjunction, ritual)



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3rd Level

Alter fortune (divination)
Antipathetic field (enchantment)
Arcane razor (evocation)
Avyie's temporal trickery (transmutation)
Bestow curse (necromancy)
Blink (transmutation)
Catnap^{XGE} (enchantment)
Counterspell (abjuration)
Create campsite (conjunction, ritual)
Dazzling strobe (evocation)
Dodge-weave (conjunction)
Euphoric cloud (conjunction)
Fly (transmutation)
Healing wave (evocation)
Hirsutism (transmutation)
Invisible trickery (illusion)
Lightning arrow (transmutation)
Lipstitch (transmutation)
Magic circle (abjuration)
Major image (illusion)
Melf's unicorn arrow (conjunction)
Minor glamour (transmutation)
Misty slash (conjunction)
Mushroom ring (conjunction)
Nondetection (abjuration)
Pall of twilight (illusion)
Perplex (enchantment)
Protection from energy (abjuration)
Radiant glamour (evocation)
Remove curse (abjuration)
Reverse projectiles (abjuration)
Sending (evocation)
Shape wood (transmutation)
Slow (transmutation)
Speak with plants (transmutation)
Spirit guardians (conjunction)
Spirit shroud^{TCE} (necromancy)
Summon fey^{TCE} (conjunction)
Summon shadowspawn^{TCE} (conjunction)
Telepathy tap (divination)
Toxic tongue (transmutation)
Treasure scent (divination)
Wild flight (evocation)

4th Level

Age plant (transmutation)
Blinding glitter (evocation)
Charm monster^{XGE} (enchantment)
Compulsion (enchantment)
Confusion (enchantment)
Drunken revelry (enchantment, ritual)
Fabricate (transmutation)
Freedom of movement (abjuration)
Fool's speech (illusion)
Giant insect (transmutation)

Greater invisibility (illusion)
Grounding (abjuration)
Lifebloom (evocation)
Major glamour (transmutation)
Polymorph (transmutation)
Quentin's quickling senses
(transmutation)
Sensory deprivation (illusion)
Sneezing dust (conjunction)
Switcheroo (conjunction)
Tail sweep (evocation)
Thorn spray (transmutation)
Vacancy (illusion)
Wild runner (transmutation)

5th Level

Animate objects (transmutation)
Awaken (transmutation)
Awaken object (transmutation)
Conduit (enchantment)
Contact other plane (divination, ritual)
Contagion (necromancy)
Control winds^{XGE} (transmutation)
Dream (illusion)
Far step^{XGE} (conjunction)
Geas (enchantment)
Glamourous craft (enchantment)
Greater restoration (abjuration)
Hold monster (enchantment)
Insect plague (conjunction)
Mislead (illusion)
Mirror stride (conjunction)
Modify memory (enchantment)
Othertime (conjunction)
Passwall (transmutation)
Probability warp (enchantment)
Rary's telepathic bond (divination, ritual)
Seeming (illusion)
Skill empowerment^{XGE} (transmutation)
Synaptic static^{XGE} (enchantment)
Tree stride (conjunction)
Twisting innards (transmutation)
Wind at our backs (divination, ritual)
Zone of self-immolation (abjuration)

6th Level

Anterograde amnesia (enchantment)
Budding romance (enchantment)
Conjure fey (conjunction)
Contingency (evocation)
Drawmij's instant summons
(conjunction, ritual)
Fizban's platinum shield^{FTD} (abjuration)
Forbiddance (abjuration, ritual)
Immaculate conception (transmutation,
ritual)
Investiture of starlight (transmutation)

Mental prison (illusion)
Mass suggestion (enchantment)
Otto's irresistible dance (enchantment)
Power word silence (enchantment)
Programmed illusion (illusion)
Sunbeam (evocation)
Tasha's otherworldly guise^{TCE}
(transmutation)
True seeing (divination)
Unconscious command (enchantment)

7th Level

Body swap (enchantment, ritual)
Crown of stars^{XGE} (evocation)
Dream of the blue veil^{TCE} (conjunction)
Humanoid possession (enchantment)
Lunar occult (conjunction)
Magic miasma (abjuration)
Mirage arcane (illusion)
Power word pain^{XGE} (enchantment)
Prismatic spray (evocation)
Project image (illusion)
Rejuvenate (transmutation)
Sequester (transmutation)
Simulacrum (illusion)
Solipsism (illusion)
Tether essence^{EGW} (necromancy)

8th Level

Animal shapes (transmutation)
Antipathy/sympathy (enchantment)
Feeblemind (enchantment)
Glibness (transmutation)
Maddening darkness (evocation)
Maze (conjunction)
Mind blank (abjuration)
Power word stun (enchantment)

9th Level

Mass polymorph (transmutation)
Power word heal (evocation)
Prismatic wall (abjuration)
Shapechange (transmutation)
True polymorph (transmutation)
Unbinding (abjuration)
Weird (illusion)
Wish (conjunction)

PALADIN SPELLS

1st Level

Draw upon holy might (enchantment)

2nd Level

Confess (enchantment)

Glamoured majesty (illusion)

Seeking (divination)

3rd Level

Dazzling strobe (evocation)

Dirge of the exorcist (abjuration, ritual)

Radiant glamour (evocation)

Reverse projectiles (abjuration)

4th Level

Delay agony (abjuration)

Dimensional anchor (abjuration)

5th Level

Ghost trap (abjuration)

Wind at our backs (divination, ritual)

RANGER SPELLS

1st Level

Allergen cloud (conjunction)

Arcane strike (evocation)

Branch to branch (transmutation)

Cheetah sprint (transmutation)

Hawkeye (transmutation)

Hunter's mercy (divination)

Sylvan vision (divination, ritual)

Towering oak (illusion)

2nd Level

Missile magnet (enchantment)

Moon blade (evocation)

Seeking (divination)

Tree steed (enchantment)

3rd Level

Arcane razor (evocation)

Mushroom ring (conjunction)

Suspended silence (enchantment)

Toxic tongue (transmutation)

4th Level

Lifebloom (evocation)

Sneezing dust (conjunction)

Wild runner (transmutation)

5th Level

Wind at our backs (divination, ritual)

SORCERER SPELLS

Cantrips (0 Level)

Cursory ward (abjuration)

Fenton's flickering fists (evocation)

Frigidigitation (conjunction)

Gift of the soothsayer (divination)

Leeock's lucky coin (transmutation)

Puff of smoke (conjunction)

Sanguine strike (divination)

Tattoosion (illusion)

Time knife (conjunction)

Whelm (enchantment)

Zap (evocation)

1st Level

Arcane strike (evocation)

Conjure shield (conjunction)

Dust dash (evocation)

Longlimb (transmutation)

Metamorphose liquid (transmutation)

Read blood (divination, ritual)

Snakestaff (transmutation)

Stumble (enchantment)

Water whip (transmutation)

2nd Level

Acidic exudation (transmutation)

Blade of resonance (evocation)

Celerity (transmutation)

Choking hands (necromancy)

Corrosive touch (transmutation)

Cuppy snacks (conjunction, ritual)

Dimensional rift (conjunction)

Icicle (abjuration)

Jinx (enchantment)

Slipstream (transmutation)

Solid fog (conjunction)

Soul whip (illusion)

Time parasite (abjuration)

3rd Level

Alter fortune (divination)

Arcane razor (evocation)

Dazzling strobe (evocation)

Dodge-weave (conjunction)

Duelist's ward (abjuration)

Entropic field (abjuration)

Euphoric cloud (conjunction)

Frigid wind (evocation)

Icy sheet (evocation)

Invisible trickery (illusion)

Lipstitch (transmutation)

Luck (divination)

Melf's unicorn arrow (conjunction)

Minor glamour (transmutation)

Misty slash (conjunction)

Pall of twilight (illusion)

Pyroclasm (evocation)

Roar of waves (illusion)

Shatterfloor (evocation)

Speak with object (conjunction)

Synostodweomer (transmutation)

Telepathy tap (divination)

Time bomb (evocation)

Treasure scent (divination)

Wild flight (evocation)

Witness (divination, ritual)



Illustration by David Do

4th Level

Blinding glitter (evocation)
Defenestration sphere (evocation)
Fool's speech (illusion)
Ghost armor (conjunction)
Grounding (abjuration)
Hypothermia (evocation)
Major glamour (transmutation)
Papercut (transmutation)
Quentin's quickling senses (transmutation)
Rending distortion (evocation)
Sensory deprivation (illusion)
Switcheroo (conjunction)
Tail sweep (evocation)
Vacancy (illusion)
Wrack (necromancy)

5th Level

Duodimension (transmutation)
Exstasis (divination)
Glamourous craft (enchantment)
Mirror stride (conjunction)
Probability warp (enchantment)
Xorn movement (transmutation)
Zone of self-immolation (abjuration)

6th Level

Anterograde amnesia (enchantment)
Immaculate conception (transmutation, ritual)
Power word silence (enchantment)
Twisting innards (transmutation)
Unconscious command (enchantment)
Wizen (necromancy)

7th Level

Avalanche (evocation)
Corak's metal form (transmutation)
Glass strike (transmutation)
Indefinite suspension (abjuration, ritual)
Lunar occult (conjunction)
Magic miasma (abjuration)
Rejuvenate (transmutation)
Solipsism (illusion)

8th Level

Deadly lahar (evocation)
Glogala's paradox (conjunction)

9th Level

Unbinding (abjuration)
Wyrmhole (conjunction)

WARLOCK SPELLS

Cantrips (0 Level)

Cursory ward (abjuration)
Dulling chains (conjunction)
Leeock's lucky coin (transmutation)
Tattoosion (illusion)
Whelm (enchantment)
Zap (evocation)

1st Level

Stumble (enchantment)
Read blood (divination, ritual)

2nd Level

Choking hands (necromancy)
Confess (enchantment)
Corrosive touch (transmutation)
Glamoured majesty (illusion)
Infestation of maggots (necromancy)
Jinx (enchantment)
Missile magnet (enchantment)
Soul whip (illusion)
Time parasite (abjuration)

3rd Level

Alter fortune (divination)
Antipathetic field (enchantment)
Babau slime (transmutation)
Dodge-weave (conjunction)
Duelist's ward (abjuration)
Lipstitch (transmutation)
Luck (divination)
Misty slash (conjunction)
Pall of twilight (illusion)
Roar of waves (illusion)
Speak with object (conjunction)
Time bomb (evocation)
Toxic tongue (transmutation)

4th Level

Ghost armor (conjunction)
Recall agony (conjunction)
Rending distortion (evocation)
Sensory deprivation (illusion)
Switcheroo (conjunction)
Wrack (necromancy)

5th Level

Mirror stride (conjunction)
Probability warp (enchantment)
Twisting innards (transmutation)
Wall of pain (necromancy)

6th Level

Anterograde amnesia (enchantment)
Budding romance (enchantment)
Power word silence (enchantment)
Unconscious command (enchantment)
Wizen (necromancy)

7th Level

Body swap (enchantment, ritual)
Glass strike (transmutation)
Humanoid possession (enchantment)
Lunar occult (conjunction)
Solipsism (illusion)

8th Level

Glogala's paradox (conjunction)



Illustration by Graey Erb

WIZARD SPELLS

Cantrips (0 Level)

Cursory ward (abjuration)
Drumble dead (necromancy)
Dulling chains (conjunction)
Fenton's flickering fists (evocation)
Frigidigitation (conjunction)
Gift of the soothsayer (divination)
Nature bolt (transmutation)
Peal of nine bells (conjunction)
Puff of smoke (conjunction)
Tattoosion (illusion)
Whelm (enchantment)
Zap (evocation)

1st Level

Allergen cloud (conjunction)
Arcane strike (evocation)
Conjure shield (conjunction)
Dust dash (evocation)
Hold portal (abjuration)
Longlimb (transmutation)
Mass distortion (transmutation)
Metamorphose liquid (transmutation)
Read blood (divination, ritual)
Reorient (transmutation)
Snakestaff (transmutation)
Stumble (enchantment)
Undead alacrity (transmutation)
Wood rot (transmutation)

2nd Level

Acidic exudation (transmutation)
Amanuensis (transmutation, ritual)
Blade of resonance (evocation)
Celerity (transmutation)
Choking hands (necromancy)
Cloudburst (evocation)
Corrosive touch (transmutation)
Cuppy snacks (conjunction, ritual)
Dimensional rift (conjunction)
Disguise undead (illusion, ritual)
Doublespeak (illusion, ritual)
Flourishing beanstalk (transmutation, ritual)
Ghastlight (abjuration, ritual)
Ghostly disguise (illusion)
Icicle (abjuration)
Missile magnet (enchantment)
Plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
Seeking (divination)
Slipstream (transmutation)
Solid fog (conjunction)
Soul whip (illusion)

3rd Level

Arcane razor (evocation)
Avyie's temporal trickery (transmutation)
Dirge of the exorcist (abjuration, ritual)
Dodge-weave (conjunction)
Duelist's ward (abjuration)
Entropic field (abjuration)
Euphoric cloud (conjunction)
Fortify familiar (conjunction, ritual)
Frigid wind (evocation)
Hirsutism (transmutation)
Icy sheet (evocation)
Invisible trickery (illusion)
Lipstitch (enchantment)
Magnetokinesis (evocation)
Melf's unicorn arrow (conjunction)
Minor glamour (transmutation)
Misty slash (conjunction)
Pall of twilight (illusion)
Perplex (enchantment)
Pyroclasm (evocation)
Reverse projectiles (abjuration)
Roar of waves (illusion)
Shatterfloor (evocation)
Speak with object (conjunction)
Squeaking floor (abjuration)
Synostodweormer (transmutation)
Telepathy tap (divination)
Time bomb (evocation)
Treasure scent (divination)
Undead regeneration (necromancy)
Witness (divination, ritual)

4th Level

Defenestration sphere (evocation)
Delay agony (abjuration)
Dimensional anchor (abjuration)
Double jeopardy (divination)
Fool's speech (illusion)
Ghost armor (conjunction)
Grounding (abjuration)
Hypothermia (evocation)
Lloyd's beacon (conjunction, ritual)
Major glamour (transmutation)
Papercut (transmutation)
Quentin's quickling senses (transmutation)
Rending distortion (evocation)
Sensory deprivation (illusion)
Sneezing dust (conjunction)
Switcheroo (conjunction)
Tail sweep (evocation)
Undead emissary (necromancy, ritual)
Vacancy (illusion)
Wrack (necromancy)

5th Level

Awaken object (transmutation)
Conduit (enchantment)
Duodimension (transmutation)
Extasis (divination)
Ghost trap (abjuration)
Glamorous craft (enchantment)
Glassteel (transmutation, ritual)
Magnetism (evocation)
Mirror stride (conjunction)
Necromantic recombination (necromancy)
Skip day (evocation)
Twisting innards (transmutation)
Undead detonation (necromancy)
Wall of pain (necromancy)
Xorn movement (transmutation)
Zone of self-immolation (abjuration)

6th Level

Anterograde amnesia (enchantment)
Immaculate conception (transmutation, ritual)
Power word silence (enchantment)
Unconscious command (enchantment)
Wizen (necromancy)

7th Level

Avalanche (evocation)
Corak's metal form (transmutation)
Glass strike (transmutation)
Indefinite suspension (abjuration, ritual)
Lunar occult (conjunction)
Magic miasma (abjuration)
Rejuvenate (transmutation)
Solipsism (illusion)

8th Level

Deadly lahar (evocation)
Glogala's paradox (conjunction)

9th Level

Unbinding (abjuration)
Waypoint (abjuration)
Wyrmhole (conjunction)

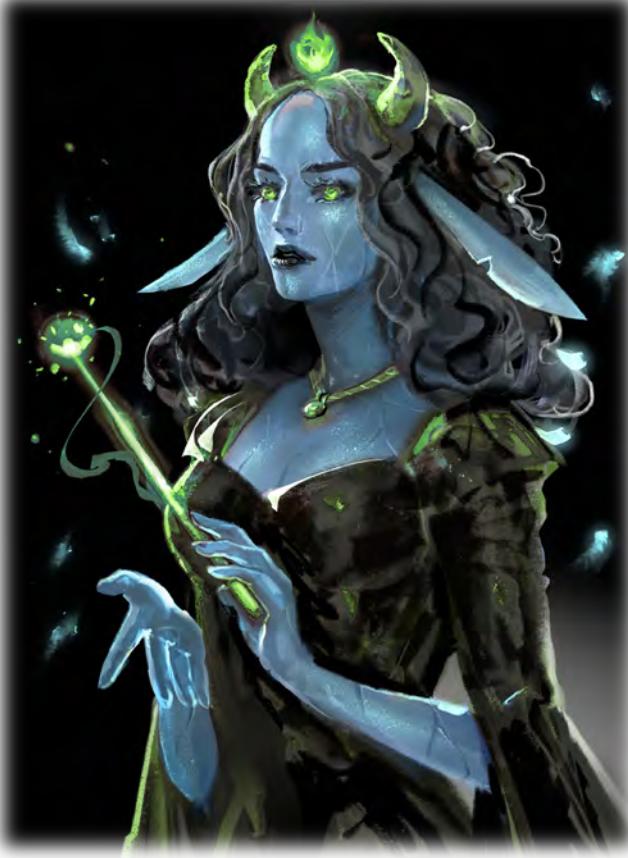


Illustration by Sandra Duchiewicz

SPELL DESCRIPTIONS

The spells are detailed in alphabetical order.

ACIDIC EXUDATION

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of saltpeter)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

Your palm secretes a volatile gel, which you can use as a weapon. For the duration, you can use a bonus action to throw a globule of the substance up to 30 feet. The globule explodes upon impact, creating a shower of hissing acid in a 5-foot-radius sphere. Creatures in the area must make a Dexterity saving throw, taking 2d6 acid damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

AGE PLANT

4th-level transmutation

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Faerie

You target a Plant you can see within range. If the target is a nonmagical and immobile plant, seed, or tree, you increase or decrease its aging of by up to ten years.

The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The extent of the changes are entirely up to you.

You can guide the plant's growth so long as it can grow in the manner you direct.

If the target is an unwilling Plant, it must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the Plant is charmed, you can use your action to cause additional effects to the target, choosing from the following:

- **Control.** You take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.
- **Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. While enlarged, the target's attacks deal an additional 1d6 damage. You can enlarge the target up to twice.
- **Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. While reduced, the target's attacks have a 1d6 damage penalty. You can reduce the target up to twice.
- **Restrain.** The target succeeds on a Strength saving throw or is restrained until the end of its next turn.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level, aging effect increases to 25 years. If you use a spell slot of 6th level, the aging effect increases to 100 years. If you use a spell slot of 7th level or higher, the aging effect increases to 1,000 years.

ALLERGEN CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, M (a pinch of ragweed)

Duration: Concentration, up to 1 minute

Classes: Druid, Faerie, Ranger, Wizard

A cloud of irritating dust and pollen fills a 15-foot-radius, 10-foot-high cylinder centered on a point you can see within range. For the duration, the area is lightly obscured. When creature enters the spell's area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or be poisoned for 1 minute, experiencing watering of the eyes and fits of coughs and sneezing. Constructs, Undead, and creatures that do not need to breathe succeed their saving throw automatically.

An affected creature makes a new saving throw at the end of each of their turns. On a success, the effects end and it becomes immune to this spell for 24 hours.

The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cylinder's radius increases by 15 feet, and its height increases by 5 feet for each spell slot above 1st.

ALTER FORTUNE

3rd-level divination

Casting Time: 1 reaction

Range: 30 feet

Components: S, M (a set of weighted bone dice)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock

When a creature you can see within range makes an ability check, attack roll or saving throw, the results of which you wish to alter, you attempt to alter the course of fate. An unwilling target makes a Wisdom save, and if they succeed, the spell fails. On a failure (or if the target is willing), the target can immediately reroll the triggering roll, accepting the new result instead.

The DM should take note of how many rerolls are occurring in the game, and carefully evaluate their effects on its pacing and tension.



Illustration by Lie Setiawan

AMANUENSIS

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (fine ink worth at least 1 gp)

Duration: Concentration, up to 1 hour

Classes: Artificer, Bard, Cleric, Wizard

You cause writing from one source (such as a book) to be copied onto parchment you provide. This spell copies 250 words per minute, creating a perfect transcription of the original. The spell only copies nonmagical text, ignoring illustrations and magical writing, leaving empty space where those items appear in the original.

Alternatively, you can also use this spell to dictate verbally, and have your dictation transcribed onto a page.

The spell automatically turns to the next blank page and continues its transcription until it completes the transcription, or it runs out of available pages.

ANTEROGRADE AMNESIA

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You attempt to suppress the short-term memory of a creature you can see within range. The target makes a Wisdom saving throw. On a failure, they become unable to form new memories, although their long-term memory remains perfectly intact.

For the duration, at the start of each of the target's turns, they forget all events that have transpired since the start of their last turn. Roll 1d2. On a 1, the creature is incapacitated until the end of their turn.

If the affected target attempts to cast a spell, they must first succeed a spellcasting ability check contested by your spell save DC.

At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on a success.

ANTIPATHETIC FIELD

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Warlock

You attempt to invade the mind of a creature, filling it with rage and anger toward you. The target makes a Wisdom saving throw, taking 2d8 psychic damage on a failure, and half as much on a success.

If the target fails the saving throw, a palpable field of mutual enmity is created in a line that stretches between you and the target. The field is so strong enough that creatures inside it are damaged by your mutual enmity. Each creature in a line between you and the target must make a Wisdom saving throw, taking 1d8 psychic damage on a failure, or half as much on a success. Constructs, Undead, and creatures with an Intelligence score of 4 or lower are unaffected by the spell.

For the duration, both you and the target have disadvantage on attack rolls made against targets other than one another, and neither of you can willingly move further apart from the other. Additionally, you can use an action to repeat the spell's effects, damaging the target and each creature that stands between you.

The target can repeat its saving throw at the end of each of its turns, ending the spell on a success.

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

ARCANE RAZOR

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a melee weapon made of metal worth at least 10 gp that deals slashing damage)

Duration: Instantaneous

Classes: Artificer, Faerie, Ranger, Sorcerer, Wizard

You infuse your weapon with arcane energy and whirl it in a circle, unleashing a wave of razor-thin magic out in all directions. Make a melee weapon attack roll. All creatures within 15 feet of you whose AC is equal to or less than your attack roll suffer the attack's normal damage plus an additional 4d10 slashing damage. The spell also damages any objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

ARCANE STRIKE

1st-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a melee weapon made of metal worth at least 10 gp)

Duration: Instantaneous

Classes: Artificer, Faerie, Ranger, Sorcerer, Wizard

You lunge at a creature, striking them with arcane force. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and up to two of the following effects of your choice:

- The target takes an additional 1d8 force damage.
- You force a Large or smaller target make a Strength saving throw. If they fail, they are pushed 10 feet away from you.
- The target can't take reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional force damage increases by 1d8 and the distance the creature is pushed increases by 5 feet for each slot level above 1st.

avalanche

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a quartz crystal)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Choose a point you can see on the ground within range. A torrent of ice, rock and snow fall in a 30-foot-radius, 40-foot-high cylinder centered on that point. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d10 cold and 4d10 bludgeoning damage and is knocked prone. Creatures that fail their saving throw by 5 or more are restrained by the rubble. A creature can use an action to pull itself or another buried creature free by making a Strength check with a DC equal to your spell save DC. On a successful save, the creature takes half as much damage only.

Additionally, objects and structures in the area take 4d10 bludgeoning damage, and the area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. The ice and rocks melt away, disappearing over the course of the next 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each of its effects.



Illustration by Andrea Butera

AVVIE'S TEMPORAL TRICKERY

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a broken clock)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Wizard

You dislodge yourself from your current temporality, granting you a modicum of control over the flow of time. For the duration, you can use your bonus action to stop time until the end of your turn. While time is stopped, you are undetectable and other creatures cannot react to your actions. At the end of your turn, time resumes and everything you did during your turn happens simultaneously - any creatures that you damaged take that damage at the end of your turn, and any creatures that must make a saving throw to avoid an effect must do so at the end of your turn. If you move on your turn, other creatures experience events as if you had teleported.

When the spell ends, your stolen time catches up with you. Until the end of your next turn, you cannot move or take any actions, and any attacks made against you have advantage.

AWAKEN OBJECT

5th-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (platinum shavings worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Faerie, Wizard

You touch a Huge or smaller object, which becomes a living construct, able to articulate any of its component parts. The DM rolls a d4 in secret.

- If the result is a 1, the construct gains the *Axiomatic Mind* trait: ***Axiomatic Mind***. The construct is unaligned, and remains loyal to its creator until it dies. It can't be compelled to act in a manner contrary to instructions you provide it. It has an intelligence score of 3.
- If the result is a 2, The construct gains the *Axiomatic Mind* trait and has an Intelligence score of $1d4 + 3$. It gains the ability to speak one language you know.
- If the result is a 3, the construct gains an Intelligence score of $4d4 + 3$, and it also gains a personality and alignment of its own. The resulting construct is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the construct chooses whether to remain friendly to you, based on its personality, desires and how it has been treated.
- If the result is a 4, the construct gains all the benefits it would as if you had rolled a 3, and one other ability to the awakened construct (DM's discretion). This may take the form of limited spellcasting, or allowing an object with "wings" (for example, a table with folding sides) to fly, even if it is not aerodynamically sound.

The DM assigns any remaining statistics appropriate for the awakened object. The DM assigns these traits randomly, or selects appropriate statistics informed by the object's nature or original construction. Chapter 8 of the *Dungeon Master's Guide* includes guidance for assigning AC and hit points to objects based on their size and construction. If an awakened object dies, it cannot be returned to life by spells.

Variant Rules for Awakened Objects

The *awaken object* spell can awaken anything from a piece of furniture to a fully articulated golem. The DM might impose additional limits or costs on this spell, including:

- Establishing a duration the awakened object remains alive, for example, $3d4$ days, 1 month, or 1 year.
- Imposing additional material costs for awakening more powerful creatures, such as golems.
- Requiring fuel, food or regularly re-casting this spell to keep an awakened object in working order.

Making modifications to an appropriate creature statblock is a very good method of determining statistics and abilities, for example, an awakened heavy wooden bed might take on most of the creature statblock of a **giant boar**.

BABAU SLIME

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of **babaу** blood worth at least 100 gp)

Duration: 1 hour

Classes: Artificer, Warlock

Your flesh and equipment begin to weep hot red tears that quickly coats your body and equipment in a slimy layer of red jelly. For the duration, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 3d6 points of acid damage.

Additionally, a creature that you are grappling, that is grappling you, or a creature that has swallowed you must succeed on a Constitution saving throw or take 2d6 acid damage at the start of their turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 3rd.

The **babaу** is a Fiend that appears in *Volo's Guide to Monsters* and *Mordenkainen Presents: Monsters of the Multiverse*. If the DM wishes to include this spell but don't wish to involve the babaу, consider altering the spell's material requirement to a sample of blood from a Fiend whose CR is at least 3, or a sample of the remains of an appropriate ooze, for example, the *black pudding*.

BLADE OF RESONANCE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a melee weapon made of metal worth at least 10 gp)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You clang your weapon on a nearby surface, causing it to vibrate, and swing it with blinding speed, releasing a thundering shockwave in its wake. As part of the action used to cast this spell, you must make a melee attack with a weapon, otherwise the spell fails. All creatures in a line 30 feet long and 5 feet wide whose AC is equal to or less than your attack roll suffer the attack's normal damage, and take an additional 3d6 thunder damage. Additionally, the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

BLINDING GLITTER

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer

A blinding flash of glittering dust explodes 20 feet from you, coating everything in range except you, in glowing glittering dust, which glows dimly for 1 minute.

Creatures coated in glittering dust have disadvantage on Dexterity (Stealth) checks, and cannot benefit from being invisible. Creatures in range that can see you make a Constitution saving throw. If they fail, they are blinded, making a new saving throw at the end of each of their turns to end their blindness. A creature coated in glitter can use its action to remove the glitter from its body.

BODY SWAP

7th-level enchantment (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a lock of hair or drop of blood from each target, and crushed diamond dust worth at least 1,000 gp all of which the spell consumes)

Duration: Concentration, 8 hours

Classes: Faerie, Warlock

You target two living creatures in range that you can see who are not in combat. Both targets must share the same creature type.

An unwilling target makes a Charisma saving throw. If a creature succeeds their saving throw, the spell is lost, the target(s) immediately awaken (if asleep), and are aware of your attempt and your location. If they fail, their essences are swapped.

Each body retains its racial modifiers and abilities, its Strength, Constitution and Dexterity scores. Memories, and enchantments upon or within them are transferred to their new body, which takes on the Intelligence, Wisdom and Charisma scores as well as the languages, skills, proficiencies, spells, and abilities of its new inhabitant until the spell ends or is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 8th level, the duration is 24 hours. At 9th level, the targets do not need to share a creature type, and the spell lasts until dispelled. Using a spell slot of 8th level or higher grants a duration that doesn't require concentration.

Some aspects of the *body swap* spell are left to the DM's discretion. For example, a wizard's magical abilities are derived from memory and knowledge, whereas a sorcerer's magic is tied to the bloodline of their body. Proficiencies too, might be complex: wielding a heavy weapon or armor in an unpracticed body, or using delicate tools might be more difficult until the inhabitant adjusts to their new body.

BRANCH TO BRANCH

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Ranger

You pound your chest in primal exuberance. For the duration, you gain the following benefits:

- You gain a climbing speed equal to your movement speed.
- You gain bonus to Dexterity (Acrobatics) checks you make equal to your spellcasting ability modifier.
- You can brachiate (swing from branches and vines) at your movement speed without needing to make an ability check.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased to 1 hour.

BUDDING ROMANCE

6th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: S, M (a lock of hair or drop of blood from the target(s), which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Warlock

You forge a bond of love between up to two creatures. Designate up to two living creatures of the same that you can see within range who are not in combat. If the target is aware of your presence, it must not be hostile toward you, or else the spell fails.

Each target makes a Wisdom saving throw. If a target succeeds, they are unaffected, and become aware of your attempt and location, but not your identity. If they fail their saving throw, they are consumed by feelings of love for the other target of the spell. If you targeted only one creature, designate another living creature of the same type that both you and the target can see as the object of their affection.

For the duration, affected creatures are helpful in their actions and will do whatever they can to spend time near the object of their affections.

At Higher Levels. If you cast this spell using a spell slot of 7th-level, the duration is 8 hours. At 8th level the duration is 24 hours, and at 9th-level, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

Celerity

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

Pieces of your body moves at a rapid rate. For the duration, your movement speed doubles, and you can use your bonus action to perform one of the following:

- **Extricate.** You take the Disengage action, and add half your spellcasting ability modifier, rounded up (minimum of 1) to your Armor Class and Dexterity saving throws until the start of your next turn.
- **Swift Hands.** You make a number of object interactions or Dexterity (Acrobatics, Sleight of Hand) checks equal to half your spellcasting ability modifier (minimum of 1).
- **Quickened Senses.** You make a number of ability checks equal to half your spellcasting ability modifier (minimum of 1), choosing from Intelligence (Arcana, Investigation, Nature), and Wisdom (Insight, Perception, Survival).

When your turn ends, roll a 1d20 and add your spellcasting ability modifier. On a roll of 11 or higher, you maintain your celerity. On a failure, the spell ends.

Cheetah Sprint

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Druid, Faerie, Ranger

Until the end of your turn, your base walking speed and the distance you can make with a long jump double, and the first time you hit a creature with a melee weapon attack, the attack deals an additional 1d6 damage. At the end of your turn, your legs ache. Until the end of your next turn, your movement speed is halved.

CHOKING HANDS

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (a silk handkerchief, tied in a knot)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You create a pair of spectral hands that appear around the throat of Large or smaller creature you can see within range. The target makes a Constitution saving throw. On a failure, the target takes 1d12 necrotic damage, and they are grappled, and they are unable to speak until the end of their next turn. On a success, they take half the amount, and they aren't grappled and can speak normally. Constructs, Undead, and creatures that do not need to breathe are immune to the spell.

If the target moves, the hands stay wrapped around their throat, moving with them. On each of your turns after you cast this spell, you can use an action to tighten the hands again, forcing the target to make another saving throw or suffer the spells' effects again.

Alternatively, you can use an action to move the hands up to 60 feet. If the hands enter another creature's space, you can cause that creature to become the target of the spell instead, forcing them to make a Constitution saving throw against the spell's effects.

The spell ends if a creature succeeds their saving throw against it.

If you reduce a creature to 0 hit points with this spell, you can force the creature unconscious for 1 minute instead of killing them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

CLOUDBURST

2nd-level evocation (ritual)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a finely crushed quartz crystal)

Duration: Concentration, up to 10 minutes

Classes: Druid, Wizard

You cause clouds to gather, and a heavy rain begins to fall in a 150-foot-radius centered on a point you can see within range. The spell fails if cast indoors, underground, underwater, or in extremely hot and dry climates.

For the duration, the area becomes lightly obscured, and any unprotected flames are extinguished. Soft earth is made into muddy, difficult terrain. The water created by the spell does not quench thirst, nor does it provide any nourishment to plants.

After the spell ends, the fallen rainwater quickly evaporates, leaving no trace of itself after 1 minute.



Illustration by Alexandra Tirado

CONDUIT

5th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (metallic ink worth at least 100 gp for each spell slot level instilled, which the spell consumes, and the ammunition being instilled, which crumble to dust when this spell ends)

Duration: 1 hour

Classes: Artificer, Faerie, Cleric, Wizard

You touch up to five pieces of nonmagical ammunition and instill them with spells of 1st-4th level that you know or have prepared, expending an additional spell slot for each spell you wish to instill into the ammunition. Any additional decisions required by an instilled spell must be made at the time they added to the ammunition (for example, the exact instructions of a *suggestion* spell). Each piece of ammunition can only be instilled with one spell.

For the duration, the ammunition is magical for the purpose of overcoming resistance and immunity to nonmagical damage. If they are fired from a weapon, and the attack hits a creature or object, the instilled spell is released, targeting (or centering upon) the target of that attack.

If the instilled spell requires concentration, the creature that fired the ammunition must maintain concentration on the spell. If the instilled spell requires a saving throw, the DC is 11 + the instilled spell's level, or your spell save DC, whichever is lower.

The cost of the *conduit* spell's material components goes up with each spell instilled, in accordance with the number and levels of spells being instilled, and that the spells and enchanted ammunition lost if they go unused or miss their target.

The spell creates a risk-reward scenario that rewards a group with a solid plan. It can also consume a large number of spell slots.

When the ammunition from the *conduit* spell is loosed, a rapid number of rolls and resolutions might arise for the DM to resolve. As such, the DM should incorporate or disallow this spell in their game accordingly.

Restricting this spell to only the artificer class results in it only appearing very late in the game's leveling structure, and reduces the spells the ammunition can contain considerably.

CONFESS

2nd-level enchantment

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

Classes: Cleric, Paladin, Warlock

You attempt to force a creature to answer truthfully. When you cast the spell, you ask a target creature that you can see and that can hear you a single question no more than ten words in length, for example, "Where does Count Bartholomew Van Der Woodsen sleep?". If the target does not understand the question or the language you spoke, the spell fails. At the start of the creature's next turn, the target makes a Charisma saving throw.

On a failure, the target must answer truthfully or suffer the effects of the spell. The target can still be evasive in its answers as long as it remains within the boundaries of the truth, but must answer directly (in ten words or less) if they fail their saving throw by 5 or more. If the target fails to answer the question in the same language the question was asked, it takes 1d8 psychic damage and becomes poisoned until the end its turn.

On a success, the creature takes 1d4 psychic damage and is not compelled to answer truthfully nor are they poisoned. Constructs, Undead, and creatures that cannot speak or that have an Intelligence score lower than 4 are immune to the spell.

You receive no magical indications as to whether the answer you receive is truthful in nature. If you reduce a creature to 0 hit points with this spell, they are stable, but rendered unconscious for 1 minute. At the end of that duration, they regain 1 hit point and make a Constitution saving throw. On a failure, the target gains one level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage for a failed save increases by 1d8 for each slot level above 2nd.

CONJURE SHIELD

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Wizard

You clench a fist and conjure a weightless shield made of shimmering force that adheres to your arm. You are proficient with the shield, and for the duration, you have a +2 bonus to AC and Dexterity saving throws.

If you unclench your fist or use your hand for any other purpose, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 3rd level, the bonus increases to +3. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

CORAK'S METAL FORM

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a platinum figurine worth at least 500 gp)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard

You touch a willing creature. Until the spell ends:

- The target's skin, clothing and equipment is covered in a lustrous metallic coating, their weight is multiplied by eight, they don't need to breath, and they can't swim or fly without the aid of magic.
- The target's AC can't be less than 20, regardless of what kind of armor it is wearing.
- The target is immune to acid, fire, lightning, and poison damage, and has resistance to nonmagical bludgeoning, piercing, and slashing damage. The target is also immune to the effects of extreme heat and cold as described in Chapter 5 of the *Dungeon Master's Guide*.
- The target's melee weapon attacks that deal bludgeoning, piercing, or slashing damage count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, can't deal less than 1d10 damage on a hit, and if the target is an object, the hit is a critical hit.

Corak's metal form allows a target to endure incredible hardship, for example, wading through an enclosed torrent of molten lava unscathed.

CORROSIVE TOUCH

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a vial of lye)

Duration: Concentration, up to 1 minute

Classes: Artificer, Warlock, Sorcerer, Wizard

For the duration, your hands become corrosive to ferrous metal. If a nonmagical metal object isn't being worn or carried, you can use your action to touch it, destroying a one-inch cube of it, ending the spell.

If you target a nonmagical metal equipment being worn or carried by a creature:

- If targeting a shield or armor, make a melee spell attack. On a hit, the item takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
- If targeting a weapon (for example, a longsword), the target makes a Dexterity saving throw. On a failure, the weapon takes a permanent and cumulative -1 penalty. If its penalty drops to -5, the weapon is destroyed.

If you target a construct made of metal, they make a Constitution saving throw at disadvantage, taking 3d6 acid damage on a failure, and half as much on a success.

Additionally, if a creature misses you with a melee weapon attack, you can use your reaction to attempt to touch your attacker, or one object they are wearing or carrying.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6, and you can destroy 1 additional cubic inch of metal for each slot level above 1st.

CREATE CAMP SITE

3rd-level conjuration (ritual)

Casting Time: 10 minutes

Range: Special

Components: V, S

Duration: 24 hours

Classes: Bard, Druid, Faerie

You summon a troupe of tiny Fey servants who create a campsite for up to ten travelers. There must be enough nearby natural terrain to host the campsite, or the spell fails. The fey follow your instructions, clear the area of debris, set up any tents or bedrolls if you have them (or prepare soft earth and plants to sleep upon), start a campfire, fetch fresh water, and prepare a bland meal of local flora.

For the duration, the campsite is so skillfully prepared that it blends in with the surrounding terrain, such that Beasts in the area have disadvantage on Wisdom (Perception) checks to notice its presence at all, and Humanoids in the area must make a Wisdom (Survival) check against your spell save DC to notice any alterations to the natural landscape.

CUPPY SNACKS

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (100 gp, which the spell consumes)

Duration: 24 hours

Classes: Artificer, Bard, Sorcerer, Wizard

You travel through time and space to an eatery you are familiar with, purchase food, and send it back to yourself in a sealed magical cup with a paraffin paper lid, which preserves, shrinks, and infuses the food with healing potential, becoming cuppy snacks.

Immediately, two snacks appear in your hand and last for the duration. A creature can use its action to peel back the lid and eat a snack. Eating a snack restores $2d4 + 2$ hit points, and the snack provides enough nourishment to sustain a creature for one day.

The snacks lose their potency if they have not been consumed within 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the material cost increases by 50 gp and the spell produces one additional snack for each slot level above 2nd.

CURSORY WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer, Warlock, Wizard

You ward yourself from injury, granting yourself temporary hit points equal to $1d4 +$ your spellcasting ability modifier (minimum of 1). The temporary hit points last until the end of your next turn.

The number temporary hit points increase by $1d4$ when you reach 5th level ($2d4$), 11th level ($3d4$), and 17th level ($4d4$).

DAZZLING STROBE

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Cleric, Faerie, Paladin, Sorcerer

You emit a flickering light with wild intensity. Each creature within 20 feet of that can see you makes a Constitution saving throw. If they fail, they are incapacitated until the end of their next turn, and any concentration effects they are maintaining are interrupted.



Illustration by Tom Sharp

DEADLY LAHAR

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You cause a rushing torrent of liquid rock to burst from the ground, burying your enemies in an eruption of molten slurry. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 5d6 bludgeoning damage and 5d6 fire damage on a failure, or half as much on a success.

For the next 1 minute, the area is difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, they take fire damage equal to your spellcasting ability modifier.

Additionally, creatures that failed their saving throw are restrained, buried by rubble and magma. At the start of each of their turns, a buried creature takes 3d6 fire damage. A creature can use an action to pull itself or another buried creature free by making a Strength check with a DC equal to your spell save DC.

DEFENESTRATION SPHERE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You create a 15-foot-radius sphere of violently swirling air centered on a point within range. The spell's area is difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 3d8 bludgeoning damage.

On each of your turns after you cast this spell, you can use an action to move the sphere up to 60 feet in any direction.

Until the spell ends, you can use a bonus action on each of your turns to target one creature within the sphere. The target must make a Strength saving throw. On a failure, they take 3d8 bludgeoning damage and are knocked prone. On a success, they take half the amount and aren't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d8 for each slot level above 4th.

DELAY AGONY

4th-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a puff of cotton or a few down feathers)

Duration: Concentration, up to 1 hour

Classes: Artificer, Bard, Cleric, Paladin, Wizard

You react to incoming damage and warp reality around a creature you can see within range. Roll 8d8 and subtract the total from the triggering spell or attack's damage. Record the amount of prevented damage. Any remaining damage is passed onto the target as normal, and they are also subject to any additional effects described by the spell or attack. If you cast the spell with yourself as the target, you do not need to make a concentration check against the damage from the triggering attack. The target of the spell takes the prevented damage immediately after the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the prevented damage increases by 1d8 for each slot level above 4th.

DIMENSIONAL ANCHOR

4th-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin, Wizard

You grasp at a teleporting creature's essence, and attempt to anchor it to the location and plane you are upon. The target makes a Charisma saving throw. On a failure, they are wreathed in a shimmering emerald field, shedding dim light in a 5-foot-radius. The field prevents the creature from using or willingly participating in any form of extradimensional travel or teleportation.

Forms of movement blocked by the dimensional anchor include spells like *blink*, *dimension door*, *etherealness*, *gate*, *misty step*, *plane shift*, *teleport*, *teleport circle*, as well as class abilities like *shadow step* and *shadow walk*.

For the duration, if the target attempts to teleport or move themselves through time, they must make Charisma saving throw, taking 4d10 force damage on a failure, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th. When you cast this spell using a spell slot of 5th level or higher, duration increases to 1 hour. If you use a spell slot of 6th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours and does not require concentration.

DIMENSIONAL RIFT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 round

Classes: Artificer, Sorcerer, Wizard

You create an invisible and immobile rift which is 5 feet in diameter. The rift bridges the distance between that space and any point within 30 feet of it that you can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, you are considered to be next to the destination as well, and anything you put through the it (including any portion of your body) emerges at the destination. No sound passes through the rift, and only you can see it or move through it. It lasts until the end of your next turn.

You cannot emerge from the rift if the space it exits to is occupied, but you might be able to move the creature or object blocking your path through other means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, distance you can place the rift away from yourself increases by an additional 30 feet for each slot level above 2nd.



Illustration by Cindy Avelino

DIRGE OF THE EXORCIST

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an engraved silver bell worth at least 50 gp)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Wizard

You cry out ancient words that create a painful ringing in the ears of your enemies. Choose a creature type: Celestials, Elementals, Fey, Fiends, or Undead.

Creatures of the selected type within 60 feet of you that can hear you must make a Constitution saving throw, taking 3d6 thunder damage on a failure, or half as much on a success. A creature that fails their saving throw by 5 or more is incapacitated until the end of their next turn.

On each of your turns, you can use your action to continue the dirge, repeating the spell's effects for creatures that share of selected type that can hear you. When you do, creatures in the area who are charmed, frightened, or possessed by the chosen creature type can make a new saving throw to end the unwanted effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

The DM can make several variant spells out of *dirge of the exorcist*, each of which targets a single creature type, rather than letting the caster of the spell choose.

DISCORDANT THRUM

2nd-level enchantment

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie

You emit an uncomfortable cacophony. Each creature in a 15-foot cone that can hear you makes an Intelligence saving throw. If they fail, they cannot communicate and have disadvantage on attack rolls until the end of their next turn. Creatures with an Intelligence score of 6 or lower are immune.

DISGUISE UNDEAD

2nd-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a moth's cocoon)

Duration: 1 hour

Classes: Cleric, Wizard

You make one undead—including its clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. The spell also masks the scent of any decaying flesh that might emanate from the target creature. You can make the target seem 1 foot shorter or taller and it can appear thin, fat, or in between. You can't change its body type, so you must cause it to adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a zombie, objects pass through the hat, and anyone who touches it would feel nothing or would feel the zombie's rotting scalp beneath. If you use this spell to add flesh to a skeleton, someone who shakes the skeleton's hand might notice their own hand sink into the illusory flesh as they grasp its cold, boney fingers.

To discern that the target creature is disguised, a creature can use its action to inspect the target creature's appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can disguise one additional undead creature (creating a unique appearance for each) for each slot level above 3rd.

DiTERLIZZI'S Dymaxion

2nd-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (specialized copper-engraved tools worth at least 250 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Faerie

You amplify your ability to efficiently manage your magical resources. For the duration, whenever you cast a 1st-level spell, roll a d20. On a 11 or higher, you immediately recover the expended spell slot.

Additionally, whenever you expend a spell slot of 2nd or 3rd level, you can expend a spell slot one level lower instead.

When the spell ends, you can't cast spells until after your next turn.

DODGE-WEAVE

3rd-level conjuration

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: S, M (a weapon)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You briefly vanish, gaining a +5 bonus to AC against the triggering attack. If your attacker is within 30 feet of you, you can teleport to an unoccupied space within 5 feet of them. On your next turn, you gain advantage on your first attack roll against the attacker.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the distance you can teleport toward the attacker increases by an additional 10 feet away for each slot level above 3rd.

DOUBLE JEOPARDY

4th-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (an arcane focus worth at least 1000 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You create a torrent of magical energy around you which can mirror other magical energies.

For the duration, whenever you cast a spell of 1st-level or higher with a casting time of 1 action that requires an attack roll or a saving throw and that targets only one creature or object, you can use your reaction and expend a spell slot to cast the same spell a second time. Neither expended spell slot can exceed 5th level. You can choose to do this after the first spell attack hits or misses, or after the target creature fails its saving throw against the spell.



Illustration by Jenna Gangel

DOUBLESPEAK

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 15 feet

Components: S, M (a snake's forked tongue)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie, Wizard

You and up to five willing creatures of your choice within 15 feet of you have your words cloaked in secrecy, disguising your conversation.

For the duration, whatever you speak of amongst one another sounds to the casual observer like mundane conversation about the weather, the taste of the food, local politics, or other banal topics. The illusion also modifies your facial expressions and mouth movements to match the illusory words being spoken.

To discern the true nature of the conversation, a creature can use its action to eavesdrop and must succeed on a Wisdom (Perception) check against your spell save DC.

You and the other targets of the spell know the general topics your illusory voices discussed, but not any of the precise phrases or details they might have used.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, duration increases to 1 hour. If you use a spell slot of 4th level or higher, the duration is 8 hours. If you use a spell slot of 5th level or higher, the duration is 24 hours and does not require concentration.

DRAW UPON HOLY MIGHT

1st-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You draw forth pure, holy power to bolster your physical stature. For the duration, when you fail a Strength, Dexterity, or Constitution ability check or saving throw, you can use your reaction to reroll the d20. You must use the new result.

In addition, once before the spell ends, when you make a weapon attack, you can add your spellcasting ability modifier to the attack and damage rolls of that attack. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DRUMBLE DEAD

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Up to an hour

Classes: Cleric, Wizard

You disturb the veil between life and death, creating one of the following magical effects within range:

- You cause nonmagical food or drink that fits within a 5-foot cube to instantaneously spoil and become inedible, and any nonmagical foliage in the area wilts.
- You cause the temperature in a 5-foot radius to drop 5 degrees Fahrenheit for 1 minute. Within the same area, you can cause flames to flicker, dim, or change color.
- A corpse (or partial remains) you can see within range speaks a message up to three words in length of your choosing in a language you know, and creates brief gestures in a manner of your choosing for up to an hour.
- A Medium or smaller corpse (or partial remains) you can see within range instantaneously moves up to 10 feet along the ground in a direction of your choice.
- One Medium creature of your choice that you can see within range and also within 5 feet of a corpse (or partial remains) must succeed on a Strength saving throw or become grappled by the corpse (or partial remains). A grappled creature can use its action to repeat the saving throw on its turn to end the grapple. At the start of your next turn the target is released from the grapple.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

The spell can target corpses of larger size categories when you reach higher levels: Large at 5th level, Huge at 11th level, and Gargantuan at 17th level.



Illustration by Concept 4

DRUNKARD'S BREATH

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Faerie

You let out a tremendous, foul-smelling belch in a 15-foot cone. Creatures in the area must make a Constitution saving throw. On a failed save, a creature becomes poisoned for 1 minute, and spends its action on its next turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

An affected creature repeats its saving throw at the end of each of its turns, ending the effect on a success.

DRUNKEN REVELRY

4th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a potable liquid held in a glass or flagon)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie

You sing an enchanting drinking song that spurs those who can hear you into a drunken revelry. Humanoids of your choice within 60 feet of you that can see and hear you must succeed a Wisdom saving throw or become charmed by you. A creature hostile to you, or in combat with you or your companions makes any saving throws the spell demands with advantage. A creature that succeeds its Wisdom saving throw against the spell becomes immune to its effects for 24 hours.

For the duration, the charmed individuals are compelled to partake of any food, alcohol or other intoxicants that are available to them. If intoxicants are unavailable to the affected creatures, the spell ends.

For each minute that you continue the song, the affected creatures make a new saving throw as determined by the following table, increasing their stage of revelry by 1 and adding additional conditions as specified on a failure, or decreasing their stage of revelry by 1 on a success.

If a creature's stage reaches 0 again, they can make a new Wisdom saving throw against the spell, becoming immune to it for 24 hours on a success. When the spell ends for a creature, it knows it was charmed by you.

Drunken Revelry

Stage	Saving Throw	Effects and Conditions
0	Wisdom	Charmed
1	Constitution	-2 to Dexterity, Wisdom and Intelligence ability checks and saving throws
2	Constitution	Poisoned for 1 minute
3	Constitution	Incapacitated
4	Constitution	Unconscious

A creature rendered unconscious by the spell remains so for 1 hour, until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

As the song unfolds over each minute, the activities of NPCs affected by drunken revelry should be considered by the DM. A person prone to violence under the effects of alcohol intoxication might start a bar fight, someone else to weep with great feeling, or other unexpected interactions.

DUELIST'S WARD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Choose a creature you can see within 120 feet of you. For the duration, when the target hits you with an attack or forces you to make a saving throw (including to maintain your concentration on this spell), you can use your reaction to gain a 1d6 bonus to your AC against that attack, or a 1d6 bonus to that saving throw.

You can use this reaction a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). When you expend the final use of the reaction, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to 1d8. When you cast this spell using a spell slot of 5th level or higher, the bonus increases to 1d10. When you cast this spell using a spell slot of 6th level or higher, the bonus increases to 1d12.

DULLING CHAINS

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Faerie, Warlock, Wizard

You summon a magical restraint to ensnare an enemy. The target makes a Strength saving throw. On a failure, it takes 1d4 force damage, and its speed is reduced by 15 feet until the start of your next turn.

The spell creates more than one restraint when you reach higher levels: two restraints at 5th level, three restraints at 11th level, and four restraints at 17th level. You can direct the restraints at the same target or at different ones. Make a separate attack roll for each restraint.

DUODIMENSION

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a strip of fine paper bound into a mobius strip and a flat ivory likeness of yourself, which must be of finest workmanship, gold filigreed, and gem-studded worth at least 500 gp)

Duration: Concentration, up to 1 hour

Classes: Artificer, Sorcerer, Wizard

You fold your height, width, or depth into the Astral Plane, reducing yourself to a two-dimensional form. For the duration, you gain the following effects:

- Attacks against you are made at disadvantage.
- You can Hide as a bonus action without any available cover, and you have advantage on Dexterity (Stealth) checks when you do, and you gain a +5 bonus to your armor class until the start of your next turn.
- You can move through any available space as long as your remaining two dimensions can squeeze through it.
- You become vulnerable to piercing and slashing damage.

When the spell ends, you immediately return to your three-dimensional form in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space and take 2d6 force damage.

While under the effects of this spell, inserting your body inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, *portable hole*, or similar item instantly destroys the item and opens a gate to the Astral Plane. The gate originates where you were placed inside the extradimensional space. You, and any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Use of the *duodimension* spell can produce unexpected effects. Sending one of your dimensions into the Astral Plane might result in creatures that dwell there noticing your presence and seeking you out later, or even attacking the dimension of yourself that is in there. Your two-dimensional form might encounter other two-dimensional creatures that go otherwise unnoticed by three-dimensional creatures. These additional effects and interactions are left entirely up to the DM.

The infinite skies are chock full of ancient ruins, dangerous monsters, and you might never see your family again, but bangin' around among it all will teach you who you really are... or kill you.

The food's not bad, either. *Sometimes, anyway.*

So, be bold, partner, and go where few have gone before! Just... try and remember where you came in. You might need to remember that one later.

~ Old Gus



Illustration by XernonaEcho

DUST DASH

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Artificer, Faerie, Sorcerer, Wizard

You dash faerie dust wantonly upon a living creature within 5 feet of you, causing unpredictable effects. Make a melee spell attack against the target if it is unwilling. On a hit, roll a d20 to determine the dust's unpredictable effects from following table:

Dust Dash Effects

d20 Spell Effects

- 1 Up to 10 cubic feet of the target's body gain the effects of the *light* spell for a number of hours equal to your spellcasting ability modifier.
- 2 The dust is loud. Creatures within 10 feet of you (including you) make a Constitution saving throw. A creature that fails takes 1d6 thunder damage.
- 3 The target gains the effects of the *enlarge/reduce* spell, rolling a 1d2 to determine: reduced (1) or enlarged (2).
- 4 The target loses their reaction and makes a Constitution saving throw at disadvantage. If they succeed, they sneeze. If they fail, the sneeze casts the *color spray* spell in a random direction (as if you had cast the spell).
- 5 The target becomes cursed. Their hair, skin, scales, and other pigmentations change to random new colors.
- 6 The target makes a Charisma saving throw. If they fail, their shadow escapes and attempts to flee.
- 7 The target's ears grow twice their natural size, giving them advantage on Wisdom (Perception) checks that rely on hearing, but also makes them vulnerable to thunder damage. A dispel magic or remove curse spell restores them to normal.
- 8 The target loses their reaction and expels a live frog from their mouth. If the target is of huge or larger size, the frog is a **giant frog**. If concentrating on a spell, the target loses their spell.

- 9 The target makes a Wisdom saving throw at disadvantage. If they fail, they gain the effects of the *confusion* spell and are enraged for 1 minute. For the duration, they have resistance to piercing, slashing, and bludgeoning damage, and deal additional force damage equal to your spellcasting ability modifier with melee attacks.
- 10 The target makes a Constitution saving throw. If they fail, they fall asleep for 1 minute. If they are currently in combat with another creature, the target makes their saving throw with advantage.
- 11 The target takes 1d4 radiant damage and becomes cursed. Colorful, glowing bubbles appear from the target when they exhale.
- 12 The target becomes cursed. The target's body hair (scales horns, or other prominent features) grow, leaving them with an unruly mane. The affectations are so cumbersome that the target's movement speed decreases by 5 feet.
- 13 The target makes a Charisma saving throw. If they fail, they come under the effect of a *zone of truth* spell, and their inhibitions are lowered as if intoxicated for a number of hours equal to your spellcasting ability modifier. During this time, they can speak only their first language.
- 14 The target is infused with static. The next creature that touches or hits the target with a melee attack, or is touched by or hit by a melee attack made by the target, a jolt of electricity deals 4d6 lightning damage, divided between the target and the other creature.
- 15 The target makes a Strength saving throw. On a failure, it takes 4d6 force damage and is knocked prone. On a success, it takes half the amount and isn't knocked prone.
- 16 The target becomes cursed. If they speak, read, or hear your name, they must succeed a Wisdom saving throw or use their action on their next turn to attempt to remove an article of clothing they are wearing.
- 17 The target becomes invisible for 1 minute, or until it attacks or casts a spell.
- 18 The target gains a flying speed of 60 feet for 1 minute.
- 19 The target gains the effects of the *haste* spell for 1 minute.
- 20 The target's body becomes translucent, revealing their organs for 1 minute. Attack rolls against the creature made by those who can see it increase their critical threat range by 1.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can add or subtract a number to your d20 roll on the table equal to the level of the spell slot you expended minus one. For example, if you cast the spell at 2nd-level, and rolled a 10, you can choose from anywhere between 9 and 11 on the table for the applied dust effect.

ENTROPIC FIELD

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hunk of pewter)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Sorcerer, Wizard

You slow the flow of time in a 15-foot-radius, 40-foot-high cylinder centered on a point within range, which glows dimly for the duration. When a creature enters the area for the first time on its turn or starts its turn there, they must make a Strength saving throw. On a failure, their movement speed is reduced by half, they have -2 penalty to Armor Class when attacked by a creature outside the field, and can't use reactions in response to events that happen outside the field.

The field also affects objects and projectiles that pass its area:

- **Non-magical ranged weapons.** The attack is made at disadvantage.
- **Magical ranged weapons and spells.** The attack is made at a -2 penalty. If the attack is a spell cast at a higher level than the entropic field, it is not subject to this penalty.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the cylinder increases by 5 feet for each slot level above 3rd.

EUPHORIC CLOUD

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a few poppy seeds)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You create a 20-foot-radius sphere of intoxicating blue vapor centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Extreme heat also eliminates the vapors (for example, the heat from a *fireball* spell).

Creatures that enter the spell's area for the first time on a turn or start their turn there must succeed on a Wisdom saving throw or become charmed until the end of their turn. A charmed creature is intoxicated by the vapor, becoming incapacitated, can speak only falteringly, and is unable to willingly leave the cloud's area.

Constructs, Undead, and creatures that don't need to breathe are immune to the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by 20 feet for each slot level above 3rd.

EXSTASIS

5th-level divination

Casting Time: 1 action

Range: 1 mile

Components: S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You project a duplicate self, which materializes in an unoccupied point within range. The destination must be known to you, and on the same plane of existence as you. Your familiarity determines whether your second self arrives there successfully. The DM rolls a d20 and consults the table.

Exstasis Projection

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	1-20
Associated object	—	—	—	1-20
Can see	—	—	—	1-20
Very familiar	—	1-2	3	4-20
Seen Casually	1	2-3	4-7	8-20
Viewed once	1-3	4-6	7-10	11-20

For the duration, the following rules apply:

- Your selves share the same statistics, spell slots, hit points, conditions, and equipment.
- On your turn, you can act using any of your selves' locations and senses. If you or your second self drops an object or gives it away, it disappears from the other location.
- Your selves count as a single creature for spells or other abilities that target a specific number of creatures, and they can't be targeted more than once by them.
- If both of your selves are standing in an area created by spell or ability, for example, a Dragon's breath weapon, both selves must make a saving throw to avoid its effects.
- If one of your selves take damage and you aren't incapacitated, you can use your reaction to sacrifice that self, avoiding the damage entirely.

When the spell ends, you choose which of your selves you become, unless you are incapacitated. If you are incapacitated, you become the self closest to the source of your incapacitation (for example, an attacking creature or natural hazard).

At Higher Levels. When you cast this spell using a spell slot of 6th, the duration is increased to 10 minutes, and the range is increased to 10 miles. When you cast this spell using a spell slot of 7th-level, you can create a third self, the duration is increased to 1 hour, and the range is increased to 100 miles. When you cast this spell using a spell slot of 8th level, the duration is increased to 8 hours, and the range is increased to 1000 miles. Using a spell slot of 9th level or higher grants a duration that doesn't require concentration, and the range extends to any location on the plane you are upon.

FALLOW

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Up to 1000 years

Classes: Druid, Faerie

You deposit your essence within a plant or a stone large enough to contain your body. You can also deposit yourself into a stone. For the duration, you are blinded. As you lie fallow, other effects set over time as noted on the following table.

You can rest comfortably in your hiding place, and can complete short or long rests. If you continue to remain undisturbed, you can remain in a fallow state for as long as your body is able to live. You can exit your hiding place using your action.

If your host plant or stone is uprooted, damaged or disturbed, you are immediately expelled from your hiding place and fallow state, and take double the damage done to your host plant or stone. You then must then succeed a Wisdom saving throw against your own spell save DC or gain the effects of the *confusion* spell. You can make a new saving throw on each of your turns to end the effect.

At Higher Levels. You can immediately immerse yourself into a deeper fallow state by casting the spell using a higher-level spell slot as noted on the following table:

Fallow State

Spell Slot	Duration	Effects
3	1 minute	Your body doesn't need food or air.
4	1 hour	You can still hear muffled noises, and make any Wisdom (Perception) checks to hear words with disadvantage.
5	24 hours	You are deafened, but remain aware of the passage of time.
6	1 month	Your essence is invisible to the <i>detect magic</i> spell, and you age at half your normal rate.
7	1 year	You can cast the <i>dream</i> spell once each month, even if you don't know it. You age at one quarter of the normal rate.
8	10 years	Your essence is invisible to the <i>scrying</i> spell, and you age at one tenth of the normal rate. Waking up from your fallow state is now difficult, and you must make a Wisdom saving throw against your own spell save DC to do so. If you fail, you must wait six months to try again.
9	100 years	You can cast the <i>astral projection</i> spell on yourself once a year. Your Wisdom saving throws to wake up are made at disadvantage.



Illustration by Alexandru Negoiță

FENTON'S FLICKERING FISTS

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Your hands blur, becoming able to strike a creature with devastating vibrations. Make a melee spell attack against the target. On a hit, the target takes 1d6 force damage, and they lose their reaction.

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

FLOURISHING BEANSTALK

2nd-level *transmutation* (*ritual*)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of beans)

Duration: 10 minutes

Classes: Artificer, Druid, Faerie, Wizard

You place the beans on the ground and cause them to sprout. At the start of your next turn, they suddenly shoot upward, growing a network of vines that twist around one another, forming a mighty stalk that reaches into the sky. You must be outdoors to cast this spell. The vines rapidly grow into a 5-foot-radius, 500-foot-high cylinder, which lasts for the duration. You and creatures of your choice can climb the stalk as if you had a climbing speed equal to your movement speed.

Each 10-foot-high section is a plant with 40 hit points and an AC of 15. It is immune to psychic damage, and vulnerable to slashing damage. If a section of the stalk is destroyed, all sections above it wither and disappear, causing any creatures above the destroyed section to fall.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the cylinder increases by 5 feet, the height increases by 500 feet, and the number of hit points for each section increases by 20 for each slot level above 2nd. If you cast this spell using a spell slot of 3rd level, the duration is 1 hour. At 4th level the duration is 8 hours. At 5th level, the duration is 24 hours. If you cast this spell using a spell slot of 6th level or higher, the spell lasts until it is dispelled, or the stalk is destroyed.

FOOL'S SPEECH

4th-level *illusion*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone whistle)

Duration: 1 hour

Classes: Bard, Faerie, Sorcerer, Wizard

You and up to six willing creatures of your choice within range gain the ability to speak a secret language that is incomprehensible to others. The targets of the must be touching you or at least one other target of the spell when the spell is cast. For the duration, the targets can speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

The language is not recognizable as any known language, nor does it resemble any to those who overhear it. A *comprehend languages* or *tongues* spell does not translate words spoken in it.

At Higher Levels. When you cast this spell using a spell slot of 5th level, duration increases to 8 hours. If you use a spell slot of 6th level or higher, the duration increases to 24 hours.

FORTIFY FAMILIAR

3rd-level *conjunction*

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (charcoal, incense, and herbs worth at least 20 gp, which the spell consumes)

Duration: 24 hours

Classes: Wizard

You empower a familiar in your service, keeping its current form, or altering it to new one, choosing from the options in the *find familiar* spell, or another form the DM has approved. The fortified familiar gains these benefits:

- Your familiar uses your proficiency bonus rather than its own, and becomes proficient with all saving throws.
- For each level you have gained after 3rd, your familiar gains an additional hit die and increases its hit points accordingly.
- Your familiar's AC and damage rolls receive a bonus equal to your proficiency bonus minus 2.
- If you have gained the *Ability Score Improvement* class feature, your familiar's abilities also improve. For each of these features you have attained, your familiar can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. Your familiar can't increase an ability score above 20. Using the optional feats rule, you can forgo this feature to take a feat of your choice from the Familiar Feats list instead.

In combat, your empowered familiar shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you command it otherwise (no action required). Once on your turn when you take the Attack action or cast a spell, you can command your familiar to use its reaction to make one attack, adding your spellcasting ability modifier to the damage roll on a hit.

Your familiar remains empowered for the duration, after which it reverts to its usual state.

Additional forms for the DM to consider making eligible as familiars, as well as the *Familiar Feats* list are presented later in this chapter, as well as a revised *Pact of the Chain* for warlocks and mimics the effects of this spell.

The DM should consider making this spell available to other spellcasters who have learned the *find familiar* spell through other features, for example, druids of the *Circle of the Sky* or Sorcerers who practice *Witchcraft*, or a bard who has learned the spell through their *Additional Magical Secrets*, or other spellcasters who have learned the spell through the *Magic Initiate* feat and who have a spell slot of appropriate level.



Illustration by Emile Denis

FRIGID WIND

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

A line of strong, frigid wind 60 feet long and 10 feet wide blasts from you in a direction you choose. Each creature in the line must make a Constitution saving throw, taking 8d6 cold damage on a failed save, or half as much damage on a successful one.

The wind disperses gas or vapor, and it 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 50 percent chance to extinguish them. If the wind passes over open water, the water freezes to a depth of 6 inches for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FRIGIDIGATION

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Sorcerer, Wizard

You weave your frosty magics into a plethora of icy legerdemain. You create one of the following effects:

- You snuff out a candle, a torch, or a small campfire.
- You create an instantaneous, harmless effect such as a flurry of snowflakes, a shower of sleet, or a harmless spray of icy mist.
- You chill up to 1 cubic foot of nonliving material for 1 hour.
- You make frost appear on an object or a surface you touch for 1 minute.
- You freeze the water within a 5-foot cube, provided there are no creatures in it. The water unfreezes in 1 hour.
- You weave a nonmagical trinket or an illusory image of ice or snow that can fit in your hand that lasts for 1 minute.

If you cast this spell multiple times, you can have two of its non-instantaneous effects active at a time, and you can use an action to dismiss any effect it has produced.

GHASTLIGHT

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (defiled oil worth at least 5 gp, which the spell consumes)

Duration: 1 hour

Classes: Cleric, Wizard

You touch an object, which alights with a sickly green flame that gives off no heat, shedding bright light in a 15-foot-radius, and dim light for an additional 15 feet.

Undead creatures within 30 feet of the lighted object that can see it gain a bonus to saving throws against being frightened and effects that turn undead. The bonus is equal to your spellcasting ability modifier. A creature can only benefit from one such light at a time.

The flame cannot be extinguished by water or wind, but it can be covered and hidden, or overwhelmed by the darkness spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the bright and dim light increases by an additional 10 feet for each slot level above 1st. If you use a spell slot of 3rd level or higher, the duration is 8 hours. If you use a spell slot of 4th level or higher, the duration is 24 hours. If you use a 5th level spell slot or higher, the spell lasts until it is dispelled.

GHOST ARMOR

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of battle-worn metal)

Duration: 1 hour

Classes: Sorcerer, Warlock, Wizard

You touch a willing creature and cause a haunting, magical force in the shape of a suit of armor to surround it. Until the spell ends, the target gains resistance to necrotic damage, and its AC cannot be less than $13 +$ your spellcasting ability modifier (minimum of 1).

A creature that touches the bearer of the armor or hits it with a melee attack while within 5 feet of it takes necrotic damage equal to $1d4 +$ your spellcasting ability modifier (minimum of 1).

GHOST TRAP

5th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scrap of tulle or lace)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Paladin, Wizard

Supernatural ripples radiate from you in an aura with 60-foot-radius. Until the spell ends, the aura moves with you, centered on you. Ethereal creatures in the area are transported to the plane you occupy, and are unable to return to the Ethereal Plane until the spell ends or they leave the aura's area.



Illustration by Daniel Jiménez Villalba



Illustration by Luismi Olmedo

GHOSTLY DISGUISE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

You make yourself—including your clothing, armor, weapons, and other belongings on your person—appear as if you were a ghost until the spell ends or until you use your action to dismiss it. You appear to hover ever so slightly off the surface you are standing upon, and your eyes appear sunken, and the edges of your form take on a wispy, tattered. Your voice takes on a ghostly echo. If you are already under the effects of a spell that alters your form, such as *disguise self* or *alter self*, the ghostly appearance adapts to it.

The spell doesn't confer any other benefits of ethereality, and actual ghosts can still detect your life force without any difficulty. You cannot fly, nor can you see or enter the Ethereal Plane. The changes wrought by this spell fail to hold up to physical inspection. For example, if a creature threw a vase at you, it would bounce off your physical form.

To discern that your spectral appearance is an illusion, a creature within 15 feet of you can use its action to inspect your appearance and must succeed on a Wisdom (Perception) check against your spell save DC.

The spell ends if you attack a creature, including spells that require a spell attack or cause damage of any kind.

GIFT OF THE SOOTHSAYER

Divination cantrip

Casting Time: Special

Range: Special

Components: V, S, M (a deck of cards, crystal ball, bones, runic stones, a haruspex, sacred oils, needles, ritual salts, tea leaves, or a pendulum)

Duration: Special

Classes: Cleric, Bard, Druid, Faerie, Sorcerer, Wizard

The spell can be cast in several ways. When you cast it, choose one from the following three versions of the spell:

Auspex. The spell's casting time is 1 action. A truth is revealed to you, choosing one of the following:

- **Sixth Sense.** You learn if any space within 30 feet of you has been consecrated, desecrated, or the site of planar travel within the last 7 days.
- **True North.** You learn what time it is and what direction you are facing.
- **Weathervane.** You learn what the weather will be at your location for the next 24 hours.

If magic prevents you from learning anything, you are aware of the obstruction, but gain no special insight as to its source.

Psychometry. The spell's casting time is 1 minute, during which you touch a nonmagical object, becoming deaf and blind to your own senses, instead experiencing a vision the most potent memory left imprinted on the object by a creature that was touching it within the last 30 days. You gain no special insight into the identity of the creature that created the memory.

Read Fortune. The spell's casting time is 1 action. You touch a willing creature other than yourself, and learn two pieces of information about it, choosing from the following options:

- **Feature and Foil.** You learn which ability scores are its highest and lowest.
- **Health.** You learn if its total hit points are higher or lower than yours.
- **Nature.** You learn your choice of its creature type, Armor Class, or total class levels (if any).
- **Skillsets.** You learn two skills, tools, or weapons it is proficient with, or spells it can cast (the DM's choice).

If you continue to cast the spell for 1 minute, and the target willingly remains within 5 feet of you throughout, you experience a brief vision about the target. The DM determines the exact nature of the vision, but you guide it, choosing one of the following options:

- **Provenance.** You experience the moment of its birth (from its perspective) or the moment of its conception (from the perspective of a parent).
- **Memory.** You experience a powerful memory of when it gained a personality trait, ideal, bond, or flaw.
- **Motivation.** You experience a recent dream it had, or a great ambition it holds, or a great fear it harbors.

If magic prevents you from learning anything about the target, you are aware of the obstruction, but gain no special insight as to its source.

GLAMOURED MAJESTY

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Paladin, Warlock

You create an awe-inspiring, majestic appearance that forces others to avert their gaze from you. Choose up to three creatures of your choice within 30 feet of you that can see you must succeed on a Charisma saving throw or become charmed by you. A charmed creature has disadvantage on attack rolls they make against other creatures within 30 feet of you until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

GLAMOROUS CRAFT

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (faerie dust)

Duration: Concentration, up to 8 hours

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

Left uninterrupted to work, you can perform incredible feats of craftsmanship. Choose from the following two options:

Hasty Craft. Designate one artisan's tool with which you are proficient. You gain an additional action on your turn, which you can use to make an ability check using the tool, and any checks you make with the tool are made with advantage. You might complete an intricate painting, or work a stack of leather into several pairs of high-quality shoes.

Masterwork. Alternatively, the spell can enchant a mundane item you created. When you do, your spell slot is consumed, and is lost. The item becomes magical, and gains an enchantment of your choice made from the following spells: *blur*, *comprehend languages*, *enhance*, *elemental weapon* (if a weapon), *enlarge/reduce*, *fly*, *gaseous form*, *haste*, *invisibility*, *magic weapon* (if a weapon), *major image*, *pass without trace*, or *tongues*. Any decisions required by the spell are made by you when you create the item.

You cannot use your own masterwork item, and its command word is your name. A creature who becomes attuned to the item learns the command word (even if they do not recognize its significance), and can activate it, gaining the spell's effect, which are cast with your spell save DC. The item recharges after one day as long as you are still alive and on the same plane as the item.

You can retract the item's boon if you can see or touch it (no action required by you), recovering the spell slot when you complete your next long rest, and any creature under the effects of its magic loses it.

GLASS STRIKE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of transparent glass)

Duration: Special

Classes: Sorcerer, Warlock, Wizard

You transform a target creature or object you can see into glass. You can cast either of these two versions of the spell:

Glass Transmute. You transform up to 5 cubic feet of nonliving matter or a nonmagical object of equal or lesser volume into glass. Part of a larger object (such as a door or siege weapon) can be transformed by this spell. The object (or area)'s AC becomes 13, and it is vulnerable to bludgeoning and thunder damage.

Flesh to Glass. You target a Medium or smaller creature, which must make a Constitution saving throw. On a failed save, its flesh becomes transparent and brittle. Constructs, Undead, and creatures not made of flesh are immune to the spell.

You concentrate for up to 1 minute, and for the duration, the target's movement speed is reduced by half, it has disadvantage on attack rolls, it is vulnerable to bludgeoning and thunder damage, it is immune to poison and necrotic damage, and cannot become diseased.

Additionally, any nonmagical equipment the creature is wearing or carrying is transformed. Unless it is wearing magical armor, its AC cannot be higher than 13. If the target rolls a 1 on an attack roll with a glass weapon, it shatters and can no longer be used.

If the creature is physically broken while in its glass form, it suffers from similar deformities if it reverts to its original state.

An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to glass until the effect is removed by a *dispel magic* spell.



Illustration by Walker Masuda

GLASSTEEL

5th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of fine crystal worth at least 2,500 gp)

Duration: 1 hour

Classes: Artificer, Wizard

You touch an object or area of metal, stone, or wood, causing up to a 5-foot cube of material to become transparent as glass for the duration. Lead, gold, and platinum cannot be altered by the spell.

You decide how transparent or clear, opaque, or diffuse the material becomes, and if creatures other than you can see through it at all. If only you can see through the material, no actual light passes through it. If you allow others to see through it, light passes through the material normally. Although the material can have the appearance of glass, it has the strength and other material properties of the original material.

If you concentrate on the spell for its entire duration, the transformation becomes permanent, and the spell consumes the material component.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration increases to 8 hours. If you cast the spell using a spell slot of 9th level, the spell doesn't require concentration, and its effects are instantaneous and permanent.

GLOGALA'S PARADOX

8th-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (A platinum hourglass worth at least 5,000 gp filled with diamond dust worth at least 5,000 gp. The dust is consumed.)

Duration: 1 hour

Classes: Sorcerer, Warlock, Wizard

You disappear entirely, traveling backwards in time up to one month earlier, to a time when you had just completed a long rest. You become yourself at that moment in time, with all your memories of the following month. You assume the senses and control of your past self, allowing you to make alterations to your own past.

You can allow time to proceed exactly as it did, making only passive observations. Alternatively, you can make alterations of your choosing, which might affect the present. Such an event could be preparing one a different list of spells, purchasing an item, or showing mercy to a slain foe. If you have traveled through time in any other fashion in the past month, you can only return as far back as the end of your most recent temporal journey.

When the spell ends, you return to your present time, at the location you cast the spell from. The DM determines the totality of the effects of your changes, including any unintended consequences or the notification of beings attuned to such alterations.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration extends to 1 day.

GROUNDING

4th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (an iron rod wrapped in a coil of copper wire)

Duration: Concentration, up to 1 minutes

Classes: Druid, Faerie, Sorcerer, Wizard

You create a deflection aura that protects creatures in the area from electrical energy in a 30-foot-radius sphere centered on you.

For the duration, creatures within the area have resistance to lightning, and have advantage on saving throws against spells and other effects that would deal lightning damage to them.



Illustration by Glenn Porter

HAWKEYE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

You let out a cry resembling that of a hawk audible up to 60 feet away, enhancing your eyesight. For the duration, you gain the following benefits:

- You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.
- The range at which you can make ranged weapon attacks before suffering disadvantage on the attack roll increases by a number of feet equal to $5 \times$ your spellcasting ability modifier.
- You gain a bonus to Intelligence (Investigation) checks you make equal to your Wisdom modifier.



Illustration by Esteban Campos Millapel

HEALING WAVE

3rd-level evocation

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Faerie

You create a pool of $10d4$ restorative healing and channel it toward a creature you can see within range. Roll half the pool's dice, restoring a number of hit points to the creature equal to the result + your spellcasting ability modifier.

Choose a second creature you can see within range. Roll half the pool's remaining dice, restoring a number of hit points to the creature equal to the result.

Choose a third creature within range. Roll the remaining dice in the pool, restoring a number of hit points to the creature equal to the result.

This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the pool of restorative healing increases by $3d4$ for each slot level above 3rd. If you cast the spell at 5th level or higher, you can add your spellcasting ability modifier to the second creature's healing. If you cast the spell at 7th level or higher, you can add your spellcasting ability modifier to the third creature's healing.

HIRSUTISM

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of castor oil)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Druid, Wizard

You cause hair to sprout from a target you can see within range. Constructs, Celestials, Plants, and Undead are immune to the spell. Choose from the following two versions of the spell:

Hirsute Blessing. You choose a willing target within range. The target then determines any amount hair growth they desire, including where it sprouts from, its density and texture. The spell results in a new hairstyle, beard, moustache, or pouf of chest hair of their own design. The hair created by the spell lasts until shorn.

Hirsute Curse. You choose a target you can see, which makes a Charisma saving throw. On a failure, the target sprouts a copious amount of thick, unruly hair all over their body. On a success, the target is unaffected.

For the duration, an affected target is blinded by the hair, and their movement speed is reduced by half as the tangled masses of hair catch on their equipment and anything else near to them. At the start each of an affected creature's turns, they must succeed on a Strength saving throw or be restrained by the hair until the start of their turn.

A creature with an Intelligence score of at least 6 that is holding an appropriate implement (for example, shears or a dagger) can use its action to shear enough hair from an affected creature's eyes, to alleviate their blindness or restraints, but the grows so quickly that the spell's effects resume at the end of the affected creature's next turn.

The target makes a new Charisma saving throw at the end of each of its turns, ending the effect on a success. A *dispel magic* or *remove curse* spell ends the effects early. If you maintain your concentration on this spell for the entire possible duration, the hair growth becomes permanent until it is dispelled, or the creature spends an hour with shears or other bladed weapon to remove the unwanted tangles of hair from their body (or half as much time if they have assistance from another creature).

The *hirsutism* spell's magic effects any body hair, allowing a character to grow a beard, make it longer, thicker, or more lustrous with this spell, or other effects!

If an unwilling target of the spell doesn't have hair, for example, a dragonborn or lizardfolk, they might instead grow extensions of horn, long curled nails, or rigid, uncomfortable scales for the duration of the spell that produce similar effects.



Illustration by April Prime

HOLD PORTAL

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron bar at least two inches long)

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

You magically close and hold shut a nonmagical entrance you can see within range, holding any locking mechanisms it can have in place for the duration. The entrance must be a door, gate, window, or shutter made of wood, metal, or stone whose total area does not exceed 15 cubic feet. For the duration, the target object gains 1d8 temporary hit points and has resistance to damage from nonmagical attacks.

A creature can attempt to force the door open by making a Strength ability check equal to your spell save DC, or the same DC the door would usually require to be forced open, adding your spellcasting ability modifier, as a bonus (minimum of 1), whichever is higher.

A more powerful *knock* or *dispel magic* spell opens the entrance and ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by an additional 1d8 for each slot level above 1st, and the size of the spell door it can hold increases by 5 cubic feet.

HUMANOID POSSESSION

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of an oyster's shell, and a piece of the target's body, such as hair, blood, or a fingernail, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Faerie, Warlock

You touch one Humanoid you can see within range, forcing it to make a Charisma saving throw. If the target is hostile to you, it makes its saving throw with advantage, and it succeeds automatically if it is under the effect of a *ring of mind shielding*, the *glibness* or *mind blank* spells or similar magic. On a success, the spell is lost, and you have disadvantage on any saving throw the target forces you to make until the end of your next turn. On a failure, the target is charmed, and your essence, body, and all your equipment enter the creature's consciousness.

For the duration, you control the target's body, although target's consciousness remains aware of what its body is doing. You have total cover, and can't be targeted by any attack, spell, or other effect, except ones that turn Fey. You retain your alignment and Intelligence, Wisdom, and Charisma scores, and the possessed body retains its Strength, Dexterity and Constitution scores. You do not gain access to the target's knowledge, proficiencies, spellcasting, or other abilities. You have advantage on Wisdom (Insight) checks you make against the target.

Once each minute the target can attempt to wrestle control of itself back by making a new saving throw. If the target's body is in combat, they can make a new saving throw at the end of each of your turns, ending the spell on a success. If the target's body takes damage, you take an equal amount as psychic damage.

The possession lasts for the duration, until the target is reduced to 0 hit points, until you are otherwise forced out by the *dispel evil and good* spell or similar magic, or until you end exit the body using a bonus action.

When the spell ends, you reappear in an unoccupied space within 5 feet of the target and the target becomes immune to your possession for 24 hours.

At Higher Levels. If you cast this spell using a spell slot of 9th level, the duration is 1 hour, and an affected target makes their saving throw to break the effect and reassert control over their body only once every ten minutes.

Employ of the *Humanoid possession* spell might make some players uncomfortable. DMs must be thoughtful about if and how they incorporate this spell into a game.



Illustration by changyu Q

HUNTER'S MERCY

1st-level divination

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 round

Classes: Ranger

You are filled with the memories and experience of generations of hunters. Choose a Beast (or a creature of a type that matches your *Favored Enemy* feature, if you have it) that you can see within range. Until the spell ends, you gain unique insight into the target's weaknesses. Until the end of your next turn, the first hit you make with a weapon attack against your designated target is a critical hit.

HYPOTHERMIA

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You target a creature you can see within range, and an icy rime covers their body and equipment, draining heat away from them. The target makes a Constitution saving throw, taking 8d8 cold damage on a failure, or half as much on a success. Creatures that have resistance to cold damage, or that are adapted to extreme cold as described in Chapter 5 of the *Dungeon Master's Guide* have advantage on their saving throw. Constructs and creatures immune to cold damage are immune to the spell. If the target is within 5 feet of an open flame, they make saving throws against the spell with advantage.

Creatures that fail their saving throw suffer an ongoing chilling sickness. Their movement speed is halved, and they have disadvantage on ability checks, attack rolls and Dexterity saving throws. An affected target can repeat their saving throw at the end of each of their turns, ending the effects on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

ICE BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (leaf of hellebore)

Duration: Concentration, up to 10 minutes

Classes: Druid

You evoke an icy blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the icy blade. On a hit, the target takes 3d6 cold damage, and its movement speed is reduced by 10 feet until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.



Illustration by Wang Jie

ICICLE

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

Classes: Artificer, Druid, Sorcerer, Wizard

You create several large, crystal-clear icicles on 5-foot-diameter surface on a ceiling, doorway, or similar overhang within range. When a creature walks beneath the icicles, they fall, and the creature beneath them must make a Dexterity saving throw. On a failure, the creature takes 2d12 piercing damage and is restrained until the start of their next turn. On a success, they take half as much damage and aren't restrained.

Additionally, creatures within 5 feet of the creature that triggered the icicles' fall must also make a Dexterity saving throw, taking 2d6 cold damage on a failure or half as much on a success.

Creatures of your choice can safely traverse the overhang without triggering the spell. You can dismiss the icicles using your reaction.

To discern the presence of the icicles, a creature that can see them can use its action to inspect the area, and must succeed on a Wisdom (Perception) check against your spell save DC.

The icicles have an AC of 13 and 10 hit points, and are vulnerable to fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose to increase the piercing damage by 1d12, or the cold damage by 1d6 for each slot level above 2nd. Additionally, the number of hit points the icicles have increases by 5 for each slot level above 2nd.

ICY SHEET

3rd-level evocation

Casting Time: 1 bonus action

Range: Special

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You move 10 feet in any direction, up to a number of times equal to your spellcasting ability modifier (minimum of 1), creating a 5-foot-square, 1-foot-thick sheet of ice in your wake. This movement does not provoke attacks of opportunity. You can end your movement on any side of the resulting sheet. If the sheet cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall of your choice. The ice can be clear or opaque (your choice), but each section must have the same opacity. The sheet lasts for 1 minute or until it is destroyed.

The sheet is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of sheet to 0 hit points destroys it, and if a section is destroyed that leaves any other section unsupported or unsuspended, those sections are also destroyed.

A medium or smaller creature attempting to climb the sheet must succeed on a Strength (Athletics) check equal to your spell save DC or fall prone, even if the creature has a climbing or is under the effects of the *spider climb* spell.

A Medium or smaller creature attempting to climb the sheet as if climbing a wall must succeed on a Strength (Athletics) check equal to your spell save DC or fall prone, even if the creature has a climbing speed or is under the effects of the *spider climb* spell.

A Medium or smaller creature attempting to traverse the sheet's flat surface area for the first time on a turn or that starts its turn upon it must make a Dexterity saving throw. On a failed save, it falls prone.

IMMACULATE CONCEPTION

6th-level transmutation (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a meal prepared by the spell's targets, which the spell consumes)

Duration: Special

Classes: Cleric, Faerie, Sorcerer, Wizard

You bind two willing creatures you can see within range together, comingling their essences, and calling forth a new life into the world, whose parents are the targets of the spell. This spell must be cast under a full moon.

While the spell is being cast, the targets must maintain physical contact with one another, consuming the meal they have prepared by feeding it to one another. During the casting, one of the targets must declare their intent out loud to carry the child to be created by the spell.

When the spell is cast, the DM rolls a d20 and adds half the Charisma modifier of the creature who wishes to carry the child as a bonus to the roll. The DM makes this roll in secret, consulting the following table:

Immaculate Conception Results

d20	Results
1–5	Conception does not occur, and the targets must wait until the next full moon to make another attempt at conception using this spell.
5–18	A single child is conceived.
19–20	Twins are conceived.
21+	For each value in excess of 20, an additional child is conceived.

The spell can produce offspring from creatures that cannot normally produce offspring together. For example, a dwarf and a gnome, a dragon and a human, or a devil and an elf. Even an awakened bear and an awakened owl, if they consent to the spell, might produce an owlbear cub.

This spell also renders creatures that are not normally able to carry or deliver offspring able to do until such time as the child is born or lost. They grow a womb and any other required anatomy to deliver the child (or lay the egg). The gestation (and/or incubation) period and exact nature of the offspring are entirely up to the DM.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell can incorporate one additional parent whose essence contributes to the child's parentage for each slot level above 6th.



Illustration by Merwild

INDEFINITE SUSPENSION

7th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hunk of amber with an insect preserved inside)

Duration: Special

Classes: Cleric, Sorcerer, Wizard

You touch a Large or smaller creature and attempt to suspend them in time. The target makes a Charisma saving throw, taking $4d10$ force damage on a success. On a failure, the creature begins to untether itself from the timeline and is stunned. At the start of its next turn, it is no longer stunned, and makes another Charisma saving throw. On a success, the spell ends. On a failure, the creature is suspended in time.

To determine the number of minutes the creature stays suspended, the DM rolls a 1d10 in secret. For the duration, the creature is petrified, and nothing, not physical objects, energy, or other spell effects, can affect it. The creature is immune to all damage, and can't be damaged by attacks or effects originating from outside. A creature can choose to willingly fail any of these saving throws.

At Higher Levels. If you cast this spell using a spell slot of 8th level, the duration is measured in hours. If you cast this spell using a spell slot of 9th level, the duration is measured in days.

INFESTATION OF MAGGOTS

2nd-level necromancy

Components: V, S, M (several dead flies)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock

You exhale a foul-smelling stench of decay, which winds its way onto a creature you can see within range. The target makes a Constitution saving throw. On a failure, the target is poisoned for 1 minute, and hundreds of writhing maggots burst forth from its flesh, dealing necrotic damage equal to $1d6 + \text{your spellcasting modifier}$. Creatures that lack flesh (for example, a *skeleton* or *iron golem*) are immune to the spell. Creatures with immunity to poison only are only exempt from the spell's poisoning effects, and can still find their flesh devoured by the maggots (for example, a **flesh golem**).

For the duration, you can use a bonus action to inspire hunger in the maggots, dealing an additional $2d6$ necrotic damage to the target.

A poisoned creature repeats their saving throw at the end of each of their turns, ending the effect on a success. The spell's effects end on a creature if it recovers any of its missing hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage for each of its effects increases by $1d6$ for each slot level above 2nd. If you use a spell slot of 3rd level or higher, you can target two creatures with the spell. If you use a spell slot of 5th level or higher, you can target three creatures with the spell. If you use a spell slot of 7th level or higher, you can target four creatures with the spell.

INVESTITURE OF STARLIGHT

6th-level transmutation

Components: V, S

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie

Your body emits intense starlight, shedding bright light in a 30-foot radius, and dim light for an additional 30 feet for the spell's duration. This light is sunlight. Until the spell ends, you gain the following benefits:

- You can use a bonus action to teleport up to your movement speed to an unoccupied space that you can see.
- You gain the ability to hover.
- Any creature that moves within 5 feet of you for the first time on a turn, or starts its turn there must make a Constitution saving throw. On a failure, creature becomes blinded until the end of their turn.
- You can use your action to create four motes of starlight, which immediately assail creatures of your choice you can see within 90 feet of you. Make a separate ranged spell attack for each mote. On a hit, a mote deals $1d8$ radiant damage.

INVISIBLE TRICKERY

3rd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Wizard

For the duration, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you become invisible until the start of your turn. Anything you are wearing or carrying is invisible as long as it is on your person. Your invisibility ends early if you attack a creature, cast a spell, or use your reaction.

Once the spell causes you to become invisible twice or a number of times equal to your spellcasting ability modifier (whichever is higher), the spell ends at the start of your next turn when your invisibility expires.

JINX

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (faerie dust)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Sorcerer, Warlock

You curse one creature you can see, jinxing them. Until the spell ends, each time the target takes the Attack action or casts a spell, they must succeed a Dexterity saving throw or take $2d8$ thunder damage. A creature can only suffer this damage once on their turn, but can be jinxed again if they cast a spell or make an attack of opportunity using their reaction.

Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. A *remove curse* spell or similar magic ends the spell.

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

LEEOCK'S LUCKY COIN

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a metal coin)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Warlock

You fling a coin toward a creature you can see within range. Make a ranged spell attack, ignoring half cover, and treating three-quarters cover as half cover. On a hit, the target takes $1d6 + \text{your spellcasting ability modifier}$ bludgeoning damage. At the end of your turn, the coin bounces back into your hand or pocket.

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



Illustration by Leandro Franci

LIFEBOOM

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fresh sprig of local flora, which the spell consumes)

Duration: Instantaneous

Classes: Faerie, Druid, Ranger

You draw pure life force from the Feywild, sharing it with your allies. You create a 20-foot-radius sphere filled with pure life force centered on a point you can see within range. Each creature of your choice that you can see in the area regains $3d6$ hit points and makes a DC 10 Charisma ability check. If they succeed, they add your spellcasting modifier to the amount healed. Beasts, Fey and Plants automatically succeed this check. This healing has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet and the healing increases by $1d6$ for each slot level above 4th.

LIPSTITCH

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Faerie, Sorcerer, Wizard, Warlock

You speak a rebuking word and make a matching gesture. Choose a creature you can see within range. The target must make a Constitution saving throw. On a failure, the target becomes cursed, taking $2d4$ piercing damage, and its mouth is sewn shut by a sinuous thread. If the creature has multiple mouths, you choose which one to close. A cursed mouth can produce only muffled sounds, it cannot produce speech or the verbal components of spellcasting, and it is unable to make biting attacks. Constructs and creatures without a mouth are immune to the spell.

The threads have an AC equal to your spell save DC, and a number of hit points equal to $1d4 +$ your spellcasting ability modifier. If you can see the target, you can use a bonus action to restore a number of hit points to the threads equal to $1d4 +$ your spellcasting ability modifier.

An affected creature can use its action on its turn to make a Strength saving throw. On a success, they burst through the stitches. Alternatively, a creature can use its action and an appropriate implement to cut the threading away. Damaging or destroying the threads causes the target to take $1d4$ slashing damage.

Additionally, a creature can spend 1 minute and make a medicine check whose DC equals your spell save DC to remove the thread harmlessly.

If the threads are burst, reduced to 0 hit points, removed, or dispelled, the spell ends. A *lesser restoration* or *remove curse* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for each of its effects and the number of hit points of the threads increases by $1d4$ for each slot level above 3rd. If you cast this spell using a spell slot of 4th level, the duration is concentration, up to 1 hour. If you use a spell slot of 5th level, the duration is 8 hours. If you use a spell slot of 6th level, the duration is 24 hours. If you use a spell slot of 7th level, the duration is 10 days. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

The *lipstitch* spell is a good choice for witches, hags or other villainous spellcasters and those who actively hunt down fugitive spellcasters and seek to disable vital spellcasting abilities before engaging them.



Illustration by Pavel Lapukhin

LLOYD'S BEACON

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Wizard

When casting the spell, choose from the following two options:

Light. You light a non-magical object, such as a candle, a lantern, lamp, brazier, or torch with a magical flame, which gives off a bright light for 10 feet and dim light for an additional 10 feet. The flame provides no heat and does not consume the object's substance, burning silently for up to 1 year. If you light a second beacon, the first extinguishes itself. A creature can use its action to extinguish the flame.

Recall. The spell transports you and up to five willing creatures of your choice within range. You instantaneously appear within 30 feet of the beacon's location. You must be on the same plane as the beacon you have lit to use this option.

Lloyd's beacon is a useful spell for characters with a dedicated home base they regularly return to, but its lengthy casting time makes it inefficient to use in combat. It's also useful for setting up an escape for yourself and a few friends!

LONDYN'S DUET

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a metal coin with two identical sides)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie

You create a translucent duplicate of yourself, which shares your personality, which appears within 5 feet of you, or the nearest unoccupied space. You can use it to perform a duet or a two-person comedy routine together, or to support you and your allies in combat. The duplicate looks exactly like you, and has your equipment. You can determine the appearance of its clothing, but its face must be visible.

The duplicate knows all the japes, songs that you do, and shares proficiencies with musical instruments that you possess. While the duplicate is within 30 feet of you, you have advantage on Charisma (Performance) checks you make, and the duplicate accompanies and harmonizes with you.

- The duplicate has an AC of 11 + your spellcasting ability modifier. It is immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions, and it is immune to attacks of opportunity and to psychic damage. If it is forced to make any saving throw, it uses your proficiency bonus and adds your spellcasting ability modifier to the roll.
- Your duplicate speaks and understands the languages that you do, and while it is within 1 mile of you, you can communicate with each other telepathically. If your duplicate takes damage, you take half the amount as psychic damage.
- Your duplicate cannot interact with objects other than its possessions that were created by the spell. It cannot make ability checks or cast spells.

You can use a bonus action to cause your duplicate to perform one of the following:

- You command the duplicate to move up to 30 feet and make one weapon attack. The duplicate's weapon must have been upon your when you cast the spell, and it gains no bonuses from being magical. Make a melee or ranged spell attack that matches the *melee* or *ranged* properties of the weapon. If it hits, it deals force damage equal to the weapon's damage die + your spellcasting ability modifier.
- You expend a use of your *bardic inspiration*, granting the die to a creature within 60 feet of the duplicate that can hear it.
- You command the duplicate to take the Dodge action, or to move up to 60 feet.

If your duplicate travels more than 1 mile away from you, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, damage of its weapon attacks increases by 1d6 for each slot level above 2nd. If you use a spell slot of 3rd level, the duration increases to 1 hour. If you use a spell slot of 5th level or higher, the duration increases to 8 hours.

LONGLIMB

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a length of rubber)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Wizard

You touch a willing creature, causing one pair of limbs to grow two beyond their normal length and become flexible until the end of your next turn. Choose one of the following:

Arms. The target's reach is increased by 10 feet.

Legs. The creature's walking speed is increased by 15 feet, and their jump distance is tripled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target's reach or movement speed is increased by 5 feet for each slot level above 1st.

LUCK

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four-leaf clover or rabbit's foot)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock

You touch a willing creature and imbue them with good fortune. For the duration, the target gains 2 Luck points, which last for the duration. When the recipient makes an ability check, attack roll, or saving throw, they can spend a Luck point to gain advantage on the roll. They can also use their reaction to expend a Luck point to reroll a number of damage dice for a spell or weapon attack up to your spellcasting ability modifier (minimum of 1), and accept either result.

Once the target spends a Luck point, they cannot spend another until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target gains 1 additional Luck point for each slot level above 3rd.

The effects of the *alter fortune* and *luck* spells are already available through the halfling's *Lucky* trait, and the *Lucky* feat. The DM should take special note of how many incidences of rerolling are occurring in their game, and how often they end slowing down the game or draining tension out of a given situation.

LUNAR OCCULT

7th-level conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of meteoric iron worth at least 125 gp)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Warlock, Wizard

You cause an astral object to materialize high in the sky, interposing itself between the sun and the land. This spell must be cast during the day. The conjured object blocks sunlight in a 10-mile radius centered on the point where you cast the spell. Immediately, sunlight becomes dim light. After 1 minute has passed, the area is plunged into a darkness as the sun is eclipsed by the object.

A bright corona of sunlight is still visible around the object, and creatures who look directly at the object must succeed on a Constitution saving throw or be blinded until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, duration is increased to 8 hours. If you use a spell slot of 9th level, the duration increases to 24 hours. Casting the spell using an 8th level spell slot or higher grants a duration that doesn't require concentration.

MAGIC MIASMA

7th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny pillow of fine quilted silk)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Wizard

You create a 30-foot-radius, 10-foot-high cylinder of billowing, sparkling, purple mist centered on a point within range, emitting dim light in a 5-foot-radius. The cylinder spreads around corners, and its area is heavily obscured. It lasts for the duration.

In addition to obscuring sight, the miasma is so thick that the area is difficult terrain. Melee attack rolls made from within it (or ranged attack rolls whose projectiles pass through it) whose results are less than your spell save DC are lost.

A creature or object that falls through the miasma is slowed, so that each 10 feet of the miasma that it passes through reduces falling damage by 1d6.

Additionally, the miasma disrupts spells cast by creatures that are entirely inside it. When a creature attempts to cast a spell from within the miasma, they must make a spellcasting ability check. If the results are lower than your spell save DC, the spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius of the cylinder increases by 30 feet and the height increases by 10 feet for each slot level above 7th.

MAGNETISM

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a horseshoe-shaped piece of magnetic iron, coated in mithril worth at least 250 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You cause an object made of nonmagical stone or metal you can see within range to emit a powerful magnetic field. Up to 10 cubic feet of material can be affected (for example, a section of stone wall). For the duration, the object attracts all other nonmagical ferrous metals within 60 feet of itself.

When you cast the spell, and at the start of each of your turns, the object pulses with magnetic force. Any Large or smaller metal objects that aren't being worn or carried move 30 feet toward the magnet, and Large or smaller creatures in the area that are wearing metal armor or carrying metal weapons must make a Strength saving throw. On a failure, they fall prone, are disarmed of their metal weapons, and are pulled 30 feet toward the magnetized object. If they collide with a creature or object during this movement, they are treated as if they were falling the same distance.

On a successful saving throw, the target is unaffected, but their movement speed is reduced by half. A creature can use its action on its turn to prepare for the next pulse, gaining advantage on their next saving throw.

A creature wearing metal armor who touches the magnet is restrained for the duration of the spell, and such creatures are likewise affected if they are touching another armored creature who is touching the magnet.

MAGNETOKINESIS

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You gain the ability to move or manipulate objects made of ferrous metal by thought. When you cast the spell, and as your action each round for the Duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You attempt to grip a Large or smaller creature that is wearing armor or shield made of nonmagical ferrous metal. The target makes a Strength saving throw. If it fails, it is restrained, and you can immediately move the creature up to 30 feet in any direction, including upward, but not beyond the range of this spell. A creature lifted upward is suspended in mid-air by your grasp.

While the target remains in your grasp, you can use an action to crush its armor (or shield) and the target's body within, dealing 2d12 bludgeoning damage to the target. When you do, the target's armor (or shield) takes a permanent and cumulative -1 penalty to the AC it offers.

On each of its turns, the affected creature can use its action to attempt to escape your grip by making a new Strength saving throw, ending the spell early on a success.

Object. You can try to move an object made of nonmagical ferrous metal that weighs up to 250 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects you control, such as manipulating a simple tool, or pouring the contents from a goblet.

Any creature in the path of a Small or larger object you are moving must succeed on a Strength saving throw or take 1d12 bludgeoning damage and be knocked prone.

On subsequent turns, you can use your action to move the object again, or to crush it by making a ranged spell attack. If it hits, you deal 3d6 force damage to the object.

If the object is a weapon, you can use a bonus action to move the weapon up to 30 feet make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes damage equal to the weapon's damage dice + your spellcasting ability modifier. The damage type matches that of the weapon.

A creature within 5 feet of the object can use their action on their turn to make a Strength ability check against your spellcasting ability. If they succeed, they gain control of the object and the spell ends.

AC and hit points for various objects can be found in Chapter 8 of the *Dungeon Master's Guide*.

MAJOR GLAMOUR

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (an uncut ruby, emerald or sapphire worth at least 500 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Faerie, Sorcerer, Wizard

You transform yourself into a living creature. For the duration, you are Fey and are also the creature type you transformed into. A hostile creature can use its action to make an Intelligence (Investigation) check against your spell save DC. If they succeed, you must make a concentration check to maintain your form. Choose one of the following two creature types:

Glamourous Humanoid. You become a human, half-elf, halfling, gnome or elf that is not a drow. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. None of your statistics change. Additionally, you can become proficient with one skill, tool, armor, or weapon of your choice for the duration.

Glamourous Beast. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become a Tiny, Small, or Medium Beast of great beauty, perfectly suited to the target's aesthetics, such as a colorful bird, a white stag, or a silvery fish. You can cast the *message* cantrip at will with the target as a recipient, and make Charisma (Persuasion) and Charisma (Performance) checks against them with advantage. You gain the traits of your chosen form, and can fly, swim, or breathe water as applicable, but cannot speak, cast spells, make attacks, or use any class abilities. If you take damage, you must succeed a concentration check to maintain the transformation.

At Higher Levels. If you cast this spell using a spell slot of 5th level, the duration is 8 hours. The duration is 24 hours at 6th level, 72 hours at 7th level, and one week at 8th level. At 9th level, you can maintain your transformation indefinitely. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration, and using of a spell slot of 7th level or higher makes your transformation invisible to the effects of the *detect magic* spell.

No matter the spell slot expended, if you are damaged during your transformation, you must roll a concentration check to maintain it.

MASS DISTORTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lead sphere at least 1 inch in diameter)

Duration: 24 hours

Classes: Artificer, Faerie, Wizard

You touch one nonmagical object no larger than a 5-foot cube, altering its apparent weight for you or for others. The effect lasts for the duration. When you cast the spell, choose one of the following effects:

Mass Decrease. When handled by you, the apparent weight of the object is five times less, as are any contents that are inside it (if the object is a container). Any other creature handling the object experiences its normal weight.

Mass Increase. When handled by any creature other than you, the apparent weight of the object, and any contents that are inside it (if the object is a container) are five times their normal weight.

If you cast this spell on the same object every day for 30 days, placing the same effect on it each time, the spell's effects last until it is dispelled.

MELF'S UNICORN ARROW

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a **unicorn**'s horn or a **nightmare**'s hoof worth at least 250 gp)

Duration: Instantaneous

Classes: Faerie, Sorcerer, Wizard

You release a spectral arrow from your hand, which becomes the shimmering, transparent form of a **unicorn** or **nightmare** (your choice), which rushes toward a creature of your choice that you can see. Make a ranged spell attack, ignoring up to half cover, or dim light if the target is not fully illuminated by your vision.

On a hit, the target takes $5d12$ damage and is pushed 15 feet away from you. The damage is radiant if the arrow becomes a unicorn and necrotic if the arrow becomes a nightmare.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d12$ for each slot level above 3rd. When you cast this spell using a spell slot of 5th level or higher, you can create two arrows with it. If you use a spell slot of 7th level or you can create three arrows. If you use a spell slot of 9th level, you can create four arrows. Each additional arrow you create must target a different creature.

The DM might allow a character to learn only the **unicorn** or **nightmare** version of this spell, or restrict the version they can cast to the material component used.



Illustration by Paul Tobin

METAMORPHOSE LIQUID

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a drop of the target liquid)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

You transmute up to one gallon of nonmagical liquid into an equal amount of a different, nonmagical liquid (for example, water into wine, blood into oil, or beer into urine). You must dip at least one finger into the target liquid for the spell to take effect. Liquid poisons can also be neutralized by this spell. The liquid must not be inside a creature for the spell to take effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you can transmute up to 15 gallons of liquid (a keg). If you use a spell slot of 3rd level, you can transmute up to 50 gallons of liquid (a barrel).

MINOR GLAMOUR

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: S, M (a hunk of jade or malachite worth at least 250 gp, which the spell consumes)

Duration: Concentration, up to 8 hours

Classes: Faerie, Sorcerer, Wizard

You transform yourself into an object up to one size category smaller than yourself. While in an object form, you cannot move, attack, or cast spells but you remain aware, and make any Wisdom (Perception) checks with disadvantage. If your object form is damaged, you immediately revert to your natural form, appearing prone in the nearest unoccupied space, and taking 2d8 force damage.

To discern that you are transfigured, a creature can use its action to make an Intelligence (Investigation) check against your spell save DC. If they succeed, you must succeed a concentration check to maintain your disguised form.

You can remain in your object form for the duration, or revert to your form on your turn (no action required).

Choose one the following two object types:

Mundane Object. You become a mundane object. For example, a bundle of rags if you are small, or a wooden chair or suit of armor if you are medium.

Glamorous Object. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become an object of great beauty, such as a jeweled statue. If the target sees you in your object form, they must make a Wisdom saving throw. If they fail, they are charmed, and are compelled to attempt to add you to their personal possessions.

At Higher Levels. If you cast this spell using a spell slot of 4th level, the duration is 8 hours. The duration is 24 hours at 5th level, 72 hours at 6th level spell, one week at 7th level, one month at 8th level, and one year at 9th level. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration, and you can finish a long rest while in your object form. Using a spell slot of 7th level or higher makes you invisible to the effects of the *detect magic* spell.

MIRROR STRIDE

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Artificer, Faerie, Sorcerer, Wizard, Warlock

You gain the ability to enter reflective surfaces to a space between them. For the duration, you can use 5 feet of movement to step through a reflective surface of glass, metal, crystal or ice for example, a mirror or a highly polished breastplate. The surface must be large enough for you to squeeze into. On the other side of the surface, you enter an extradimensional space, where you can comfortably remain for the duration of the spell. You can make a number of such entrances equal to 1 + your spellcasting ability modifier (minimum of twice).

The space is furnished with an exit to the surface you entered from, as well as exits to any other mirrored surfaces within a 120-foot-radius of the surface you entered. You can look out through any of these surfaces, and exit through any of them that can squeeze through, appearing in a spot of your choice within 5 feet of the destination, using another 5 feet of movement. Such a space might include dozens of exits to destinations you cannot see or are unfamiliar with.

To discern that you are inhabiting spaces between nearby eligible exits, a creature can use its action to inspect an object with an exit available to you, and must succeed on an Intelligence (Investigation) check against your spell save DC. If the inspected surface is too small for you to exit through, the creature has disadvantage on the check.

If the object you first entered through is damaged or destroyed while you are inside the extradimensional space, or the spell ends while you are inside it, you are expelled, falling prone in an unoccupied space closest to where you first entered, taking 4d6 psychic damage.

At Higher Levels. If you cast this spell using a spell slot of 6th level, the radius is increased to 500 feet. If you cast this spell using a spell slot of 7th level, the radius is increased to 1000 feet. If you cast this spell using a spell slot of 8th level, the radius is increased to 1 mile, and the duration is increased to 1 hour. If you cast this spell using a spell slot of 9th level, the radius is increased to 10 miles, and the duration is increased to 8 hours.

There are tales of beings that live in the spaces between mirrors, and lingering too long in their domain might attract unwanted attention. On the other hand, such tales are only told by those that venture into this strange place. These individuals are often obsessive stalkers, paranoid master thieves, or remorseless serial killers who have gone insane exploring the constantly shifting maze that lies beyond our reflections.

~ Old Gus

MISSILE MAGNET

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, M (a sliver of magnetic iron)

Duration: Concentration, up to 1 minute

Classes: Artificer, Ranger, Warlock, Wizard

You curse a target, drawing projectiles toward it. The target makes a Wisdom saving throw. If it fails, it is wreathed in a nimbus of emerald light that sheds dim light in a 5-foot-radius and attracts projectiles.

For the duration, ranged attack rolls against the target have advantage, the target loses any benefits from half and three-quarters cover from ranged attacks, and it takes an additional 1d4 force damage from ranged attacks that hit it.

Additionally, ranged attack rolls that would hit a creature within 5 feet of the cursed target force it to make a Charisma saving throw. On a failure, the cursed target is hit by the instead, even if the attack roll is lower than their own AC.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. A *remove curse* spell or similar magic ends the effect early.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional damage from projectiles increases by 1d4 for each slot level above 3rd.

MISTY SLASH

3rd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon worth at least 10 gp that deals slashing damage)

Duration: 1 round

Classes: Faerie, Sorcerer, Warlock, Wizard

You surround yourself in silvery mist, teleporting up to 30 feet to an unoccupied space that you can see. Until the start of your next turn, the weapon is magical, and the first time you hit a creature with it, the attack deals an additional 2d6 damage.

For the duration, when you hit a creature with the weapon, or if you are hit by an attack or fail a saving throw that doesn't result in your being moved, you can use your reaction to teleport to the space you were in when you cast the spell.

If the space you were in when you cast the spell is occupied, you teleport to the nearest unoccupied space instead.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 3rd.

MOON BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of wintergreen oil)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Ranger

You create a crescent-shaped sword of solidified moonlight in your hand. This magic sword lasts until the spell ends, shedding dim light in a 5-foot-radius. It counts as a simple melee weapon with which you are proficient. It deals 2d8 radiant damage on a hit and has the finesse, light, and thrown properties (range 20/60).

When you use the sword to attack a shapechanger, you have advantage on the attack roll. If you hit a shapechanger with your moon blade, it must succeed on a Charisma saving throw or instantly revert to its original form. An affected shapechanger can't assume a different form until the end of their next turn.

When you use the sword to attack an undead creature, you gain a bonus to your attack and damage rolls equal to your spellcasting ability modifier (minimum of 1).

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the damage increases to 3d8. When you cast it using a spell slot of 5th or 6th level, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8, and when you hit a target, you can use a bonus action to end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used. You can end a number of spells in this manner equal to your spellcasting ability modifier (minimum of 1).

The *moon blade* spell is a signature spell of the *Moon Domain* cleric detailed in Chapter 2. The DM should consider reserving this spell for characters who have some affinity with the moon (for example, a druid of the *Circle of Dreams*, a sorcerer whose origin lies in *Witchcraft*, or a warlock with an appropriate *Celestial*/otherworldly patron).

MUSHROOM RING

3rd-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (faerie dust and a sample of fungi)

Duration: 1 hour

Classes: Druid, Faerie, Ranger

You enhance the fecundity of a 10-foot-radius circle of bare rock, earth or soil centered directly underneath you. At the start of your next turn, dimly glowing mushrooms appear at the edges of the circle. The ring's effects extend in a 15-foot-high cylinder above and below the ring.

When you cast the spell, choose one of the following: Beasts, Humanoids, or Monstrosities. The ring affects a creature of the chosen type in the following ways:

- The creature attempting to enter the area must first succeed on a Charisma saving throw.
- The creature has disadvantage on attacks against you while in the area.
- Invited creatures within the cylinder can't be charmed or frightened by the creature.

While the ring exists, you can use your bonus action to invite a creature of the excluded type into the ring without penalty.

You can use your action to consume the ring in an explosion of spores, ending the spell. When you do, creatures other than you and those you have invited within 5 feet of the area must make a Constitution saving throw, taking 4d8 poison damage on a failed save, or half as much damage on a success.

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



Illustration by Rimma



Illustration by David Cornish

NATURE BOLT

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Faerie, Wizard

A handful of solid terrain you can reach crumbles at your touch, and you hurl the mass at a creature or object within range. Make a ranged spell attack against the target. If you hit, the target takes 1d8 of damage of a type based on the terrain, according to the following table:

Nature Bolt Damage

Terrain	Damage
stone, dirt	bludgeoning
metal, wood	piercing
gravel, sand	slashing
swamp, marsh	poison
water, snow, ice	cold

This spell has no effect on terrain consisting of living or undead creatures, air, lava, or magical surfaces. Terrain removed with this spell must be located directly at your feet. It would take approximately one hour of continuous casting to remove a 5-foot cube of material from a surface using this spell.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

NECROMANTIC RECOMBINATION

5th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Wizard

Prerequisites: ability to cast the *animate dead* spell

You create a more powerful undead servant out of lesser ones. You target three **skeletons** or **zombies** that you created by means of the *animate dead* spell and who are under your control, combining their mass into a single creature with the statistics of a **minotaur skeleton** (if you combined three skeletons) or **ogre zombie** (if you combined three zombies). The DM has the creature's game statistics.

You command the resulting creature in the exact same manner as outlined in the *animate dead* spell.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast the *animate dead* spell on the creature again before the current 24-hour period ends. A creature created by means of this spell counts as three undead for the purposes of the number of creatures you can maintain control of with the *animate dead* spell.



Illustration from the *Monster Manual*



Illustration by Jessica Oyhenart

OTHERTIME

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a fold of brocade fabric worth at least 50 gold, which is the spell consumes)

Duration: Concentration, 1 round

Classes: Artificer, Bard, Cleric, Faerie

You step into the future, to the start of your next turn. To other creatures, you appear to vanish altogether, only to reappear at a later point in time. Time continues to progress for everything except you.

At the start of your next turn, you reappear at that exact in the space you were in when you cast the spell, or in the nearest unoccupied space. The world around you remains frozen in time until the end of your turn. For the duration, you are completely unaffected and unobserved by your surroundings. For the duration, you can move, perceive the world, take actions, and cast spells that target only yourself. You cannot affect any creature or object while time remains frozen, nor do you trigger any traps, magical alarms, or sensors. For example, you read a book at the page it was opened to, but could not turn to the following page.

When the spell ends, time resumes at its normal pace for both you and your surroundings. The spell ends if you move to a place more than 1,000 feet from the location where you cast it.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you move 1 additional turn into the future for each slot level above 5th.

PALL OF TWILIGHT

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a ball of cotton or wool, dyed grey or black)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

A creeping pall of grey mist manifests in a 30-foot-radius sphere centered on a point you can see within range, muting sound and color alike.

This spell reduces bright light (including magical light created by spells of 2nd level or lower) in the area to dim light, and dim light to darkness. Additionally, creatures inside the area have disadvantage on Wisdom (Perception) check that rely on hearing.

Creatures with blindsense or tremorsense have these senses similarly affected, and they have disadvantage on Wisdom (Perception) checks they make while in the area, and attack rolls against targets they rely on blindsight or tremorsense to see.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the mist increases by 30 feet for each slot level above 3rd.

PAPER CUT

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a sheet of parchment, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

You tear a sheet of into dozens of fragments, and send them flying toward a creature you can see within range. The target makes a Dexterity saving throw, taking 10d8 slashing damage on a failed save, or half as much on a successful one.

If you use a spell scroll as the material component for the spell, it deals 1d8 additional damage, plus 1d8 times the spell level of the scroll. The additional damage matches the damage type the spell upon the scroll would deal. If the spell upon the scroll does not deal damage, the damage is slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d8 for each slot level above 4th.

PEAL OF NINE BELLS

Conjuration cantrip

Casting Time: 1 action

Range: 20 feet

Components: S, M (a chime or bell)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Faerie, Wizard

You create a beam of ringing sound that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pushed up to 10 feet in a straight line away from you, taking 1d6 thunder damage.

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

PERPLEX

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (faerie dust)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Wizard

You target one creature you can see within range, and attempt to wreak havoc among its thoughts. The target makes a Wisdom saving throw. On a failure, the target rolls a d6 at the start of its turn, taking the amount rolled as psychic damage, and subtracting that number from attack rolls, ability checks, and concentration checks it makes until the start of its next turn. The target repeats its saving throw at the end of its turn, ending the spell on a success. Creatures with an Intelligence score of 2 or lower are immune to this spell.

PLAGUEMASK

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, M (A white handkerchief)

Duration: 24 hours

Classes: Artificer, Faerie, Wizard

You touch up to three willing creatures, making them appear sick or plagued. You decide the symptoms of the illusory disease, which could include a fever, runny nose, clammy hands, swollen extremities, and weeping sores. Each target must display the same symptoms.

For the duration, the targets gain advantage on Charisma (Performance) checks to convince others of the illusory disease.

A creature can make a Wisdom (Medicine) check at disadvantage against your spell save DC to determine if the symptoms are real. On a success, the illusion is immediately dispelled.

POLANDARA'S PETTICOAT POCKET

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a fold of fine fabric worth at least 10 gold, which is the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Wizard

The spell creates a pocketed square of fabric, which immediately attaches to a location on a garment the caster is wearing. The spell slot used to create the pocket is consumed, and cannot be recovered until the pocket no longer exists.

The pocket has an opening no larger than a six-inch diameter, with an interior space considerably larger than its outside dimensions suggest: the pocket is 10 feet deep, it can hold up to 50 pounds, and a volume of 20 cubic feet. The pocket weighs 3 pounds, regardless of its contents. Retrieving an item from the depths of the pocket requires a bonus action.

If the pocket is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents scatter within 10 feet of the garment the pocket is attached to.

If the pocket is turned inside out, its contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to their Constitution modifier (minimum of 1), after which they begin to suffocate.

Placing another extradimensional space, such as a *bag of holding*, *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both the pocket and the item and opens a gate to the Astral Plane. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

You can dismiss the pocket at any time with a bonus action, causing its contents to immediately scatter outside of its present location. You can then recover the spell slot the pocket consumed at your next available opportunity.

POWER WORD SILENCE

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You speak a word of power that removes the ability to speak from one creature you can see within range. If the target has 150 hit points or fewer, it is enveloped in silence. No sound can reach nor escape from the target. It becomes immune to thunder damage, and it is deafened. Casting a spell that includes a verbal component becomes impossible for them.

The silenced target must make a Charisma saving throw at the end of each of its turns. On a successful save, the silencing effect ends.

PROBABILITY WARP

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strong iron magnet)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock

A subtle field of favorable probability surrounds one creature you can see within 60 feet of you. For the duration:

- The target's attacks are magical. Their attack rolls gain a bonus equal to half your spellcasting ability modifier (minimum of 1), and they score a critical hit on a roll of 19 or 20.
- You can use your reaction to apply your spellcasting ability modifier as a bonus to the target's Armor Class against a triggering attack, or to one saving throw they make (after the roll, but before the results are announced).

PUFF OF SMOKE

Conjunction cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You create a 5-foot-radius, 15-foot-high cylinder of fog centered on a point within range. The smoke spreads around corners, and its area is heavily obscured. When created, the puff produces a dull thud which is audible out to 100 feet.

The smoke can be any color you desire, and you can cause it to shed dim light in a 5-foot-radius in the same color. It lasts until the start of your next turn, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When you reach 11th level, you can create two puffs of smoke with the spell.

PUNCTURE

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: S, M (a steel needle)

Duration: Instantaneous

Classes: Artificer

A psionic needle streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage.

The spell creates more needles when you reach higher levels: two needles at 5th level, three needles at 11th level, and four needles at 17th level. You can direct the needles at the same target or at different ones. Make a separate attack roll for each needle.

PYROCLASM

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of obsidian or pumice)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

A cloud of volatile fumes and scorching lava erupts forth at a point you choose in range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 2d8 fire damage and 2d8 poison damage on a failure, or half as much damage on a successful one.

After damage is dealt, the spell's area of effect is filled by the cloud of fumes and ash, lightly obscuring the area. At the start of your next turn, the cloud ignites. Each creature in the area must make a Dexterity saving throw. A target takes 4d8 fire damage on a failure, or half as much damage on a successful one. Afterwards, the cloud vanishes.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial fire or poison damage (your choice when you cast the spell) increases by 1d8 for each slot level above 3rd.

QUENTIN'S QUICKLING SENSES

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a hummingbird feather)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

For the duration, you gain a bonus to your armor class equal to your spellcasting ability modifier (minimum of 1), you ignore difficult terrain and are immune to attacks of opportunity. You have advantage on Dexterity, Intelligence and Wisdom checks and saving throws, and you cannot be surprised. In addition, attacks against you from sources you can see are made at disadvantage.

However, your quickening makes it difficult to engage with those moving at normal speed: you also have disadvantage on attack rolls, Charisma ability checks you make to influence others, and you must use an action to communicate non-telepathically with any creature with whom you share a language.

When the spell ends, you must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.

RADIANT GLAMOUR

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Paladin

You emit an intense light, searing nearby enemies. Each creature of your choice within 20 feet of that can see you makes a Constitution saving throw. A creature takes 3d12 radiant damage on a failure, or half as much on a success. Fiends and Undead have disadvantage on their saving throws, and if they fail, they are blinded until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

READ BLOOD

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of blood, ichor or other fluid that left a creature in the last 24 hours, suspended in an inscribed vial worth at least 10gp)

Duration: Instantaneous

Classes: Artificer, Faerie, Sorcerer, Warlock, Wizard

You focus your mind on the fluid, gaining mystical insight into the magics connecting it to the creature it came from, revealing certain information about the creature. The DM tells you information in regard to two choices from the following list:

- The creature's surface thoughts at the time the fluid was spilled.
- The creature's type and Constitution score.
- The highest level of spell (if any) the creature had cast, up to a month before the fluid was spilled.
- If the creature was diseased or poisoned.
- How closely another creature you can see within 60 feet of you is related to the creature the fluid came from (for example, they might be the same creature, or a close relative, or the same species)

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can request one additional piece of information for each slot level above 1st.

RECALL AGONY

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of mirrored glass)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Warlock

You draw upon a painful memory within one creature you can see within range and force them to relive the experience. The target makes a Charisma saving throw, taking 4d10 psychic damage on a failure, and half as much on a success.

If they fail their saving throw, they are become cursed. For the duration, whenever the target takes damage, you can use your reaction to force them to relive the experience, dealing half the amount as additional psychic damage to the creature.

Constructs, Undead, and creatures with an Intelligence score lower than 4 are immune to the spell's effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

REJUVENATE

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (an inscribed platinum egg worth at least 5000 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

Classes: Druid, Faerie, Sorcerer, Wizard

You touch a Humanoid or Beast, reversing its aging process. An unwilling target can make a Charisma saving throw to resist the effect. If the creature is willing or if it fails the saving throw, roll 1d6 and subtract the results from the creature's age. You cannot reduce a creature's age to be less than at the time of their birth.

For the duration, you can use your action on your turn to touch and rejuvenate the creature again, up to an additional number of times equal to your spellcasting ability modifier (minimum of 1).

Creatures repeat their saving throw at the start of each of their turns, ending the effect on a success. When the spell ends, the unnatural aging lingers, and the target gradually returns to their natural age over the course of a year, or until restored by a *dispel magic* spell or similar magic.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects are permanent.

REMINISCENCE

4th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, M (a lens of glass worth at least 250 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid

Choose a span of time 1 minute or longer within the last century. Visions of your selected range of time fill your senses, and subsume all sensory input you experience in the present. For the duration, you are blinded and deafened.

You experience specified range of time from your present location, compressed proportionally into the duration of the spell. You view the events in reverse, from the vantage point of current position. You are unable to interact with the past in any way other than to witness it.

While viewing the past, you still have any special senses you possess, such as darkvision. You can speak to others and move about normally in the present during the experience, but this might be difficult in places where the placement of objects or your surroundings that have changed in the intervening time.

RENDING DISTORTION

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Warlock, Wizard

The spell causes the space and time around and inside a target creature or object to rapidly accelerate and decelerate in random patches, tearing their body as they attempt to move through the fluctuations. The target makes a Constitution save, taking 5d10 force damage on a failure and half as much on a success. If they fail their saving throw, they are restrained until the end of their next turn, and if they take an action on that turn, they are dealt an additional 2d10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

REORIENT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a leaden sphere)

Duration: 1 round

Classes: Artificer, Faerie, Wizard

You alter gravity's pull upon your person, causing yourself to fall in a direction of your choosing until the end of your turn, covering a distance up to 500 feet. If you collide with any objects during this movement, you take appropriate falling damage as determined by the DM.

At the start of your next turn, gravity reorients itself as is normal for the space you occupy, potentially causing you to fall again.

Foolish use of the *reorient* spell is extremely dangerous, especially at low levels, and a caster should take special note of their surroundings and assess any risks involved before casting it. Pairing it with the *feather fall* spell mitigates a significant amount of the risks created by it, but also slows the movement the *reorient* spell allows.

REVERSE PROJECTILES

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tortoiseshell fragment)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Faerie, Paladin, Wizard

You wrap yourself in a nimbus of lavender light which sheds dim light in a 5-foot-radius and deflects projectiles.

For the duration, when you are hit by a ranged attack, the damage you take from it is reduced by $1d10 +$ your spellcasting ability modifier. If the spell reduces the projectile's damage to 0, the missile is turned back upon the creature that attacked you.

The original attack roll is used to determine if the reversed projectile strikes your attacker, but the damage is rerolled using the original attacker's modifiers and bonuses.

If an attack bounces back toward a creature that is also protected by this spell, it is immediately reduced to 0 damage and the ammunition is destroyed or its magical energies dispersed.

You can also use this spell to dispel the effects of a *missile magnet* spell you have been affected by.

ROAR OF WAVES

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a seashell)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You tap into the mind of a creature you can see within range, creating an illusory manifestation of rising ocean waters, visible only to the target, which must make a Wisdom saving throw. On a failed save, the target is overcome by the rising waters, lost in a nightmare of drowning alone at sea. Creatures with a swimming speed succeed their saving throw automatically.

For the duration, the creature's movement speed is halved, and is deafened and incapacitated, hearing only the sound of the waves and winds, as it desperately tries to swim to safety. Creatures within 30 feet of the affected target also hear the dull sound of ocean waves.

At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take $4d4$ psychic damage. On a successful save, the spell ends. The spell also ends if the target becomes the subject of a spell that allows them to escape the illusion, for example, the *alter self* (aquatic adaptation), *water breathing*, or *water walk* spells.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

SACRED STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Classes: Cleric, Faerie

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it is wreathed in light, shedding dim light in a 5-foot-radius until the start of your next turn. For the duration, if the creature is hit with an attack made by a creature other than you, the attack deals additional radiant damage equal to your spellcasting modifier, and the wreath of light dissipates.

This spell's damage increases by $1d6$ when you reach 5th level ($1d6 +$ your spellcasting ability modifier), 11th level ($2d6 +$ your spellcasting ability modifier), and 17th level ($3d6 +$ your spellcasting ability modifier).

Variant Rule: Divine Strike Damage

When you cast this spell, you can cause the spell to deal the same damage type as your *Divine Strike*.

SANGUINE STRIKE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 round

Classes: Bard, Cleric, Faerie, Sorcerer

You touch a willing creature. Your magic grants them exceptional skill with their weapon. The target then designates a creature they can see within 30 feet of them. Until the end of their next turn, they gain advantage on the first attack roll they make against the designated creature, provided that this spell hasn't ended.

SEEKING

2nd-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (alchemical ink work at least 25 gp, which the spell consumes, and the ammunition being imbued, which crumble to dust when this spell ends)

Duration: 1 hour

Classes: Artificer, Cleric, Faerie, Paladin, Ranger, Wizard

You touch up to 5 nonmagical pieces of ammunition. For the duration, this seeking ammunition is magical for the purpose of overcoming resistance and immunity to nonmagical damage.

When a creature makes an attack with seeking ammunition, they do not make an attack roll, but instead declare the target of the attack to be a creature or object they can see within range of their weapon. Provided there is a pathway along which a projectile might reach the target, regardless of how winding, crooked or circuitous that path is, the attack hits.

Attacks made with seeking ammunition do not add the ability modifier of the attacker to the damage roll of the attack, nor do they gain any other damage bonuses from any source, such as a class features or benefits usually conferred from a magical weapon.

SENSORY DEPRIVATION

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chrysoberyl worth at least 20 gp and black silk cloth)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Warlock, Wizard

You attempt to blot out the senses of a creature you can see within range. The target makes a Wisdom saving throw. On a failure, the target's senses are nullified for the duration, including their auditory, olfactory, taste, and visual senses. In addition to being blinded and deafened, an affected creature cannot benefit from blindsight or tremorsense while under the effects of the spell, and any Wisdom (Perception) checks they make that do not rely on touch automatically fail. The target retains any telepathic links it has with other creatures (for example, a **myconid** can still communicate through its *rapport spores*).

At the end of each of its turns, the target makes a Wisdom saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

SHAPE WOOD

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sawdust)

Duration: Instantaneous

Classes: Artificer, Druid, Faerie

You touch a nonmagical wooden object of Large size or smaller or a section of wood no more than 10 feet in any dimension and form it into any shape that suits your purpose. For example, you might shape a trap door into a spear or quarterstaff, or you might shape a large wooden throne into a cage fit for a Medium creature.

SHATTERFLOOR

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a tuning fork)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

You unleash a thrumming crescendo across a solid surface in a 60-foot cone. Creatures in the area must make a Constitution saving throw, taking $7d6$ thunder damage on a failure, or half as much on a success. If the surface is made of nonmagical stone, wood, ice, or material with a hardness less than those, the floor is pulverized, becoming difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d6$ for each slot level above 3rd.

SKIP DAY

5th-level transmutation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: S, M (diamond dust worth at least 250 gp)

Duration: Instantaneous

Classes: Artificer, Wizard

You and up to six willing creatures of your choice within 10 feet of you are swallowed by a tear in space-time, traveling 24 hours into the future. For the travelers, this feels like a mere instant. Constructs and Elementals cannot be targeted by the spell. Creatures observing the spell from outside its range see you disappear in a momentary flash of bright, white light.

You and your companions arrive in the exact spaces they were when the spell was cast. If a creature's space is now occupied due to changing conditions in the intervening time, they are shunted to the nearest available space, taking $1d10$ force damage for every 5 feet they are moved.

Creatures traveling in time this way must succeed on a DC 12 Constitution saving throw or take one level of exhaustion.

SLIPSTREAM

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of silk)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

A 10-foot-tall, 15-foot-wide, 60-foot-long corridor of flowing space-time unfurls in a straight line in front of you, aiding or hindering travel along its length. You can choose whether the line flows towards or away from you. Creatures moving with the flow can move 2 feet for every one foot of spent movement, and those moving against it treat the area as difficult terrain.

For the duration, you can use a bonus action to reverse the direction of the flow.

SNAKESTAFF

1st-level transmutation

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a wooden quarterstaff or other similar length of wood, which is transformed)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Wizard

You throw a wooden spear or quarterstaff up to 15 feet away from you, transforming it into a **giant poisonous snake**. The snake is friendly to you and your companions, and it obeys your commands.

In combat, the snake shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action. The snake adds your spellcasting ability modifier as a bonus to its ability checks, attack rolls, and saving throws (minimum of 1).

The transformation lasts for the duration, or until the snake drops to 0 hit points or dies. When the spell ends, it becomes the object used to create it.

If the weapon used to create the snake has a bonus to attack rolls and damage rolls, those same bonuses are also conferred upon any snake created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can transform the staff into a **giant constrictor snake** or a **swarm of poisonous snakes**.

SNEEZING DUST

4th-level conjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Druid, Faerie, Ranger, Wizard

You unleash a cloud of irritating dust out from yourself to a distance of 20 feet. Creatures of your choice in the area must succeed a Constitution saving throw or begin sneezing uncontrollably. Creatures that do not need to breathe succeed their saving throw automatically.

An affected creature is incapacitated and begins suffocating. As long as it remains conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. A *lesser restoration* spell also ends the effect.

SOLID FOG

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of powdered animal hoof)

Duration: Concentration, up to 10 minutes

Classes: Faerie, Sorcerer, Wizard

You create a 20-foot-radius, 10-foot-high cylinder of dense, palpable fog centered on a point within range. The cylinder spreads around corners, and its area is heavily obscured. It lasts for the duration or until a strong wind (at least 30 miles per hour) disperses it.

In addition to obscuring sight, the solid fog is so thick that the area is difficult terrain. Melee attack rolls made from within it (or ranged attack rolls whose projectiles pass through it) whose results are less than your spell save DC are lost.

A creature or object that falls through the solid fog is slowed, so that each 10 feet of the fog that it passes through reduces falling damage by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the cylinder increases by 20 feet and the height increases by 10 feet for each slot level above 2nd.

SOLIPSISM

7th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You manipulate the senses of one creature and attempt to convince them that they are the only real creature in all of existence and that everything around them is merely an illusion.

The target makes a Wisdom saving throw. On a failure, they become despondent and are stunned, watching the world around themselves with boredom or bemusement. Since they do not consider their surroundings to be real, they make no effort to interact with them or to defend themselves from any potential threat.

The target repeats its saving throw at the end of each of its turns, ending the effect early on a success.

SOUL WHIP

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You weave together threads of wrathful thought to create a whip of solidified enmity in your hand. This magic whip lasts until the spell ends. It counts as a martial melee weapon with which you are proficient. It deals $2d4 +$ your spellcasting ability modifier psychic damage on a hit and has the finesse, light, and reach properties. In addition, when you use the whip to attack a target that charmed or frightened by you, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates as it leaves your hand. Thereafter, while the spell persists, you can use a bonus action to cause the whip to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the damage increases to $3d4 +$ your spellcasting ability modifier. When you cast it using a spell slot of 5th or 6th level, the damage increases to $4d4 +$ your spellcasting ability modifier. When you cast it using a spell slot of 7th level or higher, the damage increases to $5d4 +$ your spellcasting ability modifier.

SPEAK WITH OBJECT

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

You summon the most potent memories of a creature by touching an object they once held. The spell fails if the object was the target of this spell within the last 10 days.

Until the spell ends, you can ask the memory up to five questions. The memory knows only what the creature knew up until the last moment it touched the object. The answers come in the form of memories, impressions, or emotions, and the memory is under no compulsion to offer answers if you are hostile to it or it recognizes you as an enemy. The spell doesn't put you in contact with the original creature, or its soul.

SQUEAKING FLOOR

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a rusty iron hinge)

Duration: 8 hours

Classes: Artificer, Cleric, Wizard

You create a thin sheet of magical sensors along a stretch of even flooring or terrain with an area up to 50 feet long and 50 feet wide. For the duration, if a creature weighing more than three pounds steps into the area, it emits loud, unmistakable squeaks that can be heard up to 100 feet away. The sound spreads around corners, and through 1 foot of stone, 1 inch of common metal, or 3 feet of wood blocks. Those who hear the squeaking automatically know the direction of the sounds.

Creatures capable of moving completely silently reduce the audible range of the squeaking they produce by half. Flying creatures and others that avoid direct contact with the affected surface do not inspire the spell's effects.

STUMBLE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scrap of fruit skin or a drop of grease)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You curse a creature, causing them to suffer a humiliating fall. For the duration, if the target moves more than 5 feet on their turn, you can use your reaction to force them to make a Dexterity saving throw. On a failure, they fall prone and lose the rest of their movement.

Creatures using a flying or swimming speed for their movement are immune to this spell's effects.

SUSPENDED SILENCE

3rd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A feather and a handful of gem dust worth 25 gp, which the spell consumes)

Duration: 24 hours

Classes: Artificer, Bard, Cleric, Ranger

You enchant an object weighing no more than 5 pounds, imbuing it with the *silence* spell. As you finish casting the spell, you assign a command word, which is inaudible to all but you, and is dragged inside the enchanted object. The object remains enchanted for the duration of the spell or until you speak the command word.

As a bonus action, you can speak the command word, and if your words are audible to the object, it immediately projects a silencing aura in a 20-foot-radius sphere centered on itself. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

If the object moves, the aura moves with it. The aura lasts for 1 minute or until the object is destroyed.

SWITCHEROO

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You attempt to exchange the positions of two creatures you can see within range. The targets must be of the same size category. If either target is unwilling, they make a Wisdom saving throw, and if they succeed, they are not eligible to participate in the switch. Constructs and Undead succeed their saving throw automatically.

Additionally, until the end of your next turn, you can use your reaction to teleport to the position you were at when you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th, exchanging each the positions of targets that fail their saving throws as you desire.

SYLVAN VISION

1st-level divination (ritual)

Casting Time: 1 action

Range: 200 feet

Components: V, M (a fresh sprig of local flora, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie, Ranger

For the duration, nonmagical foliage does not obscure your vision.

SYNSTODWEOMER

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Classes: Sorcerer, Wizard

You channel the magical energy from a spell you know or have prepared into healing magic instead. Your hands glow with a golden curative radiance.

Until the end of your next turn, you can use your action to touch a creature and expend a spell slot of 5th level or lower, restoring a number of hit points to the target. The amount of hit points restores is $2d8$ for a spell slot of 1st level, plus $1d8$ for level higher than 1st, to a maximum of $6d8$. This healing has no effect on yourself, Constructs, or Undead.

Synstodweomer allows spellcasters not normally able to cast healing spells, but dramatically increases the cost of doing so.

TAIL SWEEP

4th-level evocation

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Sorcerer, Wizard

A translucent, scaled tail uncoils from behind you and sweeps around you in a 10-foot-radius, and then vanishes as quickly as it appeared.

Each creature of your choice within range must make a Dexterity saving throw. On a failure, a creature takes $4d10$ force damage and is knocked prone. On a success, they take half as much damage and aren't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d10$ for each slot level above 4th.

TATTOOSION

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

Classes: Artificer, Sorcerer, Bard, Warlock, Wizard

This spell is a minor magical trick that novice tattooosionists use for practice. You create one of the following magical effects:

- You create lifelike animations of your tattoos, for example, causing a snake to slither in a spiral around your forearm, or re-arranging a series of letters or runes to spell something clever or vulgar.
- You cause one of your tattoos to emit sounds appropriate to their nature, audible up to 10 feet away from you, for example, making a snake hiss.
- You permanently relocate a tattoo, for example from your left cheek (face) to your left cheek (rump).
- You make a colored shape, an image, or a symbol appear on a willing creature for a number of hours equal to your spellcasting ability modifier.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

The *tattoosionist* artificer is detailed in Chapter 2.

TELEPATHY TAP

3rd-level divination

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Faerie, Sorcerer, Wizard

You can overhear the telepathic conversations of other creatures within 120 feet of you, and the contents of any message cantrips cast in the same area. You do not detect the uncommunicated thoughts of creatures, nor do you understand telepathic conversations spoken in a language you don't know.

In an area where numerous telepathic conversations are occurring at the same time, you must specify the specific creatures whose transmissions you wish to overhear, up to a number equal to your spellcasting ability modifier (minimum of 2).

Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a *mind blank* spell, nor does it grant the ability to telepathically send telepathic messages of your own to other creatures.

THORN SPRAY

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

Classes: Faerie, Druid

You create a spray of thick, painful thorns which you distribute in a 60-foot cone, dealing up to 10d6 piercing damage.

Make a ranged spell attack for each creature of your choice within the area. When you do, divide the spell's damage dice between the targets. For example, you can target two creatures for 5d6 damage each, or three creatures: one for 5d6, one for 3d6 and one for 2d6 damage.

On a hit, the target is poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each slot level above 4th.

TIME BOMB

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a working watch)

Duration: Concentration up to 1 minute

Classes: Artificer, Sorcerer, Warlock, Wizard

You cause a well of pressure to build from within a creature you can see within range, turning them into a living bomb. The target must make a Constitution saving throw. On a failure, they take 3d6 force damage, and their movement speed is halved. On a success, they take half the amount and are otherwise unaffected.

Elementals and creatures immune to the grappled condition succeed their saving throw automatically. An affected creature repeats its saving throw at the end of each of their turns, ending the effect on a success.

For the duration, you can use an action on your turn to deal 3d6 force damage to an affected target. If the target is reduced to 0 hit points, they explode, causing each creature within 15 feet of them to make a Dexterity saving throw. Creatures that fail this saving throw take 4d6 bludgeoning damage on a failure, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 3rd.

TIME KNIFE

Conjuration cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

A magical blade of disruptive energy sails toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 slashing damage plus force damage equal to your spellcasting ability modifier.

The spell creates additional blades when you reach higher levels: two blades at 5th level, three blades at 11th level, and four blades at 17th level. You can direct the blades at the same target or at different ones. Make a separate attack roll for each blade.

TIME PARASITE

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Classes: Bard, Faerie, Sorcerer, Warlock

You attempt to steal time from a creature you can see within range. The target makes a Constitution saving throw. On a failure, they become incapacitated until the end of their next turn, and you gain an additional action, which you can use at the end of the target's next turn.

TOWERING OAK

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

Your voice becomes deeper, rasping with the strength of earth. For the duration, you gain the following benefits:

- You grow a number of inches taller equal to your spellcasting ability modifier.
- You gain a bonus to Charisma (Intimidation) checks that you make equal to twice your spellcasting ability modifier.



Illustration by Cindy Avelino

TOXIC TONGUE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Faerie, Ranger, Warlock

Your mouth gains the ability to create a virulent poison for the duration. You can use your poison in two ways:

Poison Spit. As a bonus action, you can spray a stream of poison from your mouth, targeting one creature you can see within 30 feet of you. The target makes a Constitution saving throw. On a failure, they take 3d10 poison damage.

Poison Weapon. As a bonus action, you can apply your poison to a melee weapon or piece of ammunition on your person or carried by a willing creature within 5 feet of you. The poison's potency lasts until the start of your next turn. If the poisoned weapon hits a creature, the target of the attack must make a Constitution saving throw, taking 3d6 poison damage on a failure, or half as much on a success. The poison has no effect if ingested.

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



Illustration by Barbora Kovacova

TREE STEED

2nd-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 24 hours

Classes: Druid, Faerie, Ranger

You touch a wooden log at least one foot in diameter, and five to ten feet long, causing it to spring to life, sprouting four wooden legs. The steed takes on a form that you choose: a **brown bear**, **crocodile**, **elk**, **giant goat**, ox or **riding horse**. The steed has the statistics of your chosen form, though it a plant instead of a Beast. Additionally, your steed's wooden exterior grants it an AC of 16, and it is vulnerable to fire damage. It cannot speak, but understands sylvan and druidic, and when you cast the spell, you can give it the ability to understand one additional language you know. It is friendly to you and your companions, and obeys your commands.

The steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, its legs retract and it falls to the ground, becoming a normal log again. If it is slain by fire damage, the log is burned and cannot be used as a steed again.

You can't create more than one steed with this spell at a time. As bonus action, you can release the steed from your service, causing it to become a mundane log.

TREASURE SCENT

3rd-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 1 hour

Classes: Artificer, Bard, Cleric, Faerie, Sorcerer, Wizard

A multihued mist appears in front of you before swirling up into your nose. For the duration, you can detect copper, silver, gold, platinum, mithral, adamantine, and gems within 30 feet of you, as well as differentiate between types of valuables you sense.

When you detect valuables, their exact location is not revealed, only their presence and direction. When you come within 10 feet of treasure, you can pinpoint its exact location. This spell can't locate treasure if more than 5 feet of stone, 1 foot of common metal, or any thickness of lead, even a thin sheet, blocks a direct path between you and the treasure.



Illustration by Martin Sobr

TWISTING INNARDS

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Classes: Artificer, Faerie, Sorcerer, Warlock, Wizard

You cause the target's vital organs to writhe, shift, and move about, making it difficult to strike the target in a vulnerable area. For the duration, if the target is subjected to a critical hit or sneak attack, roll a 1d4. If the result is a 3-4, the target is unaffected by the extra damage caused by the sneak attack or critical it.

This spell can't affect Constructs, Plants, or Undead.

At Higher Levels. If you cast this spell using a spell slot of 6th level, the additional damage from a critical hit or sneak attack is avoided on a roll of 2-4. If you use a spell slot of 7th level, the target is rendered immune to critical hits and sneak attacks.

UNBINDING

9th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pristine yellow diamond worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer, Wizard

A burst of yellow-white energy erupts from your body in a 120-foot radius, dispelling certain spells of 7th level or lower (without regard to your wishes) as follows:

- Charmed creatures are released from their enchantments.
- Paralyzed creatures under the effect of the *hold person*, *hold monster* or similar magic are freed from their paralysis.
- Magical locking mechanisms such as *arcane lock* are opened, and a *magic mouth* speaks its message. The opening of locks or other closures immediately triggers any alarms or traps attached to them.
- Temporal alterations, such as *haste* and *slow* spells are ended.
- The *bestow curse* and *geas* spells are dispelled.
- Magical barriers such as *wall of fire*, *wall of stone*, *wall of force*, *guards and wards*, *symbol* and *forcecage* are dispelled.
- A *magic circle* that currently holds an imprisoned creature is dispelled. Any released creature might or might not be friendly to you or your allies.
- Ammunition enchanted by spells such as *conduit* and *seeking* lose their magic. A *ring of spell storing* releases its contents into the nearest unoccupied space. Spells bound by a *contingency* immediately release them into the nearest unoccupied space.
- A *magic jar* is shattered.

An unbinding is not without its limits:

- Protective spells such as *protection from evil and good*, *shield*, *globe of invulnerability*, *mage armor* and similar spells are not affected by the unbinding.
- Petrified creatures remain petrified.
- Individuals bound into service are not freed (including creatures such as familiars, summoned creatures, Elementals or djinni).
- An antimagic field is not affected, nor does the unbinding affect anything inside held inside one.

UNCONSCIOUS COMMAND

6th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 24 hours

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You touch a creature's forehead, implanting a course of activity (limited to a sentence or two) deep into the recesses of their mind. You must share at least one language with the target. You dictate the trigger for the command to take hold of the target, which must be worded in such a manner as to sound reasonable. You can cause the creature to attack another creature, even in the face of overwhelming odds, but not to cause direct harm to themselves (for example, "*When you are alone in a room with Old Gus, strangle him to death!*"). The target makes a Wisdom saving throw. On a failure, the target has no knowledge of the spell affecting them, and they fall unconscious (or if they are immune to sleep magic, are stunned) until the end of their next turn, at which time they lose all memory of the last 10 minutes. Creatures that can't be charmed are immune to the spell.

For the duration, when the conditions you have set come to pass, the target is forced to single-mindedly attempt to fulfill your command. For the next hour, each time the target takes damage, it makes a new Wisdom saving throw against the spell, ending it on a success. When the spell ends, the target retains any memories of actions it took while under the spell.

The spell is detectable by the *detect magic* and *detect thoughts* spells, but the course of activity itself is not discernible. A *remove curse* spell ends the effect, but a *dispel magic* spell does not.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration increases to 30 days. If you use a spell slot of 8th level, the duration is 1 year. If you use a 9th level spell slot, the spell lasts until it is dispelled.

The *unconscious command* spell might be disruptive to group cohesion, whether the party is the target or the caster of the spell. When adding new mind-affecting spells to the game, ensure everyone playing is comfortable with the idea.



Illustration by Pontus Ullbors

UNDEAD ALACRITY

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

You imbue up to three undead creatures you can see within range with the speed of the living. For the duration, the targets' base walking speed is increased by 10 feet, and they gain a +1 bonus to their AC, Dexterity saving throws, and initiative rolls.

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.

UNDEAD DETONATION

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Wizard

You cause a zombie under your control (or an available corpse of a Medium-sized creature, which becomes a zombie) that you can see to immediately move up to 40 feet and explode. Creatures in a 10-foot radius of the zombie must make a Dexterity saving throw, taking 6d6 necrotic damage and 6d6 thunder damage on a failed save, or half as much on a successful one. If the zombie is reduced to 0 hit points, it explodes immediately.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage of each of its effects increases by 1d6 for each slot level above 4th.

UNDEAD EMISSARY

4th-level necromancy (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a cold iron crown with mithril runes worth at least 500 gp, which the spell consumes)

Duration: 1 hour

Classes: Cleric, Wizard

You place the iron crown onto a willing undead creature in your service, empowering it as your emissary. For the duration, the target gains 3d8 temporary hit points, and has advantage on saving throws against being frightened and effects that turn undead, and its Intelligence and Wisdom scores increase by an amount equal to your spellcasting ability modifier (minimum of 1), and it can cast the *thaumaturgy* cantrip, allowing it to speak.

Additionally, you can gift your emissary with the ability to speak one language you know that it did not know in life.

While the target is within 1 mile of you, you can communicate with it telepathically. As an action, you can perceive the world through its senses, seeing what it sees, hearing what it hears. Additionally, you can speak with your own voice through your emissary. During this time, you are deaf and blind with regard to your own senses.

Additionally, on each of the target's turns, it can use a bonus action to mentally command any creature within 60 feet of itself that you created with the *animate dead* spell. While you are in possession of your emissary's sense, you can issue these commands yourself.

Finally, when you cast a spell with a range of touch, the target undead can deliver the spell as if it had cast the spell. The undead must be within 1 mile of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

If your emissary is turned or reduced to 0 hit points, your connection to it is severed, it loses any remaining temporary hit points it has, and the iron crown upon its head clatters to the floor, and the mithril runes carved into it disappear. You can't have more than one undead emissary at a time. If you cast this spell while you already have an undead emissary, the first loses its temporary hit points, its crown disintegrates.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporary hit points are increased by 1d8 for each slot level above 4th. If you use a spell slot of 5th level, the duration increases to 8 hours. If you use a spell slot of 6th level, the duration is 24 hours. If you use a spell slot of 7th level or higher, the spell and your control over the undead last until dispelled, even if the original spell used to animate the undead expires.

UNDEAD REGENERATION

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, M (the freshly severed head of a Medium sized Beast, which the spell consumes)

Duration: 24 hours

Classes: Cleric, Wizard

You reinforce the magic that keeps an undead animated. Up to six undead creatures of your choice that you can see within range each regain hit points equal to $2d12 +$ your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d12 for each slot level above 3rd.

Necromancers working in conjunction with one another can use spells like *animate dead*, *ghastlight*, *undead alacrity*, *undead emissary*, and *undead regeneration* to create and maintain powerful undead from a distance, keeping their location and identity a secret. The DM should consider if These spells might be better suited for NPCs than for player characters.

VACANCY

4th-level illusion

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (square of fine black silk embroidered with silver thread worth at least 100 gp)

Duration: 24 hours

Classes: Artificer, Faerie, Sorcerer, Wizard

You cause a structure (or part of a larger structure) no larger than a 50-foot cube to appear vacant, neglected, and unused. Those who enter the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place, including when looking inside drawers or other shuttered spaces. When you cast the spell, you can cause furniture or other objects in the room to become hidden by the illusion, although they remain physically present.

If a creature passes through the area, they seem to leave footprints in the dust, and tear away cobwebs, and gain the olfactory stimulation of inhaling the illusory dust. Unless a creature comes into contact with an object hidden by the spell, the space appears empty.

When a creature comes into contact with an object hidden by the spell, they immediately make a Wisdom saving throw. On a success, the spell is lost. On a failure, they believe the hidden object to be invisible. Removing an object from the spell's area causes it to reappear and assume its normal appearance.

WALL OF PAIN

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a length of viscera)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Warlock, Wizard

You create a wall of twisting energy on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall itself is invisible, but the area is filled with dim green light. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes $6d8$ necrotic damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals $6d8$ necrotic damage to each creature that ends its turn within 5 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.



Illustration by Graey Erb

WATER WHIP

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a waterskin)

Duration: Instantaneous

Classes: Druid, Faerie, Sorcerer, Wizard

You extend a whip of water, which lashes out at a target within range. Make a ranged spell attack against the target. If the attack hits, the creature takes 2d12 bludgeoning damage, and if the creature is Large or smaller, you can push or pull the creature up to 15 feet in a direction of your choice other than upwards. If the target is pulled to within 5 feet of you, you can use a bonus action to attempt to grapple it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12, and the distance the target is moved increases by 5 feet for each slot level above 1st (to a maximum of 30 feet).

WAYPOINT

9th-level abjuration

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (an ornately inscribed platinum stake costing at least 5000 gp, which the spell consumes)

Duration: 24 hours

Classes: Wizard

You pound an ornate stake into the ground, magically anchoring your essence to the current coordinates of timeline, creating a waypoint for your eventual return. Once cast, for the duration, you can return to your waypoint using your action.

You can also set conditions that would trigger a return to your waypoint (for example, your death, the failure of a particular objective, or a spoken command word).

Returning to your waypoint consumes it, undoing everything that happened since its creation. Only you retain any memory of the undone time.

The waypoint immediately disappears if you travel through time in any way, move to a different plane, or after 24 hours passes.

WHELM

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Faerie, Sorcerer, Warlock, Wizard

You thrust your arm forward with your palm open and fingers splayed, targeting a creature you can see within range, and attempt to overwhelm its mind. The target makes a Wisdom saving throw, taking 1d6 points of psychic damage on a failure, or half as much on a success. Constructs, Undead, and creatures with an Intelligence score of 4 or lower are immune to the spell.

If the spell reduces a creature to 0 hit points, they are unconscious, but stable. They remain unconscious for 1 minute, or until someone uses an action to shake or slap them awake, at which time they gain 1 hit point.

If the creature takes damage while they are unconscious, they lose their stability and die, or begin to make death saving throws.

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

The *whelm* spells is a good option for players that prefer to subdue rather than kill their enemies.

WILD FLIGHT

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer

You become a swirling orb of magical energy. You double your remaining movement speed. Until the end of your turn, you can use your movement speed to move freely through creatures. Your velocity so high that you can only change direction every 10 feet you move.

Each creature you move through must make a Dexterity saving throw, taking 4d6 radiant damage on a failure, or half as much on a success. A creature takes an additional 1d6 damage for every size category larger than Medium they exceed (for example, a Huge creature takes an additional 2d6 damage). A creature can only be damaged by your travel path once.

If you end your turn in a space occupied by another creature, you take 2d6 force damage and are shunted to the nearest available space.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



Illustration by Tomas Navikas

WILD RUNNER

4th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (a fragment of hoof or antler)

Duration: 1 hour

Classes: Druid, Faerie, Ranger

You alter your form, growing a sturdy second pair of hooved legs, complete with tail. This growth increases your size by one category—from Medium to Large, for example. Your equipment adapts to your new form.

For the duration, you are a Monstrosity, and you gain the following benefits:

- Your strength cannot be less than 18, and your Dexterity and Constitution cannot be less than 14, and your base walking speed becomes 50 feet.
- You gain a set of natural weapons, choosing from hooves (which deal 2d6 bludgeoning damage) or antlers (which deal 2d6 piercing damage).
- If you move at least 30 feet straight toward a target and hit it with a weapon attack on the same turn, the target takes an additional 2d6 damage. You can deal this additional damage only once per turn.
- You can carry a rider one size category smaller than you.

You can end the spell early using a bonus action.

WIND AT OUR BACKS

5th-level divination (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a brass talisman with inlaid amethyst crystals worth at least 500 gp)

Duration: 24 hours

Classes: Cleric, Druid, Faerie, Paladin, Ranger

You bless up to ten willing creatures you can see within range with good fortune as they travel. Difficult terrain doesn't slow the group's travel, and they can't become lost except by magical means.

Alternatively, you can bless one vessel that travels by sea or air, doubling its travel pace. The spell does not affect the vessel's speed in combat.

For the duration the blessed target(s) travel at double the normal pace, provided they are all traveling together in the same direction.

Additionally, any rolls the DM make that result in ill fortune or undesirable weather for the group, the DM rolls a 1d2. If the result is a 2, the results do not affect the group (or vessel) in any way.

WITNESS

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

You touch a willing creature, creating a magical link from their senses to your own that functions over any distance. For the duration, you can use your action to experience the world through the target's senses, including sight, sound, touch, smell and taste, and any special senses such as *darkvision*. While doing so, you are blinded, deafened, and restrained, and your own senses of taste, smell and touch are suspended. You can speak normally, but the only actions you can take are to make Wisdom and Intelligence ability checks, or to cast a spell that allows you to communicate with the target (for example, *message* or *sending*). You can return to your own senses as a bonus action.

Additionally, if the target takes damage while you are experiencing its senses, you take half the amount as psychic damage.

The spell ends if the target is on plane of existence different than your own.

WIZEN

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (desecrated gem dust worth at least 1000 gp, which the spell consumes)

Duration: Concentration, up to 10 hours

Classes: Cleric, Sorcerer, Warlock, Wizard

A jet-black beam fires from your hand and ages one Humanoid or Beast you can see within range. The target makes a Charisma saving throw. If they fail, you curse the target, roll a 1d6 and deal the results in necrotic damage to the target, and age them by an equivalent number of years.

For the duration, you can use your action to repeat the aging process on your turn, up to an additional number of times equal to your spellcasting ability modifier (minimum of 1). Each additional time you age the target, it must succeed a Constitution saving throw or take one level of exhaustion.

The target can repeat its saving throw at the start of its turns, ending the spell on a success. The unnatural aging lingers after the spell ends, and the target gradually returns to their natural age over the course of a year, or until removed by a *remove curse* spell or similar magic.

A creature aged past its maximum natural lifespan must begin to make death saving throws.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the die is increased to 1d8, and its effects linger for a decade. At 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects, including any exhaustion applied by the aging process, are permanent.

WOOD ROT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a termite queen's carapace)

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Wizard

You touch a plant creature or nonmagical wooden object, and an insidious rot immediately taints it.

If the target is a plant, they must make a Constitution saving throw, taking 4d6 points of necrotic damage on a failure or half as much on a success.

If the target is a nonmagical wooden object that isn't being worn or carried, you can destroy up to 5 cubic feet of it, ending the spell.

If the target is a wooden shield or armor being carried or worn by a creature, the target makes a Dexterity saving throw. On a failure, the shield or armor becomes brittle, and the next time a creature hits the creature with an attack, the shield or armor is destroyed.

If the target is a wooden weapon (for example, a club or quarterstaff) being word or carried by a creature, make a melee spell attack. On a hit, the weapon becomes brittle, and the next time the target makes a damage roll with the weapon, the result is reduced by an amount equal to your spellcasting ability modifier, and the weapon is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6, and you can destroy 5 additional cubic feet of wood for each slot level above 1st.

The *wizen* spell is especially devastating to short-lived races like aaracockra, goblins, kenku, orcs, and tortles.



Illustration by Even Amundsen

WRACK

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You target a creature you can see within range with a painful curse. The target makes a Constitution saving throw. On a failure, the target's body blisters with weeping sores, and its eyes cloud with blood, rendering it blind for the duration of the spell. Constructs, Undead, and creatures immune to disease succeed their saving throw automatically.

For the duration of the spell, you can use an action on your turn to deal $3d10$ necrotic damage to the target, which must succeed a Strength saving throw or fall prone.

The target can repeat its saving throw at the end of each of its turns, ending the effect early on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d10$ for each slot level above 4th.

WYRMHOLE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A platinum hourglass worth at least 5,000 gp filled with diamond dust worth at least 20,000 gp. The dust is consumed.)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You conjure a portal linking an unoccupied space you can see within range to the same location in a different time of your choice. The destination must be at least 24 hours apart from your current location in time.

The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back at each time where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other time, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

I offer just one piece of advice on the subject of time travel: **Don't do it.** Whatever it is you think you stand to gain, the infinite skies will have their due, and then some. Time travel is a lonely enterprise. You can **never return home.**

~ Old Gus

XORN MOVEMENT

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pristine fold of **xorn** hide worth at least 500 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Sorcerer, Wizard

A yellow glow spreads over your entire form, shedding dim light in a 5-foot radius. For the duration, you burrow through nonmagical, unworked earth and stone at your movement speed. While doing so, you don't disturb the material you move through, and you can breathe normally while entombed in earth and rock. The spell ends if you cast another spell or attack a creature.

When the spell ends, if you have not emerged into a space large enough to contain your body, you are shunted to the nearest unoccupied space, taking $1d6$ points of bludgeoning damage for every 5 feet you are moved.



Illustration by Even Amundsen



Illustration by dron111

ZAP

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Wizard

A thrum of chaotic magic streaks out of you toward one creature of your choice that you can see within range.

Make a ranged spell attack. If it hits, roll a d8 to determine the type of damage, then deal 1d8 of that type to the creature.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Each time the damage dice increase, you can modify the results of your damage type's roll by an additional ±1.

Zap Damage Type

d8	Damage Type
1	fire
2	cold
3	acid
4	lightning
5	thunder
6	radiant
7	force
8	psychic

ZONE OF SELF-IMMOLATION

5th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fragment of charred tree bark)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Wizard

You create a 30-foot-radius sphere centered on a point you can see within range where magical fire twists against its creator. The zone is invisible, but smells of ash and sulfur, which is perceptible with a successful Wisdom (Perception) check against your spell save DC.

For the duration, nonmagical flames are immediately extinguished in the area. If a creature in the area casts a spell of 4th level or lower cast that would create magical flame, the spell backfires and they (and only they) become the target of the spell's effects instead. If the spell requires an attack roll and the result would hit the caster, it does so. If the spell requires a saving throw, the caster must do so.

Additionally, creatures in the area have resistance to fire damage that they did not cause themselves. The breath weapons of Dragons are unaffected by any of the spell's effects, including this resistance.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th. Additionally, the zone causes spells of one level higher to backfire for each slot level above 5th.



Illustration by Nuare Studio



Illustration by F TT

FAMILIARS

A familiar is a constant companion of a spellcaster, and this section presents additional forms for familiars that might suit a character or campaign setting better than options listed in the *find familiar* spell.

Many of familiars presented herein exceed the utility of forms mentioned in the *find familiar* spell. The DM can restrict a character to a single form best suited to their character concept (for example, a *skull servant* for a wizard whose arcane tradition is necromancer, or a *blink pup* for a warlock whose patron is an archfey). The DM might also make obtaining the service of such a familiar only after the completion of a quest or receiving special training.

WARLOCKS

An optional revision to the *Pact of the Chain* feature allows for more powerful familiars to be created and maintained.

WIZARDS AND OTHER SPELLCASTERS

For wizards and other spellcasters capable of casting *find familiar* spell, the *fortify familiar*^{OGE} spell presented earlier in this chapter offers the ability to create more powerful familiars, on a temporary or ongoing basis.

PACT OF THE CHAIN, REVISED

You learn the find *familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar, an *imp*, *peusdodragón*, *quasit*, *sprite*, or any other form the DM has approved. Your familiar gains these benefits:

- Your familiar uses your proficiency bonus rather than its own.
- Your familiar becomes proficient with all saving throws.
- For each level you gain after 3rd, your familiar gains an additional hit die and increases its hit points accordingly.
- Your familiar's AC and damage rolls receive a bonus equal to your proficiency bonus minus 2.
- Whenever you gain the *Ability Score Improvement* class feature, your familiar's abilities also improve. Your familiar can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. Your familiar can't increase an ability score above 20.

Using the optional feats rule, you can forgo this feature to take a feat of your choice from the *Feats for Familiars* list instead.

In combat, your familiar shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you command it otherwise (no action required). Once on your turn when you take the Attack action or cast a spell, you can command your familiar to use its reaction to make one attack, adding your spellcasting ability modifier to the damage roll on a hit.

Before the Summoning...

To ensure a pleasurable experience at the gaming table, the DM and the player should discuss the following:

Roleplaying and Rolls. Who will be playing the familiar's role in dialogue? Who will manage its character sheet, actions, and rolls? Is each different form the familiar takes inhabited by the same consciousness, or are they different?

Selecting Familiar Forms. Is there a limit the number of forms an empowered familiar can take? This could be as low as 1, half or all of its master's spellcasting ability modifier, or unlimited.

Familiar Death. Death for a familiar might be banishment to their otherworldly realm of origin where they await their master's call via the *find familiar* spell, or a true death, requiring the summoner to bind a new familiar to service.

Calculating Familiar Improvements. All creatures listed as eligible to become a familiar have a proficiency bonus of +2. Review the monster statistics section in the *Basic Rules* to help you calculate the changes to the familiar's attack and damage rolls and any DCs of spells or abilities! Perform a close reading to determine the ability score from which an attack or DC is derived.

FEATS FOR FAMILIARS

RESISTANT FAMILIAR

The familiar gains resistance to piercing, slashing, and bludgeoning damage from nonmagical attacks that aren't silvered.

RELENTLESS SERVICE

When the familiar is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead. If their master is within 100 feet of the familiar, they can use their reaction to spend a number of their hit dice equal to their master's spellcasting ability modifier.

Once a familiar uses this feature, it can't use it again until their master finishes a long rest.

SKILLED FAMILIAR

The familiar gains proficiency in two skills or tools of your choice. If you select a skill the familiar is already proficient with, its proficiency bonus is doubled for any ability check it makes that uses the chosen proficiency.

SUPERIOR TELEPATHY

The distance over which the familiar can maintain telepathic contact (and share its senses) increases to a number of feet equal to $100 \times$ the master's spellcasting ability modifier (minimum of 200 feet).

WARDEN FAMILIAR

The familiar gains advantage on saving throws against spells and other magical effects.

FAMILIAR PERSONALITIES

Your familiar need not share your alignment, although it is bound to obeys your commands. It can have its own a personality trait, ideal and a flaw.

Familiar Traits

d8 Personality Trait

- 1 **Obsequious.** I suck up to my master at every turn. (Lawful)
- 2 **Resentful.** I might be a servant, but I don't like it, and will complain when given orders. (Chaotic)
- 3 **Bumptious.** I'm self-aggrandizing know-it-all. (Any)
- 4 **Cryptic.** I speak in naught but riddle or rhymes. (Any)
- 5 **Gluttonous.** I'm always hungry. (Neutral)
- 6 **Spiteful.** I delight in cruelty and malice, and love to laugh at others' failures. (Evil)
- 7 **Jealous.** I like to be the center of my master's attention, and respond poorly to anyone competing for it.
- 8 **Curious.** I enjoy the company of the creatures of the Material Plane, and lose myself in conversation with strangers.

Familiar Ideals

d8 Ideal

- 1 Helping others is its own reward. (Good)
- 2 Life is a game. Sometimes you're ahead, sometimes you're behind. (Neutral)
- 3 I may be a servant now, but someday I will master my own destiny— and maybe yours, too. (Evil)
- 4 Our patron is the supreme power in the universe, and we both serve the same master. (Any)
- 5 To serve is my reason for existence. (Lawful)
- 6 The pleasures of the flesh are what make life worth living. I take every opportunity to enjoy food, drink, and cuddles when I can. (Neutral)
- 7 I want nothing more than my freedom and the ability to make my own choices with what to do with my life. (Chaotic)
- 8 I just want to watch the world burn. (Chaotic)

Familiar Flaws

d8 Flaw

- 1 I take every opportunity to cause mischief.
- 2 I have an attraction to shiny objects, and love to steal them.
- 3 My sharp tongue gets my master into hot water on a regular basis.
- 4 I do my best to follow orders, but I often misunderstand commands given to me.
- 5 I'm lazy. When not under orders, I prefer to sleep.
- 6 I'm a coward.
- 7 My competitive nature lands me in over my head.
- 8 I can't keep a secret.



Illustration by Rachel Denton



Illustration by Kerem Beyit

AMETHYST WYRMLING

Tiny Dragon, Typically Neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	14 (+2)

Damage Resistances force, thunder

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Innate Spellcasting. The wyrmling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *mage hand, mold earth* XGE

1/day: *shield*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2 piercing damage.

Gem Lozenge (2/Day). The wyrmling exhales a gem lozenge up to 60 feet to a point it can see within range, which shatters on impact in a 5-foot-radius sphere. Creatures in the area must make a DC 11 Dexterity saving throw, taking 2d6 piercing damage on a failure, or half as much on a success.

ANQA

Tiny Monstrosity, Unaligned

Armor Class 13

Hit Points 4 (2d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	11 (+1)	14 (+2)	12 (+1)

Skills Acrobatics +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages any four languages

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Innate Spellcasting. The anqa's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components:

At will: *prestidigitation*

1/day: *color spray*

Glider. The anqa has a thin membrane between its limbs that can slow its fall and allow it to glide. When it falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and can move up to 2 feet horizontally for every 1 foot it descends.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Illustration by Michelle Tolo

AWAKENED TOME

Tiny Construct, Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 4 (2d4)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	17 (+3)	14 (+2)	12 (+1)

Skills Arcana +5, History +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 12

Languages any four languages

Challenge 1/4 (50 XP)

Proficiency Bonus +2

False Appearance. While the tome remains motionless, it is indistinguishable from a normal book.

Flyby. The tome doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Drop Knowledge. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 + 1) bludgeoning damage, and the target must succeed on a Wisdom saving throw or take 2 (1d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Dispense Advice (2/Day). The tome searches the knowledge held within its pages and dispenses helpful advice to a creature within 30 feet of it that can hear it. Within the next 1 minute, the target can roll 2d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check, but before the results are announced.



Illustration by Anastasia-berry



Illustration by Melody Nejad

BASILISK YOUNGLING

Tiny Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	2 (-4)	9 (-1)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage.

Petrifying Gaze (2/Day). The basilisk forces a creature within 30 feet of itself that it can see and that can see it to make a DC 13 Constitution saving throw. On a failed save, the creature's flesh hardens becomes rigid and inflexible. The target is then restrained for up to 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures immune to petrification succeed their saving throw automatically.

BLINK PUP

Tiny Fey, Typically Lawful Good

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 2) piercing damage.

Teleport (2/Day). The pup magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the pup can make one bite attack.



Illustration by Kyle Sewnarain



Illustration by Robin Boonacker

BLOOMBAT

Tiny Fey, Typically Neutral

Armor Class 12

Hit Points 3 (1d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	10 (+0)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses blindsight 60 ft., passive Perception 13

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Camouflage. The bloombat has advantage on Dexterity (Stealth) checks it makes in terrain with ample vegetation.

Echolocation. The bloombat can't use its blindsight while deafened.

Innate Spellcasting. The bloombat's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast a number of spells, requiring no material components:

At will: *druidcraft*

1/day each: *entangle, snare*^{XGE}

Keen Hearing. The bloombat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 3 (1d4) acid damage.

BUBBLUMPH

Tiny Aberration, Typically Lawful Good

Armor Class 12

Hit Points 5 (2d4)

Speed 5 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (0)	12 (+1)	12 (+1)	11 (+0)

Skills Insight +3, Investigation +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, telepathy 30 ft.

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Advanced Telepathy. The bubblumph can perceive the content of any telepathic communication used within 30 feet of it, and it can't be surprised by creatures with any form of telepathy.

Telepathic Shroud. The bubblumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Psychic Bubbles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 1 psychic damage, and the target has disadvantage on the first attack it makes on its next turn.



Illustration by Anne-Lise Loubière



Illustration by Sandra Dieckmann

BUMBLEBEAR

Tiny Fey, Typically Lawful Neutral

Armor Class 13

Hit Points 4 (1d4 + 2)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Acrobatics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Illustration by Julia Kvavidze

CACTOOR

Tiny Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses tremorsense 5 ft. passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Desert Dweller. The cactoor is acclimated to deserts. It is also naturally adapted to extreme heat, as described in Chapter 5 of the *Dungeon Master's Guide*.

False Appearance. While the cactoor remains motionless, it is indistinguishable from a tiny cactus.

Prickly. A creature that touches the cactoor takes piercing damage equal to its proficiency bonus (2).

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Barrage (2/Day). The cactoor unleashes a barrage of spines to a point within 30 feet of itself it can see. Creatures within a 5-foot-radius sphere of that point must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage, or half as much on a success.

Create Water (1/Day). The cactoor can create up to 1 gallon of clean water within 5 feet of itself.

CARBUNCLE

Small Monstrosity, Typically Neutral

Armor Class 12

Hit Points 5 (1d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Innate Spellcasting. The carbuncle's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *blade ward, light*

1/day each: *mislead, shield*

Treasure Scent. The carbuncle can detect the presence and direction of precious metals and gems within 30 feet of itself. It can't locate treasure if more than 5 feet of stone, 1 foot of common metal, or any thickness of lead, even a thin sheet, blocks a direct path between it and the treasure.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.



Illustration by Sofia Uhr



Illustration by CasArtss

CATSPIDER

Tiny Monstrosity, Typically Chaotic Neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Keen Smell. The catspider has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The catspider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the catspider knows the exact location of any other creature in contact with the same web.

Web Walker. The catspider ignores movement restrictions caused by webbing.

Vermin Hunter. The catspider has advantage on attack rolls against Beasts of its own size category or smaller.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage.

CHERUB

Tiny Celestial, Typically Chaotic Good

Armor Class 13

Hit Points 6 (2d4 + 1)

Speed 20 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Acrobatics +5, Persuasion +4

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 11

Languages Common, Celestial

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Innate Spellcasting. The cherub's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *friends*

1/day each: *charm person*, *suggestion*

ACTIONS

Heartwood Bow. *Ranged Weapon Attack:* +5 to hit, range 80/160 ft., one target. *Hit:* 4 (1d2 + 3) piercing damage. On a hit, the cherub can cast *charm person* or *suggestion* upon the target (if available), even if the target is out of the range of the spell, and the cherub can choose a creature it can see other than itself to be charmed by the target. The target makes their saving throw against the spell as normal, even if they are in combat with the cherub or its allies.



Illustration by Slotopaint

CHROMATIC WHELK

Tiny Monstrosity, Unaligned

Armor Class 12 (natural armor)

Hit Points 5 (2d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	6 (-2)	10 (+0)	3 (-4)

Saving Throws Str +2, Dex -1, Con +2, Int +0, Wis +2, Cha -2

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Innate Spellcasting. The whelk's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast a number of spells, requiring no material components:

At will: *dancing lights, resistance, shield*

1/day: *treasure scribe*

Magic Resistance. The whelk has advantage on saving throws against spells and other magical effects.

Spider Climb. The whelk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.



Illustration by Julia Lundgren

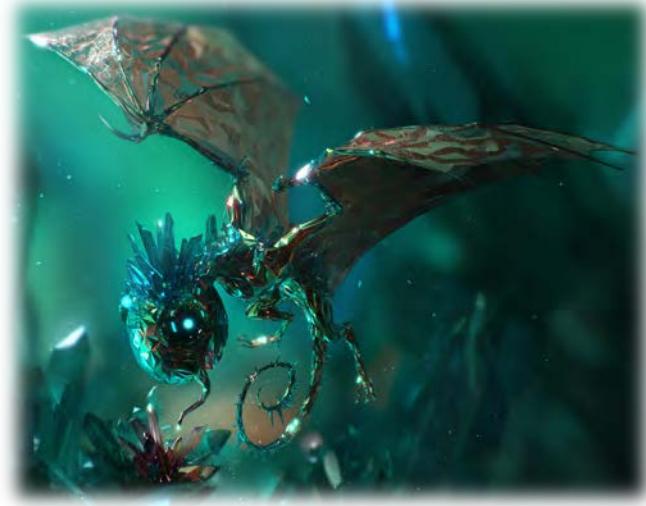


Illustration by Paolo Giandoso

EMERALD WYRMLING

Tiny Dragon, Typically Lawful Neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	14 (+2)

Skills Arcana +4, Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Innate Spellcasting. The wyrmling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *prestidigitation*

1/day each: *fog cloud, detect thoughts*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2 piercing damage.

Sonic Breath (2/Day). The wyrmling exhales a cone of sonic energy in a 10-foot cone. Creatures in the area must make a DC 11 Constitution saving throw, taking 7 (2d6) thunder damage on a failure, or half as much on a success.

Emerald dragons are nearly extinct, but their eggs can last indefinitely, buried in a caldera or the cone of a dormant volcano. They are preternaturally paranoid and incredibly slow to trust.

FLUTTERING OCULUS

Tiny Aberration, Unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	5 (-3)

Skills Investigation +3, Perception +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Vigilant. The fluttering oculus can't be surprised.

Telepathic Bond. While the fluttering oculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Eyebeam. *Ranged Spell Attack:* +3 to hit, range 15/30 ft., one creature. *Hit:* 4 (1d6 + 1) force damage.

Holograph (1/Day). The fluttering oculus scans the area around itself to a distance of 30 feet and stores the image in its memory. It can later use this ability to project the stored image as a transparent illusion. The fluttering oculus can only store one such image in its memory at a time.



Illustration by Terry Maranda



Illustration by Alexandra Mansvetova

GILI-GELI

Tiny Fey, Typically Chaotic Neutral

Armor Class 14

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Flyby. The gili-geli doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The gili-geli's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *gust*^{XGE}, *misty step*, *vicious mockery*

1/day each: *expeditious retreat*, *gust of wind*, *gaseous form*

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Gili-geli are airy fey that resemble long-tailed cats. They are curious, and enjoy playing pranks, especially knocking objects off of shelves or other hard-to-reach places.



Illustration by Brian Valeza

GLUMPING POOZER

Tiny Aberration, Unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft., Climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Echolocation. The poozer can't use its blindsight while deafened.

Chromatophores. While the poozer remains motionless, it is indistinguishable from a nonmagical terrain unless a creature succeeds on a DC 13 Intelligence (Investigation) check.

ACTIONS

Proboscis. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 acid damage.

BONUS ACTIONS

Attune Antennae (Recharges after a Short or Long rest).

The poozer casts the *detect evil and good* or *detect magic* spell, requiring no verbal or material components. It doesn't need to concentrate on the spell. The spell ends if the poozer is incapacitated or paralyzed.

GRIFFON CHICK

Tiny Monstrosity, Unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.



Illustration by Eeva

IKKIPPE

Tiny Monstrosity, Typically Neutral Evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances piercing, bludgeoning

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception

14

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Sight. The ikkrippe has advantage on Wisdom (Perception) checks that rely on sight.

Spider Climb. The ikkrippe can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Sickening Gaze. *Ranged Spell Attack:* +4 to hit, range 30 ft., one creature. Hit: 4 (1d4 + 2) necrotic damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute.



Illustration by Accie Sullivan



Illustration by Naomi McLeod

ILLUMINANT MANTIS

Tiny Fey, Typically Chaotic Neutral

Armor Class 14

Hit Points 3 (1d4 + 1)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	9 (-1)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Innate Spellcasting. The mantis' innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *dancing lights*

1/day: *invisibility*

Magic Resistance. The mantis has advantage on saving throws against spells and other magical effects.

ACTIONS

Bugaboo. The mantis targets a creature it can see within 60 feet of it, which must succeed a DC 12 Constitution save or take 2 (1d4) poison damage, and move 5 feet in a random direction. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.



Illustration by Aaron Miller

INFECTIOUS PROTOZOAN

Tiny Aberration, Unaligned

Armor Class 13

Hit Points 9 (2d4 + 4)

Speed 0 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Flyby. The protozoan doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 2 poison damage.

Infect (2/Day). The protozoan expels an infectious goo onto a creature it can see within 10 feet of itself. The target makes a DC 12 Constitution saving throw. On a failed save, the creature is poisoned for 24 hours. For the duration at the start of each of its turns it rolls a d4. On a 1, it spends its action that turn coughing and retching. Creatures that are immune to poison automatically succeed their saving throw.

JELLICAT

Tiny Monstrosity, Unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances piercing

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Sight. The jellicat has advantage on Wisdom (Perception) checks that rely on sight.

Invisibility. The jellicat magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the jellicat wears or carries is invisible with it.

ACTIONS

Stinging Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 3) poison damage, and if the target is of Tiny size, it is grappled (escape DC 9).



Illustration by Peter Boehme

KI-RIN YOUNGLING

Small Celestial, Typically Lawful Good

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Skills Insight +4, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common, telepathy 60 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Innate Spellcasting. The ki-rin's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At-will: *light, mending, thaumaturgy*

1/day: *fog cloud, gaseous form, protection from poison*

Magic Resistance. The ki-rin has advantage on saving throws against spells and other magical effects.

ACTIONS

Sacred Flame. Ranged Spell Attack: +5 to hit, reach 30 ft., one target. Hit: 10 (4d4) radiant damage.



Illustration by Yun Zhang



Illustration by Gage Wood

KODAMA

Tiny Plant, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	4 (-3)	15 (+2)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances piercing, bludgeoning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Innate Spellcasting. The kodama's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *druidcraft*

ACTIONS

Shillelagh. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

MECHANICAL WYRMLING

Tiny Construct, Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 6 (2d4 + 2)

Speed 20 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	8 (-2)	9 (-1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Axiomatic Mind. The mechanical wyrmling can't be compelled to act in a manner contrary to its nature or its instructions.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

Flame Jet. The mechanical wyrmling exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 10 (4d4) fire damage on a failed save, or half as much damage on a successful one.



Illustration by Yigit Koroglu



Illustration by Michael Jaecks

MIMIC INFANT

Tiny Monstrosity (shapechanger), Typically Neutral

Armor Class 12 (natural armor)

Hit Points 4 (2d4)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Adhesive. The mimic can adhere to Small or larger creatures by moving into their space. A creature can use its action to remove the mimic, moving it to the nearest available unoccupied space. The mimic has advantage on attack rolls against a creature it is adhered to.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary tiny object.

Shapechanger (1/Day). The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

MINIDRONE

Tiny Construct, Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can understand the languages of its creator but speaks only preprogrammed responses

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Axiomatic Mind. The minidrone can't be compelled to act in a manner contrary to its nature or its instructions.

Spell Storage. The minidrone's master can store one spell of 1st-level by casting the spell while touching the minidrone.

ACTIONS

Beam. *Ranged Spell Attack:* +3 to hit, range 10/20 ft., one target. *Hit:* 3 (1d6) force damage.

Release Stored Spell. The minidrone casts a stored spell, expending it. The stored spell has a spell save DC of 13 and an attack bonus of +5.



Illustration by Murdelli

MOTE OF EARTH

Tiny Elemental, Typically Neutral

Armor Class 14 (natural armor)

Hit Points 11 (3d4 + 3)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 5 ft., passive Perception 10

Languages Terran

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Rolling Charge. If the mote rolls at least 20 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an additional 3 (1d6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

False Appearance. While the mote remains motionless, it is indistinguishable from a normal tiny rock.

Siege Monster. The mote deals double damage to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



Illustration by George REDreev

MOTE OF FIRE

Tiny Elemental, Typically Neutral

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	7 (-2)

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Ignan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Fire Form. The mote sheds dim light in a 5-foot radius, and can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the mote takes 1 fire damage. If the mote enters a creature's space and stops there, the creature takes 1 fire damage.

Illumination. At the start of each of its turns, the mote can choose to shed bright light in a 5-foot radius and dim light for an additional 5 feet instead.

Water Susceptibility. If the mote is submerged in water, it takes 1d4 cold damage.

ACTIONS

Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) fire damage, and the target and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d4) fire damage at the start of each of its turns.



Illustration by Sephiroth Art



Illustration by Kurt Daninger

MOTE OF ICE

Tiny Elemental, Typically Neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	14 (+2)	8 (-1)

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses tremorsense 5 ft. passive Perception 12

Languages Aquan, Auran

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Death Burst. When the mote dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 3 (1d6) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS

Freeze. *Melee Spell Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) cold damage.

Frostbite (2/Day). The mote expels a blast of freezing air onto a Medium or smaller target it can see within 10 feet of itself. The target must succeed a DC 11 Constitution saving throw or half their movement speed reduced by half and have disadvantage on the next attack roll it makes before the end of its next turn. Creatures resistant or immune to cold damage succeed their saving throw automatically.

MOTE OF LIGHT

Tiny Celestial, Typically Neutral Good

Armor Class 13

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3

Damage Immunities radiant, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses passive Perception 13

Languages understands Celestial but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Luminous Form. The mote can move through a space as narrow as 1 inch wide without squeezing. The mote emits bright light in a 5-foot radius and dim light for an additional 5 feet. As a bonus action, the mote can intensify the light to up to 20-foot radius (shedding dim light for an additional 20 feet), or dim the light to shed dim light in a 5-foot radius. The mote's light is overpowered by the *darkness* spell.

ACTIONS

Flare. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) radiant damage.

Dazzle (2/Day). The mote flashes in a dazzling display at one creature within 10 feet of the mote that can see it. The target must succeed on a DC 11 Wisdom saving throw or take 5 (1d10) radiant damage and be blinded until the end of its next turn. Creatures without eyes succeed this saving throw automatically.



Illustration by Aaron Nakahara



Illustration by Mataknights

MOTE OF SHADOW

Tiny Fiend (demon), Typically Neutral Evil

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	14 (+2)

Skills Stealth +5

Damage Immunities necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the mote's darkvision.

Shadow Form. The mote can move through a space as narrow as 1 inch wide without squeezing.

Shadow Step (2/Day). When in dim light or darkness, the mote can use a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Spider Climb. The mote can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage.

Extinguish. The mote extinguishes a small nonmagical light source within 5 feet of itself, such as a candle, torch, or campfire.

Oozeling

Tiny Ooze, Unaligned

Armor Class 9

Hit Points 11 (3d4 + 3)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +0

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 8

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amorphous. The oozeling can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the oozeling remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage plus 3 (1d6) acid damage. This attack can corrode metal objects that aren't being worn or carried. If the target is nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. If the target is a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If a weapon's penalty drops to -5, the weapon is rendered useless. The oozeling can eat a four-inch diameter hole through 1-inch-thick, nonmagical metal in 1 hour.



Illustration by Anastasia Ciolac



Illustration by Rita Lux

Otak

Tiny Beast, Unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 35 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	3 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Keen Smell. The otak has advantage on Wisdom (Perception) checks that rely on smell.

Nimble Escape. The otak can take the Disengage or Hide action as a bonus action on each of its turns.

Otak Nimbleness. The otak can move through the space of any creature that is larger than itself.

ACTIONS

Savage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d2 + 3) piercing damage.

Otak are generally not sociable creatures, preferring their wooded treetop nests and high, grassy plains, where they hunt mice and other rodents. The teeth and retractable claws of an otak are incredibly sharp, and so most folk avoid them as a matter of course.

PAPER DRAKE

Tiny Construct, Unaligned

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	17 (+3)	16 (+3)	14 (+2)

Skills Arcana +5, History +5, Perception +5

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Innate Spellcasting. The drake's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast a number of spells, requiring no material components:

At will: *comprehend languages, vicious mockery*
1/day: *legend lore*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

Sleep Breath (2/Day). The drake exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or another creature uses an action to awaken it.



Illustration by Hugo Solis



Illustration by Illia Tsiushkevich

PHOENIX HATCHLING

Tiny Elemental, Typically Neutral

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	2 (-4)	16 (+3)	12 (+1)

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Death Burst (1/Day). When the phoenix dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Form. The phoenix sheds bright light in a 5-foot radius and dim light for an additional 5 feet. A creature that touches the phoenix takes 1 fire damage. If the phoenix enters a creature's space and stops there, the creature takes 1 fire damage. With an action, the phoenix can also ignite flammable objects that aren't worn or carried.

ACTIONS

Fiery Talons. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 fire damage.

SKULL SERVANT

Tiny Undead, Typically Lawful Evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	8 (-1)

Skills Arcana +3, History +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages all the languages it knew in life

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Death Burst. When the skull dies, it explodes into jagged bone fragments. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 3 (1d6) slashing damage on a failed save, or half as much on a success.

False Appearance. While the skull remains motionless, it is indistinguishable from an ordinary skull.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Scare (1/Day). One creature of the skull's choice within 20 feet of it must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Illustration by Antonio José Manzanedo



Illustration by Madeline Buanno

SPORELING

Tiny Plant, Unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	5 (-3)

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Sporelinguist. The sporeling knows if *myconids* or other spore-based creatures within 120 feet of itself, and can communicate telepathically with them if within 30 feet.

ACTIONS

Spore Cloud. *Melee Spell Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (2d4 + 1) poison damage.

Rapport Spores (1/Day). The sporeling releases a puff of spores onto willing creatures within 5 feet of itself. For the next 1 hour, the spores grant willing creatures with an Intelligence of 2 or higher that aren't Constructs, Elementals or Undead the ability to communicate telepathically with one another while within 30 feet of each other.

UNICORN FOAL

Tiny Celestial, Typically Lawful Good

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	15 (+2)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Sylvan, telepathy 60 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d4 + 3) piercing damage.

Healing Touch (1/Day). The unicorn touches another creature with its horn. The target magically regains 9 (2d6 + 2) hit points. In addition, the touch removes one disease or neutralizes one poison afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and one willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to an unoccupied space up to 60 feet away the unicorn can see.



Illustration by Bobby Chiu



Illustration by Jim Pearson

WINGED MONKEY

Tiny Monstrosity, Typically Chaotic Neutral

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	10 (+0)

Skills Acrobatics +4, Performance +2, Sleight of Hand +4

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target
Hit: 5 (1d6 + 2) piercing damage.

WINGED PIGLET

Tiny Fey, Typically Chaotic Good

Armor Class 12 (natural armor)

Hit Points 4 (1d4 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Acrobatics +3, Investigation +2, Survival +4

Senses passive Perception 12

Languages understands Common but can't speak

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Epicurean. While resting in a wilderness, the piglet can assist a creature foraging for food during a short or long rest. Roll a d20, and use its results to determine the following:

1-10: Results as normal.

11-15: They find twice as much food as they normally would.

16-19: They find medicinal herbs. Creatures that partake of the fresh herbs and spend hit dice during the rest heal an additional hit point for each hit dice they spend.

19-20: They find rare and valuable plants or ingredients, such as truffles or mandrake root.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *gust*^{XGE}, *mold earth*^{XGE}

Keen Smell. The piglet has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target
Hit: 5 (1d4 + 1) piercing damage.



Illustration by Park Byungjin

WORDWORM

Tiny Aberration, Typically Neutral

Armor Class 10

Hit Points 3 (1d4)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	15 (+2)	13 (+1)	7 (-2)

Saving Throws Int +4, Wis +3

Damage Immunities psychic

Senses tremorsense 10 ft. passive Perception 11

Languages understands all spoken languages but can't speak

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Symbiotic. The wordworm can live comfortably inside a Small or larger creature for as long as its host survives.

Synaptic Relay (2/day). When the wordworm or its host makes an Intelligence or Wisdom ability check or saving throw, it can choose to gain advantage on the roll.

ACTIONS

Psychic Bite. Ranged Spell Attack: +4 to hit, range 30 ft., one target
Hit: 2 (1d4) psychic damage.

Enter Host. The wordworm enters the body of a Small or larger creature through an orifice (for example, an ear, nose, or mouth). Constructs and Undead cannot be entered, and an unwilling creature can make a DC 8 Dexterity saving throw to avoid being entered. For the duration, the wordworm can't use its tremorsense, and it has total cover against attacks and other effects originating outside the host. The host gains resistance to psychic damage, and can understand any spoken language it hears. If a creature communicates telepathically with the worm, the host creature also perceives those communications. The wordworm can use an action to exit the host, appearing in an unoccupied space within 5 feet of them.



Illustration by Piper Thibodeau



Illustration by Maxim Erokhin

FEATS

BLIGHT RESILIENCE

Prerequisite: Plant creature type

You are especially hardy, and resistant to blighting magic. You can the following benefits:

- Your Constitution score increases by 1.
- You have advantage on saving throws against any spell or ability that would deal necrotic damage to you, and have resistance to necrotic damage.

BORN TO THE SADDLE

Prerequisite: Dexterity 13 or higher

You increase your Dexterity score by 1 to a maximum of 20.

Your mastery as a rider is apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

BOW MASTERY

Prerequisites: Dexterity 13 or higher

When you make a ranged attack with a shortbow or longbow you are proficient with using Attack action, you can make one additional attack against a creature you can see using a bonus action. If the attack hits, you don't add your Dexterity modifier to the damage roll. This additional attack cannot gain any benefits provided by the *Sharpshooter* feat.

Additionally, you can use a shortbow or longbow you are proficient with as a two-handed melee weapon with the *finesse* property, which deals bludgeoning damage equal to its usual damage die on a hit. Any magical bonuses to attack or damage rolls the weapon provides also apply when you wield it this way.

CUNNING GLAMOUR

Prerequisites: The ability to cast at least one spell

Your magic can provide distractions you can use to make quick escapes. You gain the following benefits:

- Your Dexterity score increases by 1.
- When you cast an enchantment, divination, or transmutation spell with a casting time of 1 action on your turn, you can use your bonus action to take the Disengage, Dodge or Hide action.



Illustration by Leroy van Vliet

EQUESTRIAN MASTERY

Prerequisite: Strength 13 or higher

Your Wisdom score increases by 1, to a maximum of 20, and you gain the following benefits:

- You gain proficiency with the Animal Handling skill. If you become proficient in this skill from another source, you can twice your proficiency bonus to checks you make with it.
- Creatures you are mounted on have advantage on Wisdom and Constitution saving throws, their movement speeds are increased by 10 feet, and they add your Wisdom modifier to Dexterity (Acrobatics) and Strength (Athletics) checks they make.

OBSERVANT (REVISED)

The feat's description is changed:

Quick to notice details of your environment, you gain the following benefits:

- Increases your Intelligence or Wisdom by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret their words by reading their lips.
- You gain proficiency in the Investigation and Perception skills. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

This change encourages a player to use their powers of observation more actively, and increases in power over the course of levels as the proficiency bonus increases.

QUICKLING ANCESTRY

Prerequisites: Fey creature type, 8th Level

Your base walking speed increases by 5 feet, and can cast the *expeditious retreat* and *haste* spells once each without expending a spell slot or providing material components. Once you cast the spell, you can't cast it again using this feature until you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

THEURGIST

Prerequisites: at least 3 levels in the cleric, druid, faerie, sorcerer, warlock, or wizard class

You gain a number of additional spells equal to your proficiency bonus. If you are a cleric, druid, or faerie, choose a class: sorcerer, wizard, or warlock. If you are a sorcerer, warlock, or wizard, choose a class: cleric, druid, or faerie.

The spells you gain must appear on the spell list for your chosen class, but not on the spell list for your class. They must be at least 1st-level, and their level cannot exceed the level of spells you can learn or prepare from your class.

The spells are added to your class' spell list for you. If your spellcasting feature allows you to learn spells, you learn them. If your spellcasting feature requires you to prepare spells, you can prepare them as you would other spells. If you are a wizard, the spells are added to your spellbook, and you can prepare them, or copy them as you would any other wizard spell. If you lose your spellbook, you can copy the selected spells into a new spellbook with the aid of a spell scroll.

When your proficiency bonus increases, you can select an additional spell from your chosen class' list to gain in a similar manner as the others you gained from this feat.

Additionally, if your spellcasting feature allows you to exchange spells when you gain a level in your class, you can exchange one of these spells instead, choosing a new spell from the your chosen class' spell list.

Becoming a Theurgist

If you are multiclassing, "your class" is the class whose levels are used to gain the feat.

For example, if you are a level 4 wizard, and you select the cleric class for these spells through this feat, the spells cannot exceed 2nd-level. If you gain a level in the druid class, your proficiency bonus increases to 3. You gain access to a new cleric spell, but the spell's maximum level is still calculated using only your wizard levels, remaining 2nd-level.

Additionally, the DM might require the completion of a quest or special training to become a Theurgist.



Illustration by Alfonso Pardo Martínez

UNCANNY STRENGTH

Prerequisites: Strength 13 or higher

Increase your Strength or Dexterity score by 1, to a maximum of 20. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Additionally, when you make a Strength ability check or Saving throw, you can give yourself advantage on the roll. You can do this a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

You cannot benefit from this feature if you already have a similar feature, such as the *powerful build* trait.

STORMRIDER

Prerequisite: 8th level

Your skill at riding shines in combat. If you take the Attack action while mounted, you can direct your mount to attack instead.

Additionally, if a mount under your control moves at least 40 feet in a straight line (or, if it is an intelligent mount, it has moved 40 feet in a straight line since the end of your last turn), you gain the following benefits until the end of your current turn:

- The first attack roll you make on your turn is made at advantage. You must make this attack yourself, and cannot direct your mount to make it for you.
- You can use your reaction to force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

TRUSTY STEED

You increase your Charisma score by 1, to a maximum of 20.

No matter what, it seems like your mount always comes back to you. You can cast the *find steed* spell once, and regain the ability to do so when you finish a short rest. If your mount is already summoned when you use the spell, you can instruct it to lead nearby friendly mounts to your location.

VERSATILE WEAPON MASTERY

You've mastered the use of versatile weapons, and can change up how you fight with them on the fly. While wielding a *versatile* weapon you are proficient with, you gain the following benefits:

- While wielding your weapon with two hands, you can use a bonus action to shove a creature or to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- If there is nothing else in your hands, you can use a bonus action to assume a defensive stance, increasing your AC by 1 until the start of your next turn.
- If you are proficient with shields, you can equip or unequip a shield using your bonus action.

WHIP MASTERY

The whip is a tricky weapon to use, but you have mastered it with deadly flair. You become proficient with the whip and chain whip if you are not already.

- You gain a +1 bonus to attack and damage rolls you make with a whip or chain whip.
- You can add your Charisma modifier to Wisdom (Animal Handling) rolls, and your Wisdom modifier to Charisma (Intimidation, Persuasion, Performance) checks made while wielding a whip or chain whip.
- When you hit a creature with an attack of opportunity using a whip or chain whip, the target must succeed on a Strength saving throw DC 8 + your proficiency bonus + your Strength or Dexterity modifier or be knocked prone.

The chain whip weapon is detailed later in this chapter.

WINGED AFFINITY

Prerequisites: Fey creature type, 12th Level

You grow a pair of delicate wings, gaining a flying speed of 25 feet. You cannot fly if you are wearing armor or exhausted. If you become exhausted while flying, you can glide 2 feet horizontally for every 1 foot you descend, avoiding any falling damage you would have taken from your descent.



Illustration by Alex Allen

WEAPONS

The DM might require special training or the completion of a quest to learn or obtain unconventional weaponry.

CHAIN WHIP

A chain whip is made of interlocking metal links with a weight at the end of the chain.

COMPOSITE LONGBOW

This reinforced longbow is especially difficult to draw.

Special. If your Strength score is lower than 16, you have a penalty on attack rolls you make with this weapon equal to the difference. For example, if your Strength score is 13, you have a -3 penalty. On a hit, you can add your Strength modifier instead of your Dexterity modifier to the weapon's damage rolls.

GREATSHIELD

A greatshield is made from wood or metal and is carried with two hands. In addition to being a weapon, it is a shield, and so it requires an action to don or doff.

Special. If your Strength score is less than 13, equipping a greatshield reduces your movement speed by a number of feet equal to 5 times the difference. For example, if your Strength score is 10, your speed is reduced by 15 feet. You can add the greatshield's AC bonus to Strength (Athletics) checks you make to shove a creature.

KATANA

A katana is an especially light type of longsword.

KUSARIGAMA

A kusarigama consists of a long metal chain with a sickle on one end, and a heavy weight at the other.

Special. A creature trained in *kusarigamajutsu* can perform the following maneuvers with this weapon:

- **Grapple.** Once on your turn, you can make an attack with the weighted end of the weapon. If you hit, the weapon deals damage equal to your Strength modifier (or Dexterity modifier if you are a monk), and if the target is no more than one size category larger than you, the target must make a Strength (Athletics) check, contested by your attack roll. If you win, the creature is grappled by you, and has disadvantage on the first weapon attack it makes on its next turn. The kusarigama can grapple one creature at a time. You can shove the grappled creature. If you shove the target out of the weapon's reach, you must release it.
- **Disarm.** You can make a special melee attack against a creature you are grappling with your kusarigama. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. You release your grapple, and the target must succeed on a Strength saving throw. The DC of the saving throw is your Ki save DC or 8 + your proficiency bonus + your Strength modifier, whichever is higher. On a failed save, it drops an object it is holding of your choice. The object lands up to 10 feet away in the direction of your choice.

The *Flexible Melee Weapons* variant rule in Chapter 6 offers a new method for creating new or unique weapons.

Weapons

Weapon	Cost	Damage	Weight	Weapon Type	Properties
Chain whip	10 gp	2d4 bludgeoning	4 lb.	Martial melee weapon	Reach
Composite longbow	75 gp	2d6 piercing	6 lb.	Martial ranged weapon	Ammunition (range 100/400), heavy, two-handed, special
Greatshield	50 gp	1d8 bludgeoning	10 lb.	Martial melee weapon	Heavy, two-handed, special
Katana	25 gp	1d6 slashing	3 lb.	Martial melee weapon, monk weapon	Finesse, versatile (1d10)
Kusarigama	15 gp	1d4 slashing	4 lb.	Martial melee weapon, monk weapon	Two-handed, reach, special

POISONS

The poisons presented here are slow-acting poisons with effects that play out over time, making them effective tools for assassins who wish to be far away from their targets before any symptoms appear. Many of them are especially lethal, so use them wisely. You can use the plants to populate the natural world, or use the suggested prices for the refined versions of each poison available through channels that supply such dangerous substances. Suggested checks and tools are listed for each plant as well for characters who wish to create refined poisons.

ARSENIC

Ingested, 1500 gp (refined)

Arsenic is a particularly dastardly poison because it is tasteless, colorless, and odorless. A few grains of the stuff can kill a person. The symptoms of arsenic poisoning are often initially misdiagnosed as food poisoning, and include sweating, confusion, cramping muscles, and stomach pain.

Arsenic powder must be refined from 500 gp worth of copper or iron ore, spending 8 hours in preparation, and making a successful DC 16 Intelligence check with alchemist's supplies to produce a single dose of arsenic powder grains.

10 minutes after a creature ingests arsenic powder, they must make a DC 18 Constitution saving throw. On a failure, they take 2d10 poison damage and vomit prodigiously and become poisoned for 24 hours. On a success, they take half the amount of damage and suffer no other effects.

For the duration, a creature poisoned creature must repeat their saving throw every 1 hour. On a failure, they take 2d10 poison damage, lose their next turn vomiting or excreting and take one level of exhaustion. On a success, they take half the amount of damage but suffer no other effects. If the creature succeeds on six saving throws, the poison passes through their system and they are no longer poisoned.

BELLADONNA

Ingested, contact, 500 gp (refined)

The belladonna plant is a an extremely poisonous plant which produces toxic leaves and red-black berries. The plant is notoriously difficult to cultivate, requiring a successful DC 14 check with an herbalist's kit to successfully transplant a wild belladonna plant elsewhere.

One minute after a creature ingests belladonna poison, it must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. Their pupils dilate, their pulse quickens, and they begin to hallucinate.



Illustration by Jeffy Noctis

For the duration, the poisoned creature makes a new saving throw at the start of each of their turns. On a failure, they spend their turn doing nothing, lost in their hallucinations. If they fail their saving throw by 5 or more, they vomit, taking 1d4 poison damage. On a success, they take no damage and suffer no other effects.

In addition to potable liquid, the berries can be used to produce dye, make-up or refined into eyedrops, allowing the poison to be applied by contact as well as ingested. A refined infusion of belladonna poison has similar effects. A creature proficient with the poisoner's kit or alchemist's supplies can spend 1 hour to refine the poison from the plant's leaves or berries by making an Intelligence check with their tools and adding one quarter of the resulting roll to the DC of the Constitution saving throw.

Belladonna has a natural antidote derived from the pilocarpus or jaborandi plant.

CURARE

Ingested, injurious, 350 gp (refined)

Curare is most commonly derived from the calabash gourd, which grows in verdant tropical jungles, although it can also be derived from certain kinds of bamboo.

Refined liquid cyanide can be prepared with 1 hour of preparation, and a successful DC 14 Intelligence check with the poisoner's kit or alchemist's supplies, producing an injurious or ingested poison.

A creature subjected to curare immediately makes a DC 13 Constitution saving throw. On a failure, they take 1d4 poison damage and are poisoned for 1 minute. On a success, they take half the amount and suffer no additional effects.

For the duration, a poisoned creature repeats their saving throw at the start of each their turns. On a failure, they take an additional 1d4 poison damage and are restrained until the start of their next turn. If they fail the saving throw by 5 or more, they are paralyzed until the start of their next turn. On a success, they take half the amount of damage and they aren't restrained.

Once a creature succeeds on three saving throws against the poison, the poison leaves their system.

CYANIDE

Ingested, inhaled, 1250 gp (refined)

Cyanide is a naturally occurring poison that exists in many mushrooms and the seeds of apples, apricots and peaches, and the cassava root and even bamboo, but not in quantities that make it lethal to those that ingest it.

Refined liquid cyanide can be prepared with 1 hour of preparation, and a successful DC 15 Intelligence check with the poisoner's kit, producing an ingested poison.

Cyanide gas can be prepared with 1 hour of preparation and a successful DC 19 Intelligence check with alchemist's supplies, producing an inhaled poison.

Refined cyanide can be ingested or inhaled as a gas. A creature exposed to cyanide must succeed on a DC 15 Constitution saving throw (DC 17 if the cyanide is in its gaseous form) or become unconscious and poisoned for 1 minute, taking 2d8 poison damage, or take half the amount of damage on a success.

For the duration, their body convulses violently, and at the start of each of their turns, and they must succeed another Constitution saving throw or take another 2d8 poison damage, or half as much on a success, falling unconscious again at the end of their turn.

Once a creature succeeds on three saving throws against the poison, the poison leaves their system.

HEMLOCK

Ingested, 250 gp (refined)

Hemlock is a highly poisonous biennial herbaceous flowering plant. It flourishes in damp areas, but can grow almost anywhere, especially in early spring when it poses

a threat to grazing animals. Hemlock tastes similar to carrot or parsnip with a complex, nutty taste.

One hour after a creature ingests a quantity of hemlock, it must succeed on a DC 10 Constitution saving throw or be poisoned and paralyzed for 24 hours.

Once 24 hours has elapsed, the creature can attempt a new saving throw, ending the effects on a success. If the creature fails this second throw, they take one level of exhaustion every six hours, and their breathing becomes shallow.

Once 48 hours has elapsed, they make a new Constitution saving throw, ending the effects on a success, or beginning to suffocate on a failure. A suffocating creature shows no signs of doing so, as their paralysis prevents them from displaying any symptoms, but they might be fully awake and aware during the process.

A refined infusion of hemlock poison has similar effects. A creature with or proficiency in the poisoner's kit or alchemist's supplies can spend 1 hour to refine the poison, making an Intelligence check with their tools and adding one quarter of the resulting roll to the DC of the Constitution saving throw.

There is no known antidote for hemlock poisoning short of magical intervention.

STRYCHNOS NUX-VOMICA

Ingested, inhaled, injurious, 1000 gp (refined)

The strychnos nyx-vomica tree produces a round, green to orange nutty fruit from which a potent poison can be derived. A creature that ingests the fruit of the tree must succeed on a DC 12 Constitution saving throw or take 1d8 poison damage.

Strychnine powder can be refined from the tree with 1 hour of preparation and a successful DC 18 Intelligence check made with the poisoner's kit or alchemist's supplies.

Refined strychnine is a white, odorless, bitter crystalline powder that can be taken by mouth, inhaled, or mixed in a solution and applied injuriously.

When a creature is exposed to refined strychnine, they must succeed on a DC 16 Constitution saving throw. On a failure, the creature takes 1d12 poison damage, loses their reaction, and falls prone, becoming poisoned for 1 minute. On a success, the creature takes half the amount of damage and suffers no other ill effects.

For the duration, a poisoned creature is overcome by fever, and their movement speed is reduced by half. They also have disadvantage on Strength and Dexterity ability checks and saving throws, and also on saving throws against being frightened. They must repeat their saving throw at the start of each of their turns. On a failure, they take 1d12 poison damage, losing their action, reaction and becoming restrained until the start of their next turn.

A creature poisoned by strychnine recovers from the poison after three successful saving throws against it.



Illustration by Gal Or

Thanks to the many players and DMs whose games and stories provided the ideas for many of these items!

TREASURE

MAGICAL ITEMS AND ARTIFACTS

The items are detailed in alphabetical order.

ACORNS OF THE PETRIFIED FOREST

Wondrous item, very rare

When found, this pouch contains $1d2 + 1$ magic acorns, each of which secretes a coating of chalky stone.

You can attack with these acorns or as if they were a simple weapon with the *thrown* property (range 30/60). Alternatively, you can use the acorns as if they were bullets for a sling.

On a hit, the acorn shatters, and the target must make a DC 13 Charisma saving throw. On a failed save, it is cursed, and is restrained as its flesh begins to harden into stone. On a successful save, the creature isn't affected. Constructs and Undead succeed their saving throw automatically. If you miss with an acorn, it lies inert until a creature recovers it from where it landed (determined by the DM).

A cursed creature must make another Charisma saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to stone and becomes petrified. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. While petrified, the creature is unconscious, it doesn't need to eat, drink, breathe, or sleep, and it doesn't age.

A *greater restoration* spell, *remove curse* spell, or similar magic ends the petrified condition on the creature. If the creature was physically broken while petrified, it suffers from similar deformities when it reverts to its original state.



Illustration by Steve Gonzales



Illustration by Benedict Odom

AMULET OF OONA THE UNBURNNT

Wondrous item, uncommon

This amulet hangs from a simple gold chain, and features a black stone at the center. While wearing the amulet, if you take fire damage, you can use your reaction to absorb any heat that would harm you, absorbing them into the amulet. The amulet can absorb a maximum of 6d6 fire damage on behalf of the wearer. When the amulet is discovered, roll the dice to determine the amulet's maximum capacity.

When the amulet's absorption capacity maximum is reached, the amulet provides the wearer with resistance to the remainder of the fire damage taken, and any further fire damage they take.

The amulet remains pleasantly warm, slowly discharging any heat it has absorbed. Each day at dawn, roll 6d6 for the amount of absorbed fire damage that has been harmlessly discharged from the amulet's maximum absorption capacity.

APPRENTICE'S DUELING ROBE

Wondrous item, uncommon (requires attunement by a sorcerer, warlock, or wizard)

This set of periwinkle robes is made from a high-quality wool bearing a large, embroidered patch in the shape of a shield over the left breast. When you cast a 1st-level spell or higher while wearing the robes, you gain a +1 bonus to your Armor Class and saving throws until the start of your next turn.

ARMOR OF ASTRAL ABANDONMENT

Armor (any), rare (requires attunement)

While wearing this impressive-looking armor, you gain a +1 bonus to AC.

Cursed. Once you don this cursed armor, you can't doff it unless you are targeted by the remove curse spell or similar magic. While wearing the armor, the first time you are attacked on a turn, you must roll a 1d2. On a 1, the armor disappears, temporarily moving itself to the Astral Plane, leaving you unable to benefit from wearing it until the end of your next turn, when it reappears.

If you are wearing the armor on the Astral Plane, this property does not function, and the armor can be removed, ending the curse.

ARSONIST'S ARMOR

Armor (padded armor), very rare (requires attunement)

While wearing the armor, you are immune to fire damage.

Fire Immunity. While wearing the armor, you are immune to fire damage.

Fire Bolt. While wearing the armor, you can cast the *fire bolt* cantrip using Dexterity as your spellcasting ability. If the spell hits the target, you can cast the spell again using a bonus action.

Flame Spurt. While wearing the armor, you can cast the *burning hands* spell at-will, using Dexterity as your spellcasting ability modifier.

AUGMENTATION SERUM

Potion, legendary

When you drink this potion, each of your ability scores increases by 1d4, as does your maximum for that score. Roll separately for each ability score, and then roll a d100. If the number rolled is less than your level, your personality is forever changed by the experience, and you gain a new random alignment.

AUGMENTATION SERUM PROTOTYPE

Potion, very rare

When you drink this potion, roll a 1d2 for each of your ability scores. On a 1, an ability score (and your maximum for that score) is increased by 1d4, and on a 2, it is decreased by the same amount. Next, roll a d100. If the number rolled is higher than your level, your personality is forever changed by the experience, and you gain a new random alignment.

AUTOTROPHIC AMULET

Wondrous item, uncommon

While wearing this amulet, if you are exposed to at least 8 hours of partial sunlight each day, you don't need to eat.



Illustration by Elvira Shatunova

AVIAN CONSTRUCT

Wondrous item, rare

This item takes the form of a delicate, aerodynamically sound mechanical bird or dragon. An inconspicuous button under its left wing activates its reactor. After a few seconds, it becomes active and aware, and imprints upon the first individual it sees. For the duration, it obeys their commands.

Deduct the time the avian construct is active, in increments of 1 minute, from its reactor's maximum operation duration of 2 hours. Pressing the button underneath the left wing again deactivates it. The Avian Construct is unable to deactivate itself. For each uninterrupted period of 12 hours the reactor remains inactive, it regains 1 hour of operation. If the reactor is completely depleted, the avian construct loses its imprint. If not, it remains imprinted on the same individual the next time it is activated.

While inactive, the avian construct is unconscious, restrained and incapacitated. While active, the avian construct shares statistics of a hawk, except that it is a Construct instead of a Beast, and it understands Common, but cannot speak, and it has one additional bonus action:

Record/Playback. The avian construct records up to 1 minute of what it sees and hears. It can play that recording back as three-dimensional illusion if the individual it is imprinted upon presses an inconspicuous button hidden underneath its right wing. The recorded illusion is played back at a scale of 1:10. These recordings are immediately erased if its reactor is depleted.

If the avian construct is reduced to 0 hit points, it can be repaired with 50g of materials, 1 hour of labor and a successful DC 15 check made with tinker's tools.

BAG OF MOLDING

Wondrous item, very rare

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of molding inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Unstable Time Dilation. Nonmagical items placed inside age at a rapid rate, degrading as appropriate to their nature. For example, fabrics become moldy and threadbare, food spoils and becomes inedible, metals tarnish or rust, wine turns to vinegar, and wood rots and becomes soft or brittle.

Additionally, Creatures placed inside the bag must succeed on a DC 12 Constitution saving throw or be magically aged 1d10 years, and repeat the saving throw once each minute they remain inside the bag. A creature inside the bag can use their action to attempt to rupture the bag by making a DC 11 Strength check.

Creatures that die within the bag become a **wraith**, which escapes from the bag.

BALTHAZAAR'S BIG BORING BOOK

Wondrous item, very rare

A leather-bound book with a marvelously detailed cover: two dragons locked in a battle, one cast in silver, the other in gold.

Lulling Allure. An unoccupied (not in combat or otherwise immediately preoccupied with a task) Humanoid that can read and gazes directly at the cover must succeed a DC 14 Wisdom saving throw or be compelled to open the book and read it. The reader is at first completely engrossed by the book's contents, but after 1 minute, they grow increasingly disaffected and bored. The reader must then succeed a DC 14 Wisdom saving throw at disadvantage or fall asleep for 1d8 hours. The book can only affect a creature once.

BANJO OF THE SOUTHERN FIELDS

Wondrous item, very rare (requires attunement by a bard)

This fine wooden banjo has an adamantine frame. Painted on the head is a painted image of intricate expanse of wheat fields, which seem to sway gently when the instrument is played, emitting the smell of a fresh summer breeze in a 20-foot radius.

Battle Banjo. The banjo is a simple melee weapon you are proficient with. It has the *finesse* property, and deals 1d6 bludgeoning damage on a hit. You have a +1 bonus to attack and damage rolls you make with it.

Layman's Hospitality. When you reduce a Beast or Humanoid to 0 hit points with the banjo, you can cause the creature to become unconscious, remaining at 1 hit point instead. The sleeper remains unconscious for up to 1 hour, or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Every 10 minutes, the target makes a Wisdom saving throw, awakening on a success. Once awakened, the is immune to the banjo's effects for 24 hours.

BARBED WHIP OF CRUELTY

Weapon (whip), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. The heavy metal construction removes the *finesse* property from the weapon, so your Strength modifier is used for the attack and damage rolls.

Cruel Barbs. When you hit a creature with this whip, it deals an additional 1d6 slashing damage to the target.

BASKET OF CRAB-APPLES

Wondrous item, uncommon

This wicker basket contains 4d6 plump, ripe apples. The apples never spoil, but if a creature bites into one, the apples become **crabs**, which are hostile toward the creature that bit into them. The DM has the creature's statistics.



Illustration by Ida Hoftvedt

BATPACK

Wondrous item, rare (requires attunement)

This stylish leather backpack has been tooled with druidic designs and features two small protruding bat-like wings out of its sides.

Bat Speech. You can comprehend and verbally communicate with bats as if you shared a language. You have advantage on Charisma (Persuasion) and Wisdom (Animal Handling, Insight) checks you make to interpret or influence their behavior.

Bat Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing. If you can hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Bat Transformation. While wearing the backpack, you can use an action and speak the its command word to magically assume the form of a **bat** for up to 1 hour.

When you transform, your equipment merges into the new form and has no effect in that state. Your game statistics are replaced by the bat's. You retain your alignment, personality and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, using your proficiency bonus instead of the bat's.

You assume the hit points and Hit Dice of the bat. When the transformation ends, you return to the number of hit points you had before you transformed. You revert if you drop to 0 hit points, and any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that a bat is physically capable of doing so. You can't use any special senses you have (for example, darkvision), and cannot speak while transformed.

While transformed, you can use an action to return to the form you were in before you activated the backpack.

Once you use the backpack to transform, it can't be used again until the following dusk.

BEGUILING HOOP

Wondrous item, common

A 1-inch diameter gold hoop earring, engraved with a series of braided, twisted mouths. The earring has 2 charges and regains 1d2 expended charges daily at dawn.

While you are wearing the earring, when you make a Charisma (Persuasion, Intimidation) check, you can expend 1 charge to gain a 1d4 bonus to the roll.

BERYL KEY OF PASSAGE

Wondrous item, very rare

This enchanted stone key has glittering veins running through its carved and runed surfaced. As an action, you can speak the key's command word and press the key into a stone surface to cast the *passwall* spell. The spell creates a lockable stone door at the end of each of the passageway it creates. Locking either door with the key magically locks the other door as well. When the spell ends, the key crumbles into dust and is lost.

BIG DADDY PEAT'S PLANT PLEASER

Wondrous item, very rare

This viscous liquid causes plants to grow rapidly at the direction of the one providing the magical nourishment. A vial contains 20 drops, and when found, is missing 4d4 drops. Casting spells or creating effects with the drops requires the presence of nonmagical plant life.

Plant Pleaser. While holding the vial, you can use an action to expend 1 or more of its drops to cast the following spells from it (save DC 14): *entangle* (1 charge), *plant growth* (3 charges), or *grasping vine* (4 charges). When you cast these spells, the range becomes touch, the spell only affects creatures of your choice, and it doesn't require concentration.

Big Daddy Peat. As an action, you can expend 5 droplets to create a protective body of plant matter around yourself, assuming the form of a *shambling mound* with hit points equal to $50 + \text{your level}$ for up to 1 hour. You retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies. If the form is reduced to 0 hit points, you take the remainder of the damage. You can release the form at any time (no action required by you). The DM has the creature's statistics. You can release the form early (no action required).

Big Daddy Peat's Plant Pleaser can also be used to cast the following spells presented earlier in this chapter: *allergen cloud* (1 drop), *flourishing beanstalk* (2 drops), *tree steed* (2 drops), and *age plant* (4 drops).

BLACK EGG

Wondrous item, artifact (requires attunement)

This crystalline egg is shrouded in otherworldly mystery, emitting uncanny vibrations when examined.

Force Disruption. While the egg is in your possession, You have resistance to force damage, and you cannot be moved or forced to another plane of existence against your will.

Mass Implosion. As an action, you can speak the egg's command word and specify an amount of time. Doing so begins the egg's countdown sequence, causing it to emit quiet, rhythmic pulses. When countdown ends, the egg unleashes a bubble of force. Over the next 1 minute, the bubble envelops a 10-mile radius and then collapses in on itself. Structures and objects that aren't being worn or carried in the area are transported to the Astral Plane, preserved as a time remnant: a distorted, eternal record of the area's final moments. Creatures in the area must make a DC 16 Charisma saving throw or be pulled into the time remnant, along with their equipment. On a success, a creature is safely deposited outside the bubble's radius. When the bubble completes its implosion, the egg is destroyed.

Before countdown ends, you can use an action and speak the egg's command word again to safely end the countdown sequence.

Time Remnants

The DM determines the nature of a time remnant created by a black egg's implosion. Spells like *astral projection*, *plane shift* and *time stop* might allow a creature to visit or interact with a time remnant. Possible outcomes include:

Physics. The passage of time for creatures and objects in the time remnant might flow differently: slower, faster, or loop up to 24 hours before the egg's implosion, or time might not flow at all, preserving the area like a museum. Other aspects of the natural world such as gravity might also be different than their world of origin. The distribution of time or gravity might not be uniform within the remnant's space.

Objects and Structures. Objects and creatures might have been damaged, distorted or transformed by the black egg's bubble of force. The remnant might be a perfect sphere mirroring the bubble's shape, or it might have twisted the landscape outward in a reversed explosion upon reaching the astral plane, creating tendrils of traversable ruins.

Creatures. Creatures caught in a black egg's implosion are not guaranteed safety. They might be crushed, preserved as shades, or combined with one another or even the structures and objects caught in the implosion. Some creatures might even survive the ordeal relatively unscathed.

Spells. A *wish* spell or similar magic might be able to undo some or all of effects created of a black egg's implosion.



Illustration by Huang Jian Hui

BLACK MIRROR OF NARCISSISM

Wondrous item, uncommon (requires attunement)

This mirror is framed in a single piece of lacquered ebony with a pewter handle, and is polished to perfection. It has a flawless surface, and creatures find their reflection looking back at them, only more handsome and enticing than their true visage.

Curse. Once you see your reflection while holding this cursed mirror, you can't release it from your grasp unless you are targeted by the *remove curse* spell or similar magic. While holding it, you become narcissistic and solipsistic, consumed by their idealized appearance upon mirror's surface. You have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks to perceive anything other than your own reflection. You have advantage on saving throws against being frightened or charmed, and are immune to all gaze attacks and abilities. A *detect thoughts* or similar magic attempting to discern your surface thoughts only returns thoughts of your own majestic beauty.

In combat, at the start of each of your turns, you must make a DC 14 Wisdom saving throw. On a failure, you have disadvantage on attack rolls until the end of your turn.



Illustration by Максим Студеникин

BLADE OF THE FIFTH WIND

Weapon (shortsword), legendary (requires attunement by a monk)

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Lighter as a Feather. While attuned the sword, and it is on your person, you gain the following benefits:

- You do not need to breathe.
- You cannot be deafened by windy conditions, nor do they impede your movement.
- You have advantage against any saving throw that would result you being knocked prone.
- You are immune to falling damage.
- Your movement speed increases by 10 feet.

The Fifth Wind. Additionally, while the sword is in your hand, you can use your ki to duplicate the effects of certain spells, using Wisdom as your spellcasting ability:

- You can cast the sword *burst*^{SCAG, TCE} cantrip.
- When you make an unarmed strike, you can choose to cast the *Gust* cantrip instead.
- You can spend 2 ki points to cast *jump*.
- You can spend 3 ki points to cast *gust of wind* or *warding wind*^{XGE}.
- You can spend 4 ki points to cast *fly*.
- You can spend 6 ki points to cast *steel wind strike*^{XGE}.

Windy Servant. As an action, you can spend 6 ki points to create an **air elemental**. You concentrate, as if concentrating on a spell, and for the duration, you are in complete control of the elemental, which takes its turn immediately after yours. If your concentration is broken, the elemental disappears. You can maintain concentration on the elemental for up to 1 hour, after which it dissipates. The DM has the elemental's statistics.

BLIND OJO'S CANE

Wondrous item, rare (requires attunement)

While attuned to this cane, it is a simple melee weapon with the *finesse* property. You have a +1 bonus to attack and damage rolls with this magic weapon, and on a hit, it deals 1d6 bludgeoning damage. The cane has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

Blind Blessing. As an action, you can expend 1 charge to gain the ability to see normally in darkness, both magical and nonmagical, to a distance of 120 feet for 1 hour. For the duration, you cannot be blinded.

Create Darkness. As a bonus action, you can expend one charge and cause magical darkness to extend from you to a distance of 30 feet for up to 1 minute. The effect ends early if the cane leaves your possession. If any of this spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend 1 charge to reduce the damage by 1d6 + your Dexterity modifier.

BONY MARONIE'S DANCING SHOES

Wondrous item, uncommon (requires attunement)

This pair of black patent leather shoes has high, raised leather heels.

Flash-Dancer. While wearing these shoes, your Charisma is increased by 2, and you have advantage on Charisma (Performance) checks you make that involve dancing.

Curse. Once you put on this cursed pair of boots, you can't take them off unless you are targeted by the *remove curse* spell or similar magic. While wearing the boots, your movement is a constant dizzying array of shuffling, dancing steps. You have advantage on Dexterity saving throws, but disadvantage on Dexterity (Stealth) checks and Strength saving throws.

Additionally, in combat, you must make a DC 10 Wisdom saving throw at the start of each of your turns. On a failure, you must spend all your movement to dance in place, and you have disadvantage on attack rolls until the end of your turn.



Illustration by Inkary

BOOTS OF FLEET FEET

Wondrous item, common

This pair of supple red leather boots has flexible silvery laces threaded throughout. The boots have 1d4 charges, and once expended, the silver and red fade, becoming a mundane, if well-made set of leather boots.

As an object interaction, you can click your heels together and expend 1 charge, doubling your movement speed and the distances you can cover making a long or high jump until the start of your next turn.

BOOTS OF THE RUBBER SOUL

Wondrous item, uncommon (requires attunement)

A pair of thick, rubbery boots. The boots have 3 charges, and regain 1d2 charges daily at dawn.

Bounce. When you complete a high or long jump, you can expend 1 charge to immediately make a second jump. The second jump costs no movement, and you can triple either its length or height (your choice).

Rubberized Redirection. When you are hit by a melee weapon attack, you can use your reaction and expend 1 charge to attempt to deflect it. When you do so, the damage you take from the attack is reduced by 1d12 + your Dexterity modifier. If you reduce the damage to 0, you can make a melee attack roll against a creature within 5 feet of you as part of the same reaction. You make this attack with proficiency, and add your Dexterity modifier to it. If you hit the target, it takes the same amount of damage it would have from the attack you avoided.

BOW OF THE STARRY SKY

Weapon (any bow), very rare (requires attunement)

This magic weapon has 3 charges, and regains expended charges daily at dusk.

Guiding Light. When a hostile creature you can see attacks or casts a spell that targets a friendly creature other than you, you can use your reaction and expend a charge to mark the hostile creature. You have advantage on the first attack made with this weapon against the marked target until the end of your next turn. If it hits, the attack deals an additional 4d6 radiant damage.

Celestial Messenger. While in view of the open sky, you can use an action and expend a charge to speak a message of twenty-five words or less into an arrow and release it into the sky. When you do, you can choose who can receive your message: all creatures, or only those familiar with and friendly to you.

The arrow travels to the heavens, where it creates a new star that shines at night for 2d10 days. Creatures who can see the star and meet your criteria can use an action to hear your message in their mind. Other creatures might notice the presence of the new star, but cannot hear the message.

BRACER OF THE GRASS BLADE

Weapon (dagger, longsword, scimitar, shortsword, or rapier), rare (requires attunement)

This long blade of grass is looped around and bound in the shape of a bracelet or bracer. No matter age or temperature, the blade of grass remains wick.

Grass Blade. As a bonus action, you can speak the weapon's command word, unfurling its weapon form into your empty hand, or to return it from your hand to its worn bracer form. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Home Among High Grass. You have advantage on Dexterity (Stealth) checks you make in fields, grasslands, pastures, plains, and savannahs.

Oh, Best Little Blade of Grass! If the weapon leaves your possession but is still within your sight, you can use a bonus action on your turn to cause the blade to move along the ground up to 30 feet toward you.

Verdant Wards. While wearing the bracer or wielding the weapon, certain spells' effects are changed for you:

- **Entangle.** You have advantage on saving throws you make to avoid the spell's effects.
- **Grasping Vine.** You have advantage on saving throws you make to avoid the spell's effects.
- **Plant Growth.** Moving through the spell's area doesn't cost you extra movement.
- **Spike Growth.** The spell's area is not difficult terrain for you, and you take half damage from moving into or within it.
- **Wrath of Nature^{XGE}.** The spell's area is not difficult terrain for you. You have advantage on any saving throws you make to avoid the spell's effects.

BRASSIERE OF COMFORT AND NUTRITION

Wondrous item, uncommon (requires attunement)

This stylish magical brassiere has 2 charges and regains 1d2 expended charges daily at dawn.

Comfort and Style. Once adorned, it sizes itself to fit and appropriately support your body, changing its shape, design, color, and material construction at your whim. You can expend 1 charge to cast the *mage armor* spell on yourself.

Snack Dispenser. Additionally, if crumbs or other bits of food ever fall into your cleavage while you are eating and wearing the brassiere, it becomes capable of dispensing an identical reproduction of that meal. While wearing the brassiere, you can use an action and expend 1 charge to create one such meal, which provides enough nourishment to sustain you for one day, and restores 1 hit point.

BROOCH OF LIMINAL FULMINATION

Wondrous item, rare (requires attunement)

This stylish bronze pin is adorned with a series of blue topaz gems, set in a jagged arc inscribed with gold and copper draconic runes. The brooch has 4 charges, and regains any expended charges daily at dawn.

Lightning Resistance. You have resistance to lightning damage while you wear the brooch.

Liminal Fulmination. When you deal lightning damage to a creature, or are dealt lightning damage by a creature, you can use your reaction and expend one charge to teleport up to 60 feet toward it. If the lightning was traveling in a line and would continue past you, the line ends in your space instead. After you teleport, if you are within reach of the creature, you can make one melee weapon attack against it as part of the same reaction, which deals an additional 2d6 lightning damage on a hit.

BUSTER CANNON

Wondrous item, very rare (requires attunement)

When you attune to this cannon, it bonds itself to one of your forearms, taking the appearance of a conspicuously bulky metal bracer. With that arm's hand free, you can deploy the cannon (completely covering your hand with the cannon's apparatus), or retract it using your object interaction on your turn.

Buster Cannon. The cannon is a simple ranged weapon with a normal range of 100 feet and a long range of 400 feet. It produces its own magic ammunition, and deals 1d8 bludgeoning damage on a hit.

Primed Shot. In combat, you can use a bonus action on your turn to prime the cannon. When you do, the next attack you make with the cannon gains a bonus to its attack rolls and deals a number of additional damage dice on a hit. The bonus to the attack roll and number of additional damage dice dealt on a hit equals the number times it the cannon has been primed (to a maximum bonus of +3 to attack rolls and 3 additional damage dice on a hit). Attacking with the weapon expends the bonus, and the cannon dissipates any primed shot bonus when combat ends.

Cursed Variant: Alien Laserblast Cannon

This variant includes the following additional properties:

Laserblast. The weapon deals 1d10 force damage on a hit.

Recursive Blast. Whenever the weapon's damage dice results in a 9 or 10, roll another d10 and add it to the total.

Alien Curse. The weapon is cursed. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the weapon.

Each time a creature you damaged with the cannon dies, you are overcome with an addictive shudder of unearthly pleasure, and you must make a DC 20 Charisma saving throw. On a failure, your mind and body become uncanny and alien in both appearance and need. The exact nature of these changes is left to the DM to determine.

Additionally, if 24 hours passes since you last reduced a creature to 0 hit points with the cannon, you are wracked with pain, taking damage equal to a number of d4s equal to your level, which cannot be reduced in any way. Your hit point total is reduced by the amount for 24 hours, until you reduce a creature to 0 hit points with the cannon, or you are targeted by the *greater restoration* spell or similar magic.

If your attunement to the cannon ends, it breaks and crumbles into dust.

Legendary Variant: Chromatic Buster Cannon

This variant includes the following additional properties:

Weapon Absorption. With the cannon deployed, when you witness and attack, spell, or ability displayed by a powerful creature (at the DM's discretion), you know that if the creature dies within 100 feet of you, you can use your reaction to cause the cannon to absorb that mode, allowing it to deal a new damage type, different damage dice, or impart other additional effects or abilities. The cannon can absorb a number of modes equal to twice your proficiency bonus. If you exceed this limit, you must choose a mode to expend from the cannon. The cannon expends all modes if you die or if your attunement to it ends.

Charges. The cannon has a number of charges equal to twice your proficiency bonus, and regains any expended charges daily at dawn.

Weapon Mode. You can use a bonus action on your turn to change the cannon's mode to its default mode, or any other mode it has absorbed. The cannon must be deployed in order to use any ability that requires the expenditure of charges.

Example Chromatic Buster Cannon Modes

Tailspike Railgun (Manticore, CR 3). The weapon deals 1d8 piercing damage on a hit. If you hit a creature with a primed shot, its movement speed is reduced by half until the end of its next turn. Additionally, when you take the Attack action with the weapon, you can use a bonus action and expend one to make one additional attack with the cannon.

Radiant Shield (Unicorn, CR 5). The weapon deals 1d8 radiant damage on a hit. Additionally, whenever you make a saving throw, you can expend 2 charges to roll an additional d20, choosing which of the d20s is used for the saving throw.

Gorilla Fist (Giant Ape, CR 7). The weapon deals 1d10 bludgeoning damage on a hit. Additionally, when you hit a creature with a primed shot, the creature must succeed on a DC 17 Strength saving throw or be knocked prone.

Lightning Bolt (Young Blue Dragon, CR 9). The weapon deals 1d10 lightning damage on a hit. Additionally, when you hit a creature within 60 feet of you with a primed shot, you can expend 3 charges to create line that is 5 feet wide that arcs from you to the target. The target and each creature in that line must make a DC 15 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.

Hellfire Orb (Death Knight, CR 17). The weapon deals 1d12 necrotic damage on a hit. Additionally, you can use an action expend 9 charges to unleash a magical ball of fire that explodes at a point it you see within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 6d6 fire damage and 6d6 necrotic damage on a failed save, or half as much damage on a successful one.



Illustration by Irina Aleksandrova

CANDLES OF THE OCCULTIST

Wondrous item, very rare

These candles are found in bundles of 1d3 candles, secured to an inscribed bronze baseplate. You can light the candle using an action. A candle can remain lit for a total of 1 hour, after which it is expended and cannot be lit again. When lit, a candle sheds a blue, flickering, dim light in a 30-foot radius. Within that radius:

- The light passes through creatures and objects unimpeded, and into the Ethereal Plane. Creatures on the Ethereal Plane or the Border Ethereal that start or end their turn within the radius must succeed on a DC 16 Charisma saving throw or be drawn into the candle's plane of existence.
- Any creature in the radius that tries to use teleportation or interplanar travel must first make a DC 16 Charisma saving throw. On a success, the creature can use that magic. On a failure, the creature wastes the use of the spell or effect.
- Invisible creatures that start or end their turn within the radius must succeed on a DC 16 Charisma saving throw or the spell or effect that granted their invisibility ends early.

A strong wind (at least 20 miles an hour) extinguishes a lit candle. If a candle is removed from the baseplate, it crumbles into dust and is lost.

You can reduce the amount of time these candles can be lit by rolling 5d12 for each candle, assigning each candle a random number of remaining minutes.

CANDLE OF STUDIOUS DEVOTION

Wondrous item, rare

These candles are found in bundles of 1d4 candles bound by an orange silk ribbon. You can light the candle using an action. If you prepare spells during a long rest by a candle's light, you gain one additional spell slot each of 1st and 2nd level for 24 hours. Up to two creatures can benefit from the candle's effect simultaneously. Once consumed, the candle melts into a puff of purple smoke and disappears. A strong wind (at least 20 miles an hour) extinguishes a lit candle.

CANDLES OF SACRED REPULSION

Wondrous item, common

These candles are found in bundles of 1d4 + 1 candles bound by a yellow silk ribbon. You can light the candle using an action. When lit, a candle sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The candle burns for 1 hour, and its magic is expended if it is extinguished early. A strong wind (at least 20 miles an hour) extinguishes a lit candle.

Creatures illuminated by the candle's bright light are warded against attacks by undead. An Undead creature attacking a creature within the candle's bright light must first succeed on a DC 11 Charisma saving throw. On a failure, the attack is lost.

CANDLE OF WILLFUL FLAME

Wondrous item, common

You can light the candle using an action. When lit, this candle hisses and sparkles, shedding a steady bright light in a 5-foot radius, and dim light for an additional 10 feet. The candle burns, but does not consume itself.

The candle has 12 hit points and can make a Constitution saving throw against a spell (using the caster's spell save DC) or magical effect that might snuff out its flame with +4 bonus (for example, the *gust* or *control flames* spells). The flame is extinguished if it completely submerged in inflammable liquid.



Illustration by Joana

CASE OF COLD BULLETS

Wondrous item, very rare (requires attunement)

When you attune to the case, its contents— $1d4 + 1$ magical sling bullets made of magic, never-melting ice—awaken to greet you. Each bullet is a sentient magic item whose Intelligence and Wisdom score are 6. The bullets speak Primordial, but you can understand one another, even if you do not share a language. When the case is found, roll on the Cold Bullet Personality table to determine their personalities, discarding duplicates.

While the case remains closed, they remain inert and unconscious. When removed from their case, they follow you closely, remaining in your space.

When you use the bullets to attack with a sling, the bullets aid your aim: you gain a +2 bonus to attack and damage rolls you make with them, and they deal an additional $1d4$ cold damage on a hit. After you attack with the bullets, they traverse along any available surface (including walls), arriving in your possession again at the start of your next turn, provided they are on the same plane as you. If you are incapacitated, they return to their case and close the lid.

Cold Bullet Personalities

d10	Personality
1	No matter what, this bullet is always complaining.
2	This bullet is lethargic and is constantly on the verge of falling asleep.
3	This bullet rarely speaks, becoming visibly embarrassed when addressed or mentioned.
4	This bullet is always cheerful, and occasionally breaks into song for seemingly no reason at all.
5	This bullet offers regular words of encouragement and affirmation to its attuned owner.
6	Good or bad, this bullet constantly compares its owner to their previous owners.
7	This bullet is always making maudlin jokes.
8	This bullet shares few words, and always seems on the edge of losing its temper.
9	This bullet is always finds something to be sad or despondent about.
10	This bullet has a warrior's spirit, and sports an icy moustache. It grants an additional +1 bonus to attack and damage rolls you make with it.



Illustration by Stephen DiFranco

CHAKRAM OF THE SIXTH STAR

Weapon (monk weapon), rare (requires attunement by a monk with at least 1 ki point)

When you attune to the chakram, engravings appear on its surface, which are legible only to you. The images instruct you in a special style of martial arts: The Sixth Star.

Sixth Star Style. The chakram is a magical simple melee weapon with the *finesse* and *thrown* (range 60/120) properties. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. On a hit, it deals slashing damage equal to your Martial Arts die. When thrown, it returns to the wielder's hand immediately after it is used to make a ranged attack.

Once on your turn when you hit a creature with the chakram, you can spend 1 ki point to cause it to deal an additional Martial Arts die as radiant damage to the target.

Light of the Sixth Star. When you use your Flurry of Blows feature, you can attack with the chakram instead of an unarmed strike.

CHARDALYN CRYSTAL CLAWS

Wondrous item, rare (requires attunement)

When you attune to this strange crystal, it bifurcates and embeds itself under your skin, into your forearms and hands. When you roll initiative, or using your object interaction on your turn, you can cause magic blades to extend from each of your hands (or to retract them). You are proficient with the weapons, they have the *finesse* and *light* properties, and they deal $1d8$ piercing or slashing damage on a hit (you choose when you attune to the crystal). While the claws are extended, you can't use your hands to hold other weapons.

While the blades are extended, you have a climbing speed equal to your movement speed.

And now for something completely different...



Illustration by Graftit Studio

CHEESE-INFUSED ITEMS

One of the lesser-known magical arts is that of *quesomancy*. Quesomancers study the inherently magical properties of cheeses, and infuse them with even greater magical potential.

Creating Magical Cheeses

The *Battle Chef* prestige class detailed in Chapter 3 provides an avenue for some of the items below to enter your world. A spellcaster proficient with alchemist's supplies, cook's utensils, or in possession of an appropriate feat might also become a quesomancer.

CHEDDAR OFF DEAD

Potion, uncommon

You regain $3d4 + 6$ hit points when you drink this viscous yellow-orange potion, which also provides enough nutrition for one day. Immediately after drinking it, you must make a DC 10 Constitution saving throw. On a failure, you gain 1 level of exhaustion, overcome with poor digestion.

CHEESE WHEEL SHIELD

Shield, uncommon (*requires attunement*)

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Cheese Block. When a creature misses you with a weapon attack that deals slashing damage, you can use your reaction to initiate a Strength (Athletics) contest with the attacker. If you win, the enemy is grappled by you, and they cannot make attacks with the weapon until the grapple ends. The grapple ends early if the attacker releases their grip on the weapon (no action required).

CLOAK OF THE ARCH NEME-SWISS

Wondrous item, uncommon

This thin, butter-colored cloak has $2d6$ large holes in it.

As a bonus action on your turn, you can expend one of the cloak's holes, stepping through it and teleporting up to 30 feet to an unoccupied space you can see.

When the cloak no longer has any holes, it becomes an ordinary cloak which smells of musty cheese.

COTTAGE CHEESE COTTAGE

Wondrous item, uncommon

As an action, you can pry open the lid of this container to cast the *Leomund's tiny hut* spell. When the spell ends, the cheesy domicile and container disappear.

EXTRA-SHARP CHEDDAR WEAPON

Weapon (any), uncommon

You have a +1 to attack and damage rolls made with this deliciously scented magic weapon. When you hit a vermin creature (for example, an Ooze, **rat**, **giant rat**, **wererat**, or similar creature, at the DM's discretion) with it, the target takes an additional $1d8$ psychic damage.



Illustration by Sara Sadri

FONDUE WANDUE

Wondrous item, uncommon (requires attunement)

This wand has 6 charges for the following properties. It regains 1d6 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 15): *grease* (1 charge) or *heat metal* (2 charges), *create food and water* (3 charges, and the bland food is instead an assortment of breads and tasty cheeses, and the water is instead wine).

MUCHO MACHO NACHO

Wondrous item, common

As a bonus action, you can consume this savory snack, entering a blissful state. For the next 1 minute:

- You have advantage on Strength checks and Strength saving throws.
- When you hit with a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.
- You have resistance to bludgeoning, piercing and slashing damage.

NERD CURDS

Wondrous item, rare

This greasy paper sack contains 1d6 curds. You can use an action to consume this savory snack. As an action, you can consume a curd. When you do, choose spells from the Wizard spell list. The combined levels of the chosen spells cannot exceed your proficiency bonus. For the next 8 hours, you can cast the chosen spells, using Intelligence as your spellcasting ability. You don't need to provide material components for the spells, unless a cost is indicated for the component, or the component would be consumed by the spell.

Each time you cast one of these spells in this way, roll a d20 and subtract the level of the spell. If the results are 10 or lower, you lose the ability to cast that spell in this way. You also lose the ability to cast these spells in this way if you gain a level of exhaustion, or finish a long rest.

PROV-ALONE

Wondrous item, uncommon

You can use an action to consume this savory snack, after which you are overcome with a pleasant contentment for 1 hour. For the duration, if there are no other creatures within 15 feet of you, you can use your reaction to grant yourself advantage on an ability check, saving throw, or attack roll you make.



Illustration by Necmi Yalçın

ROCK FORT ROQUEFORT

Wondrous item, uncommon

As an action, you can crumble this to cast *wall of stone* (save DC 16). Instead of stone, the wall is made of exceptionally hard cheese that has vulnerability to fire damage. Once crumbled, the cheese loses its magic, and cannot be used to cast the spell again.

SILENT STILTON

Wondrous item, uncommon

As a bonus action, you can cut into this cheese, ensconcing yourself in a smelly aura. For 1 minute, creatures that start their turn within 15 feet of you must succeed on a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A strong wind (at least 20 miles per hour) disperses the stench after 1 round.

Once cut, the cheese loses its magic.

Now back to our regularly scheduled treasure...



Illustration by Kutty-Sark

CLOUDSTONE

Wondrous item, very rare

Activating this stone seeds the sky with moisture, creating thick rain clouds within 5 miles of it for 8 hours. The stone must be outdoors with a clear path to the sky to be activated.

Once activated, the stone changes the current weather conditions, which are determined by the DM based on the climate and season, moving them toward a heavy rainstorm in stages. It takes 1d4 minutes for a new stage to take effect. Once they do, another 1d4 minutes passes before the conditions move to the next stage. After 2 hours of rainfall, the stone consumes itself, and the weather gradually returns to normal.

Stage Effects of Change on Weather

1	Light clouds
2	Overcast
3	Drizzling rain
4	Steady rain
5	Torrential rain

COAT OF CHILLS

Wondrous item, uncommon

This warm-looking, waterproof hooded coat is made from walrus leather and is trimmed with white. It appears warm and inviting. Donning the coat grants the wearer resistance to fire damage, and its magic provides a Humanoid enough nourishment to survive.

Curse. Once you put on this cursed coat, you can't take it off unless you are targeted by the *remove curse* spell or similar magic. While wearing the coat, you feel an intense chill overcome your entire body. You gain vulnerability to cold damage unless you have resistance to cold damage. If you have resistance to cold damage, you lose it. In either case, you cannot gain resistance to cold damage by any means. Your speed is reduced by 10 feet. No amount of heat or comfort makes you comfortable.

Additionally, whenever you roll initiative, you must make a DC 10 Constitution saving throw. On a failure, you take 1d8 cold damage, and become chilled for the duration of the encounter. While chilled, you have disadvantage on the first attack roll you make on each of your turns, and when the combat ends, you must succeed on another DC 10 Constitution saving throw or take another 1d8 cold damage and gain one level of exhaustion.

COLOR-MASTER'S LENSES

Wondrous item, rare (requires attunement)

This pair of lenses can be worn over both eyes. While wearing them, colors seem more vivid, and it is easier to tell apart minor differences in hue, saturation, or luminance.

The lenses have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the lenses, you can expend these charges to perform any of the following:

- **Focal Enhancement.** As a bonus action, you can expend 1 charge and focus the lenses. Until the end of your next turn, you can add your Intelligence modifier as a bonus to Wisdom (Perception) check, and your Wisdom modifier to Intelligence (Investigation) checks you make.
- **Light Amplifier.** As an action, you can expend 1 charge to cast the *darkvision* spell on yourself. If you already have darkvision, its range increases by 60 feet and you can see in color for the duration of the spell.
- **Octarine Overlay.** As an action, you can expend 1 charge to cast the *detect magic* spell.
- **Photonic Reversal.** As an action, you can expend 1 or more charges to cast the *color spray* spell. The level of the spell equals the number of charges expended. You cannot use this ability if you are in dim light or darkness.

If you exhaust all of the lenses' charges, roll a d20. On a 1, the lenses crack and cannot be used again.

CORROSIVE WEAPON

Weapon (any melee weapon made of ferrous metal), rare (requires attunement)

This magic weapon appears to have rusted away to almost nothing, yet it never quite seems to reach the point of total uselessness. It has a -2 penalty to damage rolls you make with it. The weapon has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

Rust Metal. As an action, you can expend 1 charge and touch a nonmagical ferrous metal object that isn't being worn or carried with the weapon. The touch destroys up to 1-foot cube of material.

Rust Arms and Armor. As a bonus action, you can focus the weapon's corrosive magic for 1 minute. For the duration:

- Whenever you hit a creature wearing armor or a shield made of magical metal with the weapon, it takes a permanent and cumulative -1 penalty to the AC offered by its armor or shield (its choice). Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
- When a creature misses you with a nonmagical ferrous metal melee weapon, you can use your reaction to parry the blow, causing your attacker's weapon to take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

COUATL FEATHER

Wondrous item, very rare (requires attunement)

When a couatl gives feather given freely of its own accord, the couatl can imbue the feather with blessings the feather's bearer can benefit from. A creature can only attune to the feather if the couatl is willing to allow it, and instantly knows the location of the creature making the attunement.

While adorning your person or an item you are holding, the feather grants its bearer the following benefits:

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

Couatl Spells. The feather has 4 charges and regains 1d4 expended charges daily at dawn. You can use an action to expend 1 or more of its charges to cast one of the following spells from it, using Charisma as your spellcasting ability: *bless* (1 charge), *feather fall* (1 charge), *lesser restoration* (2 charges), or *protection from poison* (2 charges).

Shielded Mind. You are immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.

The couatl appears in the *Monster Manual*.



Illustration by Tom Sharp

DANDY DAN'S DAPPER DUDS

Wondrous item, very rare (requires attunement)

You gain a +1 bonus to AC while wearing this enchanted set of garments and no armor. It includes a pair of slacks, a jacket, a shirt, and an array of optional accessories: a vest, a tie, a tie clip, a pocket square, a pair of cufflinks, a pair of socks, and a pair of shoes. The garments have 4 charges, and regain 1d4 expended charges daily at dawn.

If you remove the clothes, you can expend 1 charge and speak the command word, and the garments will clean and mend themselves (as if casting the *prestidigitation* and *mending* cantrips upon themselves). After 1 hour, the garments neatly press, fold and, (if a suitable peg or hangar is available) hang themselves.

As an action, you can expend 2 charges and can speak the clothing's command word to alter the garments' appearance, fabric choice, or details, for example: adding a frilled cuff to a shirt, change the jacket from velvet single-breasted to pinstripe linen double-breasted, and the tie from a paisley cotton to a solid silk. The retailoring process takes 1 hour.

As an action, you can expend 3 charges to cast the *enhance ability* spell on yourself.

DEAD MAN'S DIE

Wondrous item, very rare (requires attunement)

A lumpy, slightly uneven looking but perfectly balanced heavy brass die. When held, it imparts a feeling of nervous excitement. It functions as any normal gaming die would.

Play for Keeps. When used in games of chance with another creature, you can speak the die's command word and announce to the other gamblers that you are *playing for keeps*. The die's magic ensures all who hear your ominous declaration and understand your words, even if you don't share a language. The die then conforms to any number of sides required to play the intended game with all creatures who agree to play.

When the game ends, the die deals 3d10 necrotic damage to the loser of the game, and reduces their hit point maximum by an equal amount until they finish a long rest or until they are targeted by a *remove curse* spell or similar magic. If the cursed creature is reduced to 0 hit points before their hit point maximum is restored, the creature's body, anything they are wearing and carrying and its very soul are trapped in the die, and the die gains 1 charge. The die has a maximum capacity of 3 charges, and when it is discovered, roll a d6, and divide the results by 2 and them up to the nearest integer for the number of charges in the die.

Whenever you make an attack roll, an ability check, or a saving throw, you can expend 1 charge to roll an additional d20. You can choose to expend the charge after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also expend 1 charge when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If another creature uses an ability to cause the outcome to be rerolled, for example, the use of a divination wizard's *portent* feature or a halfling's *lucky* trait to influence the outcome of a roll, the magics cancel each other out; no additional dice are rolled.

DEATH'S PROMISE

Weapon (any), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Death's Promise. If you miss a creature with an attack using this weapon, the weapon's vengeful magic hones in on the target. Until the end of your next turn, you gain advantage on the first attack roll you make with this weapon against the same target.

Weighty. If the weapon has the *light* property, it loses it. If the weapon has the *versatile* property, it must be wielded with two hands.



Illustration by Miklós Ligeti

DEATHLY LEDGER

Wondrous item, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

You have resistance to necrotic damage while you hold this tome.

When you reduce a Humanoid creature to 0 hit points and it dies, the tome records their true name. Such recorded names might not appear in a language you can read, but so long as you remain attuned to the tome, you can read them.

The tome has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *inflict wounds* (1 charge), *animate dead* (3 charges), *speak with dead* (3 charges), and *blight* (4 charges).

The tome regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the book withers into dust, and is destroyed.

If the tome contains no empty pages, it ceases to function until it is stocked with fresh sheaf. This process takes 10 minutes and a successful DC 10 Strength check made with mated leatherworkers' tools.

If you are a wizard, you can use this tome as your spellbook.



Illustration by Donavonn Wynkoop

DESCALESCENT RESIDUE

Wondrous item, uncommon

This alchemical powder glistens like waxy snow, and is held within a sealed leather pouch. As a bonus action, you can apply the wax to a nonmagical weapon. Until the end of your next turn, the weapon becomes a magic weapon, and it deals an additional 1d8 cold damage when it hits. When this magic fades, the residue dissipates into dust and is lost.

The wax neutralizes and destroys any poisons or similar alchemical substances on the weapon it is applied to. If the wax is applied to a magical weapon, it dissipates into dust and is lost.

DESCALESCENT WEAPON

Weapon (any melee weapon), very rare (requires attunement)

You have resistance to cold damage while you hold this magic weapon. When you hit a creature with the weapon, it deals cold damage instead of the type normally associated with the weapon.

The weapon has 9 charges and regains 1d6 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon cracks, shatters, and is destroyed.

Descalescent Spellcasting. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 15, +7 to hit with spell attacks): *ice knife*^{XGE} (1 charge), *wall of ice* (4 charges), *investiture of ice*^{XGE} (6 charges).

Descalescent Strikes. When you hit a creature with the weapon, you can expend up to 3 charges, dealing 1d8 additional cold damage for each expended charge.

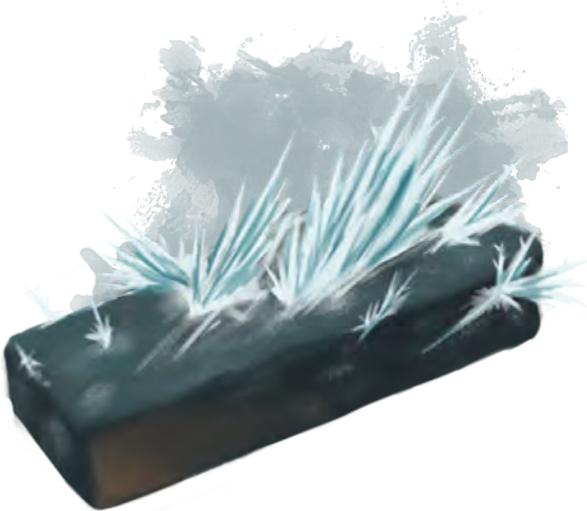


Illustration by Donavonn Wynkoop

DESCALESCENT WHETSTONE

Wondrous item, uncommon

This whetstone is covered in shimmering icicles and rimey scales. A freshly produced whetstone has 8 charges. A whetstone found as treasure is usually missing 1d6 charges. As an action, you can expend one charge and draw a weapon across the whetstone, imbuing it with icy magic. For the next hour, the weapon deals an additional 1d4 cold damage when it hits.

DIGGER'S SHOVEL

Wondrous item, rare (requires attunement)

While attuned to this magical shovel, you gain the following benefits:

- You can use the shovel as simple melee weapon with the *two-handed* and *heavy* properties. On a hit, it deals 2d6 bludgeoning damage.
- You can use the shovel to make a thrown weapon attack if loose soil is within 5 feet of you (range 30/90 feet). If it hits, the target takes 1d6 bludgeoning, piercing, or slashing damage (as determined most appropriate for the terrain by the DM). This damage is not magical.
- As an action, you can use the shovel and choose a portion of loose earth that you can see within range and that fits within a 5-foot cube, and instantaneously excavate it, moving it along the ground, and depositing it a number of feet away from you equal to 5 times your Strength modifier (25 feet). This movement can't cause damage.
- While holding the shovel, difficult terrain due to sandy or muddy conditions doesn't cost you extra movement.



Illustration by Allison Arnold

DRVO GOLEM MASK

Wondrous item, very rare

This plain-looking wooden mask features a carved smiling face.

Drvo Curse. The mask is cursed, and donning it extends the curse to you. As long as you remain cursed, the mask melds with your skin and cannot be removed, and you are transformed into an articulated wooden mannequin. Until the curse is broken with *remove curse* or similar magic:

- Your creature type is Construct.
- You don't need to eat, drink, breathe, or sleep.
- You are immune to any spell or effect that would alter your form.
- Your Armor Class cannot be less than 16.
- You have vulnerability to fire damage.
- If the *mending* spell is cast on you, you can expend a hit die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).
- Common spells that preserve life but that normally don't affect Constructs are still able to affect you: *cure wounds*, *healing word*, *mass cure wounds*, *mass healing word*, and *spare the dying*.

If the curse is removed, the mask clatters to the nearest unoccupied space.

EAVESDROPS

Wondrous item, uncommon

This small glass vial's stopper includes a medicine dropper. When found, the vial contains 1d4+2 doses.

You can use an action to dose yourself, placing one droplet in each ear, heightening your ability to hear over great distances through cluttered environments. For the next 10 minutes, can use your action to create an invisible sensor within 120 feet of you at a point you can see. When you do, you are deafened to your own surroundings, and hear as if you were in the sensor's space. The sensor transmits sound that originates close to itself clearly, and considerably softer and more muffled from sources further away, becoming inaudible if the source is more than 15 feet away.

The sensor lasts for the duration, or until you end its effects (no action required by you). The sensor expires early if you move more than 120 feet away from it, or if it has total cover from you.

A dose only allows you to create one sensor. If you dose yourself again, the sensor expires immediately.

EMBIGGENING ARMOR

Heavy armor (plate armor), rare (requires attunement)

While unworn, this armor is indistinguishable from a normal suit of armor stood on display. The interior of the armor is filled with actuators, which prevent a Medium creature from donning it. If a Small creature attunes to and dons the armor, the actuators cause the armor's extremities to perfectly mimic the wearer's movements.

Warrior Within. You can don or doff this armor as an action. While wearing the armor:

- Your size becomes Medium. With the faceplate lowered, your identity is obscured, and you are indistinguishable from a Medium Humanoid. The armor's faceplate can be lifted to reveal your identity.
- Your base walking speed becomes 35 feet. If your Strength score is lower than 15, your speed is 30 feet.
- The distances you can cover when making a long or high jump are increased by a number of feet equal to your proficiency bonus.
- You can wield weapons with the *heavy* property without the penalty usually applied to Small creatures.



Illustration by Manuel Castañón

ETHEREAL ITEMS

Ethereal items exist in a state of flux between the Border Ethereal and the worlds that it touches. Once in possession of a powerful adventurer, remnants of these artifacts are caught between planes when their bearer was whisked into the Deep Ethereal by powerful magic or sinister spirits. Ethereal items appear ghostly and translucent, weighing only half as much as their physical counterparts, and are cold to the touch.

Ethereal weapons and armor have unique, useful properties, but with the wear and rigor of battle, they fade further away. Repairing them is impossible, even by magical means.

Some adventurers vow never to use ethereal weapons, out of superstition or respect for the departed. Others are wary of the ever-present danger that the items will disappear at the most inopportune time: in the midst of deadly combat.

ETHEREAL AMMUNITION

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

This ammunition passes through physical objects and targets, leaving a trail of frigid, murky haze in its wake. You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition.

When you make a weapon attack with this ammunition, your attack ignores $\frac{1}{2}$ and $\frac{3}{4}$ cover. When you score a critical hit with a weapon attack using this ammunition, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. Additionally, if another target is standing directly behind and within 10 feet of your original target, you can deal the additional damage to that target as well.

After you make an attack with this ammunition, it fades away into ghostly mist and is lost.

ETHEREAL ARMOR

Armor (any), uncommon (+1), rare (+2), or very rare (+3)

This armor warps and shifts around your body, blocking strikes that would otherwise be lethal. You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

This armor can be donned in half the time as its physical counterpart. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the Ethereal version of the armor doesn't.

When an attacker scores a critical hit against you while you are wearing this armor, the critical hit becomes a normal hit, and you roll a d4. On a 1, the armor degrades, reducing the bonus granted to AC by 1.

When the bonus is reduced to 0, the armor fades away into ghostly mist and is lost.

ETHEREAL SHIELD

Shield, uncommon (+1), rare (+2), or very rare (+3)

This shield rests almost weightlessly in your grip. You can don or doff this shield as a bonus action, and while holding this shield, you have a bonus to AC; the bonus is determined by its rarity. This bonus is in addition to the shield's normal bonus to AC.

When an attacker scores a critical hit against you while you are holding this shield, the critical hit becomes a normal hit, and you roll a d4. On a 1, the shield degrades, reducing the bonus granted to AC by 1.

When the bonus is reduced to 0, the shield fades away into ghostly mist and is lost.



Illustration by Randy Vargas

ETHEREAL WEAPON

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

This weapon pierces through physical armor with deadly efficiency. You have a bonus to attack and damage rolls made with this weapon, determined by its rarity.

When you score a critical hit with a weapon attack using this weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. After the attack, roll a d4. On a 1, the weapon degrades, reducing the bonus granted to attack and damage rolls by 1.

You can also use this weapon to attack creatures you can see on the Ethereal Plane, or creatures outside the Ethereal Plane if you are currently on the Ethereal Plane. In either case, roll a d4 if your attack hits. On a 1, the weapon degrades, reducing the bonus granted to attack and damage rolls by 1.

When the bonus is reduced to 0, the weapon fades away into ghostly mist and is lost.

Nobody is truly certain where ethereal items go when they fade away. Some scholars believe they eventually must find their way back to their owner, doomed to return as a revenant. Others believe they move through worlds, disappearing from one place only to reappear in another where they are most needed, part of an endless cycle.

EVERICE SHARD

Wondrous item, rare

Minuscule mephits can be seen flitting about the facets of this cerulean shard of ice. Regardless of the surrounding temperatures, the shard never melts. With the shard in hand, you can use an action and speak its command word, causing it to produce a magical aura with a 5-foot radius for 1 hour. For the duration:

- Creatures in the area gain resistance to cold damage.
- Nonmagical water (and solutions that are at least half water) in the area that aren't being worn or carried freeze into ice. Any creatures in the water when it freezes are pushed away from the shard to the opposite side of the ice. The ice remains frozen for the duration or until it is destroyed.
- If the shard creates an area of ice that forms a 5-foot section at least one foot deep, the section has an AC of 12 and 3 hit points, is vulnerable to fire damage, and can support up to 400 pounds. Contiguous sections of ice add their hit points together, up to a 5-foot cube with 15 hit points.
- With the shard in hand, you can use a bonus action on your turn and speak the shard's command word again to re-freeze a destroyed section of ice within the shard's aura.
- If the shard becomes completely submerged in water (or a solution that is at least half water), it shatters, and is lost.

When its effects end, the shard melts and is lost.

EXACTING ARROW

Wondrous item, legendary

This adamantine arrow has an obsidian arrowhead. No attack roll is made when it is fired from a weapon, the name of the target is spoken instead. You must have seen the target up close once, or know their true name in order to target them with the arrow.

Once loosed, the arrow seeks its target for up to 1 year. For the duration, it is a tiny construct with 5 hit points and an AC of 23, and a flying speed of 225 feet (600 miles per day). It can hover. It is immune to fire, poison, psychic, bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine and also to the charmed, exhaustion, frightened, paralyzed, petrified, poisoned conditions and any spell or effect that would alter its form. It automatically succeeds saving throws. It has an Intelligence score of 18. It always knows the location of its target unless the target is on a different plane of existence than itself, and is capable of tracking the target to the location it last left the plane from. If the target returns to that plane, the arrow knows it and where they are. If no direct route is available to the target, it lies in wait for the duration. If the arrow reaches the target, it does not miss.

If you imparted the target's true name to the arrow, it deals damage as if it were a critical hit, and the target must make a DC 19 Constitution saving throw, taking an extra 10d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once the arrow strikes its target, it becomes a normal adamantine arrow.

EXPECTACLES

Wondrous item, rare

This pair of eyeglasses features two rose-colored lenses held in a fancifully decorated copper frame. While wearing the eyeglasses, you can expend their charge to cast the *divination* spell. You only need to provide the verbal component for the spell. When the spell ends, the eyeglasses crumble into dust.

You can use the eyeglasses to obtain a truthful reply from the spell even if you have already cast the *divination* spell twice or more since your last long rest.

EXTRACT OF BITREXFLOWER

Wondrous item, uncommon

If you pour the contents of this vial onto food or drink, it gains an enticing aroma appropriate to its appearance. Ingesting the food, however, leaves you with a terrible taste in your mouth, and you must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours. On a failed save, you must spend your action on your next turn retching and reeling.

For the duration, if you eat or drink anything else, you must make another DC 16 Constitution saving throw. On a failed save, you vomit up whatever it was you ate or drank, and spend your action on your next turn retching and reeling.

FAN OF THE CHARMING FOREIGNER

Wondrous item, rare (requires attunement)

The beautifully decorated ornamental fan has 10 charges and regains $2d4 + 2$ expended charges daily at dawn.

While holding the fan, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, (save DC 12): *friends* (1 charge), *charm person* (2 charges), *disguise self* (2 charges), or *alter self* (3 charges, choosing only the *change appearance* option). Spells you cast using the fan do not require verbal or material components, and also do not require concentration, as long as you continue to hold the fan.

Each time you cast a spell using the fan, roll a 1d20. On a 1, the fan tears, the spell fails, and the fan cannot be used again.



Illustration by Laura Bossi

FEATHER-DANCE CHARM

Wondrous item, common

This scintillating feather features a pea-sized, inscribed lead weight, tethered by a wound gut-string. When held, one feels ready and able to dance upon the wind.

Light as a Feather. If you fall or are moved against your will, you can use your reaction and speak the feather's command word to prevent any damage you would take from whatever moved you, for example, an attack, spell, or hazard. This protection extends to any creatures, objects, and structures you collide with as a result of being moved, but not hazardous areas, for example, open flames or *spike growth* spell. At the start of your next turn, the charm disintegrates into dust.

Change a treasure's form!

Consumable items like the *Feather-Dance Charm* might be added to a weapon, armor, or other item, or perhaps a magic tattoo. Change the item's visual description to whatever makes the most sense for your game!

FEIJIAN DAO

Weapon (shortsword), rare (requires attunement by a monk)

You have a +1 bonus to attack and damage rolls made this magic weapon.

Snake Spirit. You have advantage on saving throws against poison, and you have resistance to poison damage. When you hit a creature with this weapon, you can use a bonus action and spend 2 ki points to force it to make a Constitution saving throw against your ki save DC. The target takes $4d6$ poison damage on a failure, or half as much on a success.

Tortoise Spirit. You can spend 2 ki points to cast the *shield* spell.

FIZZY LIFTING POTION

Potion, common

These potions are found in a leather-ringed collection of six potions. When found, there are 1d4 + 2 remaining potions in the bundle. Each potion is clear, and brimming with rising, effervescent bubbles, and a slightly different color, with a different fruity aroma and taste.

After drinking a fizzy lifting potion, you rise vertically 10 feet, provided you, your equipment and anything you are holding totals a weight less than 500 pounds. For the next 1 minute, you rise vertically 10 feet again at the start of each of your turns. While rising, you can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows you to move as if you were climbing. If you have a flying speed, you can use it move, but cannot reduce your altitude.

On each of your turns, you can use your action to belch by making a DC 10 Constitution check. On success, you release a belch audible to a distance of 100 feet, your altitude is reduced by 20 feet, and you take no falling damage if you collide with a surface.



Illustration by Jeryce Dianingana

FRIGID SHARD-WHIP

Weapon (whip), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. It also deals an additional 1d4 cold damage to any target it hits. The whip has 2 charges and regains 1d2 expended charges daily at dawn.

Icy Shards. When you hit a creature, you can expend 1 charge to cause the shard at the tip of the whip to explode in a shower of icy splinters. The target and each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 2d6 cold damage.

FROGGY POTION OF CROAKITUDE

Potion, uncommon

This potion looks like green bubbling, muddy swamp water. Closer inspection of the murky liquid reveals it to be filled with, dark, writhing tadpoles.

When you drink this potion, you must make a DC 14 Charisma saving throw. On a failure, you become cursed for 24 hours. Immediately, and once every hour for the duration, roll a d10 and consult the following table. Each time you do this, the curse's effects change, taking on the form of the die's result.

If the curse causes you to assume a new form, the following rules apply:

- Your statistics, including mental ability scores, are replaced by the statistics of your new form. You retain your hit points, alignment, and personality.
- You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech.
- Your gear melds into your new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

d6 Froggy Effects

1	You assume the form of a frog.
2	You assume the form of a giant frog.
3	Your head becomes that of a frog's. You can breathe air and water. Your Intelligence score cannot be higher than 4, and you cannot speak any languages you know, but frogs can understand your words. You have advantage on Charisma checks you make to influence them.
4	Your eyes bulge, your voice becomes a hoarse croak, and you grow webbing between your fingers and toes. You can breathe air and water. You have a swimming speed of no less than 30 feet. Your long jump is no less than 20 feet, and your high jump is no less than 10 feet, with or without a running start.
5	Your mouth becomes a froggy grimace. Your tongue is a natural weapon, which you can use to make unarmed strikes with the <i>reach</i> property. On a hit, your tongue deals bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Additionally, when you hit a creature of a size category equal to or less than your own with your tongue, you can use a bonus action to attempt to grapple the target. If you succeed, the target is grappled and pulled 5 feet toward you.
6	Roll a d6 again, consulting the table a second time. If the result is another 6, you assume the form of a froghemoth .



Illustration by Kirwick

FRUIT OF UNQUENCHABLE LONGING

Wondrous item, rare

When a creature eats this delicious, colorful fruit, they must succeed on a DC 18 Wisdom saving throw or become cursed. Creatures with the *Fey Ancestry* trait have advantage on their saving throw. For the duration, a cursed creature has disadvantage on Wisdom and Intelligence ability checks, and on Constitution saving throws they make to maintain concentration on a spell when they take damage. Additionally, their dreams are haunted by the memory of the fruit's delicious taste and texture. A creature can make a new saving throw to end the curse at the end of a long rest. A *remove curse* spell or similar magic, or eating a second piece of the fruit ends the effects early.

GAUNTLETS OF THE GHOST GRAPPLER

Wondrous item, rare (requires attunement)

When attuned to and wearing these gauntlets, you gain the following benefits:

- You gain a +2 bonus to attack and damage rolls made to unarmed strikes using your hands.
- You ignore immunity to the grappled condition if the target is ghostly, spectral, or ethereal in nature.
- Creatures you are grappling cannot use any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent you from physically dragging the creature through an interdimensional portal. Additionally, creatures cannot benefit from the *freedom of movement* spell to automatically escape your grapple, as these gloves are considered magical restraints.

GHOST-CATCHER'S NET

Weapon (net), rare

A creature hit by the net can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect, and destroying the net.

You can use the net to attack creatures you can see with the net if they are in the Border Ethereal or on the Ethereal Plane. The net ignores the immunity to the restrained condition an ethereal creature (for example, **banshee**, **ghost**, **shade**, **shadow**, or **specter**) might have.

When a creature in the Border Ethereal or Ethereal Plane is hit by the net, it immediately enters the plane the attack originated from, appearing in the nearest unoccupied space. While restrained by the net, a creature cannot enter or remain in the Border Ethereal or Ethereal Plane.

If the net is destroyed, you can perform a 10-minute ritual to repair it.

GLOVES OF THE VOICE-THIEF

Wondrous item, rare (requires attunement)

These black velvet gloves have a silk lining that feels almost like inserting your hands into an open wound.

Steal Voice. While wearing the gloves, you can use an action to steal the voice of a creature you can see and hear within 30 feet of you. You concentrate (as if concentrating on a spell), and the target makes a Wisdom Saving throw. The DC of the saving throw is 8 + your proficiency bonus + your Charisma modifier. On a failure, the target becomes cursed. Constructs, Oozes, Undead, and creatures without a mouth succeed their saving throw automatically.

A cursed creature cannot speak or make any sound from its mouth. For the duration, while wearing the gloves, you can speak with the cursed creature's voice, making any sounds they could make with their mouth. You can speak languages you know, or any language the cursed creature knows, but you are not granted any ability to understand languages you do not already know.

The curse ends if your attunement ends, the cursed creature dies, or if the gloves and the creature are ever not upon the same plane. A *dispel magic* spell or similar effect can also end the curse early.

The gloves can curse up to two creatures. You can use an action on your turn to end a curse, restoring one or both captured voices to the creatures they belong to.

GOGGLES OF LUMINAL TRANSITION

Wondrous item, uncommon (requires attunement)

The lenses of these goggles darken in proportion to available light. The lenses are clear when in darkness or dim light, and make bright light appear as dim light. In direct sunlight, the lenses darken so thoroughly that the area appears in darkness.

If you have the *Sunlight Sensitivity* trait, viewing an area in direct sunlight through the lenses of these goggles negates the disadvantages such conditions normally impose.

Additionally, you have advantage on saving throws against blindness caused by bright light.



Illustration by Even Amundsen

GREAT-MOTHER'S CHANCLAS

Wondrous item, very rare (requires attunement by a creature whose age is no less than half their race's average life span)

These backless and open-toed sandals are extremely comfortable, surprisingly durable, and shockingly aerodynamic. While wearing the chanclas, you gain the following benefits:

- You are immune to disease.
- You cannot be aged magically.
- You have advantage on death saving throws.
- You have advantage on Wisdom (Insight) checks you make.
- When you take the Dash action, your walking speed increases by an additional 10 feet.

Additionally, the chanclas are a magic simple melee weapon with the *finesse* and *thrown* (30/60 feet) properties. You have a +1 bonus to attack and damage rolls you make with them, and you can use Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls. On a hit, the chanclas deals 1d4 bludgeoning damage. The chanclas return to the foot they were removed from or your hand (your choice) immediately after they are used to make a ranged attack.

HACEDOR DE LLUVIA

Light armor (studded leather armor), very rare (requires attunement)

While wearing this spangled leather poncho, you gain a +1 bonus to AC. The poncho has 6 charges and regains 1d4+2 expended charges daily at dawn. While wearing the poncho, you gain the following abilities:

Water Breathing. You can breathe air and water.

Water Whip. As a bonus action, you expend 1 charge and create a water whip in your hand. You are proficient with the water whip, which is a melee weapon with the finesse and reach properties that deals 1d8 cold damage on a hit. When held in two hands, you can use the water whip as if it were a rope with a length of 50 feet.

The water whip lasts for 1 hour or until you dismiss it using a bonus action on your turn.

Spellcasting. You can cast the *frigidigitation^{OGE}* and *shape water^{XGE}* cantrips. You can use an action and expend 1 or more of its charges to cast *create or destroy water* (1 charge) or *cloudburst^{OGE}* (2 charges). Wisdom is your spellcasting ability for these spells.

Spells marked with an *OGE* appear earlier in this chapter.

HAMMER OF THE KEG-SWORN

Warhammer, rare (requires attunement by a dwarf or a Way of the Drunken Master monk)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The hammer has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

Keg-Swear. As an action, you can cause the hammer's keg to fill, becoming capable of dispensing up to 30 gallons of ale, beer, or mead. The exact type and flavor of the beer is up to you. A creature who willingly imbibes from the keg's beverage must succeed on a DC 13 Wisdom saving throw (or your Ki save DC if it is higher) or be charmed by you for 1 hour. The beer last for 4 hours, after which any unconsumed beer becomes water.

Intoxicate. When you hit a creature with the hammer, you can expend 1 charge to intoxicate the target. The target makes a DC 14 Constitution saving throw (or your Ki save DC if it is higher). On a failure, the creature becomes poisoned for 1 minute.

A poisoned target can't take reactions, its speed is halved, and it must roll a d4 at the start of each of its turns. On a 1, the creature uses all its movement to stagger in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

The target can repeat the saving throw at the end of its turns, ending the effect on a success.

HANDY SLEDGE

Warhammer, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Shrink. While holding the warhammer, you can press a button just above its leather grip as a bonus action. Pressing the button shrinks the hammer down to the size and inconspicuous appearance of a carpenter's hammer. When used as a part of your carpenter's tools, and you gain a +1 to checks you make with them.

While reduced to its tool form, it also a light hammer. If you throw the hammer while attacking with it, it returns to your hand immediately after it is used to make a ranged attack.

Pressing the button again restores the hammer to its full warhammer size.

HAT OF HIRSUTISM

Wondrous item, rare (requires attunement)

A handsome pink hat with a jaunty yellow feather.

Curse. The moment you don this cursed hat, it begins to cause your body's hair to grow at ten times its normal rate until you have a fantastic and unruly mane around your entire body. As your hair grows, you are enthralled by the combination of the hair and hat, and are both unwilling and unable to remove it until you are targeted by the *remove curse* spell or similar magic.



Illustration by Michael Cabezas

HIVE-QUEEN'S MANTLE

Wondrous item, uncommon (requires attunement)

This helm has the appearance of massive compound eyes and mandibles, resembling that of a bee or wasp. While wearing it, you can communicate telepathically with bees and wasps within 100 feet of you, and you have advantage on Charisma checks you make to influence such creatures.

A heavy hollow pocket hangs from the helm's rear, from which protrudes two gossamer wings. You can use the wings to slow your fall and allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

As part of a long rest, you can wear the helm and perform a 10-minute ritual, recruiting bees or wasps within 1 mile of you. When you do, the insects congregate into a **swarm of wasps**, which crawls inside the rear pocket of the helm, remaining under your control as long as you wear it. The DM has the creatures' statistics. If the swarm is damaged, you can perform this ritual again, causing the swarm of wasps to regain a number of hit dice determined by the DM, based on the availability of such insects in your location.

As a bonus action on your turn, you can unleash your swarm of wasps, which appears in the nearest unoccupied space to you. The swarm is friendly to you and your companions. Roll initiative for the swarm, which has its own turns. It obeys any telepathic commands that you issue to it (no action required by you). If you don't issue any commands to it, it defend itself from hostile creatures, but otherwise take no actions.

If the swarm is within 5 feet of you, you can use a bonus action on your turn to return the swarm to the helm's rear pocket.

If the swarm moves more than 100 feet away from you, you lose telepathic contact, and the swarm's allegiance to you ends after 1 hour away from your influence. You can also dismiss the swarm's insects forever (no action required).



Illustration by Max Davenport

IRUKANDJI STINGER

Weapon (any melee weapon), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this translucent magic weapon. The weapon has 3 charges and regains $1d2 + 1$ expended charges daily at dawn.

Underwater Mastery. The weapon's bonus to attack and damage rolls increases to +2 if you are completely submerged in water, and you can't have disadvantage on attack rolls you make with it so long as you remain underwater.

Paralyzing Sting. When you hit a creature, with this weapon on your turn, you can use a bonus action and expend 1 charge to attempt to deliver a poisonous sting to the target, forcing them to make a DC 13 Constitution saving throw. On a failure, the target takes $1d12$ poison damage and is paralyzed until the end of their next turn. Constructs, Elementals, Oozes and Undead succeed their saving throws automatically.

JAR OF BEASTLY STINK

Wondrous item, uncommon

A small tub of jelly that reeks of animal musk. When the handful of jelly is removed and applied to an object or person, the smell will frighten off small Beasts, but attract medium to large rutting Beasts within a 1-mile radius. The first time a Humanoid comes within 10 feet of the source of the smell, they must succeed a DC 10 Constitution save or retch, becoming incapacitated for 1 round. The musky smell lasts for 24 hours.

JAR OF WIND

Wondrous item, rare

This magic jar is made from bright white porcelain, and is inscribed with cheerful blue paint. The jar has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

Bluster. While holding the jar, you can use an action and expend one charge to force one Medium or smaller creature within 30 feet of you to make a DC 15 Strength saving throw. On a failure, the target is pushed up to 10 feet away from you.

Alternatively, you can move one object that is neither held nor carried and that weighs no more than 100 pounds. The object is pushed up to 10 feet away from you.

Command the Wind. While holding the jar, you can expend 2 charges from the jar to cast the *gust of wind* spell (save DC 15), or the *jump* (targeting yourself) from the jar. If the jar leaves your hand, any spells you cast from it ends.

Whirlwind. As an action, you can throw the jar up to 30 feet away from you, shattering it on impact. The jar's destruction creates a whirlwind that is a 15-foot-radius, 40-foot-high cylinder of violently swirling air centered on the impact point for 1 minute. The area is difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or take 3d8 bludgeoning damage.

On initiative count 20, the whirlwind moves 40 feet in a random direction determined by the DM. When it completes this movement, each Large or smaller creature in the area must make a DC 15 Strength saving throw or be lifted by the wind, rising vertically a number of feet equal to $1d4 \times 10$.



Illustration by Julia Vanti

KEY OF DOOR-BINDING

Wondrous item, very rare

This magic key can create a portal between two doorways no more than 10 feet on any side.

Origin. You can use an action to insert this key into a mundane lock, turning it and speaking a passphrase of your choice aloud. Record the location of the door, which side of the door you are on, and the chosen passphrase.

Destination. You can use an action to turn the key in a second door, which must be on the same plane as the first, speaking the passphrase aloud. Doing so opens the door, which becomes a portal to the side of the first door's location. The portal lasts until the end of your next turn, or until either door is shut, at which both doors are magically shut, and the state of any mundane locking mechanisms in them are restored to the state they were in before the portal was opened.

Traverse. You can use an action to turn the key and speak the passphrase from either door, moving between them as often as you like. If either door (or its locking mechanism) is moved, destroyed, or substantially changed (at the DM's discretion), the key's magic is lost, and it becomes a mundane key.

A *key of door-binding* only opens its associated doors when creating a portal. It doesn't bypass any mundane locks that might open either door.



Illustration by Andrew Bosley

KINETIC THUNDERBALL

Wondrous item, very rare

This small, milky-white glass marble emits a quiet high-pitched hum when held up to the ear. You can use an action to activate it, causing the marble to expand into a 15-foot-diameter sphere of whining, shimmering energy, centered on you for 1 minute.

For the duration, nothing—not physical objects, energy, or other spell effects—can pass through the sphere, in or out, though creatures within the sphere can breathe. The sphere and creatures within it are immune to falling damage.

The sphere is an object with an AC of 17 and 100 hit points, and it has resistance to nonmagical bludgeoning, piercing or slashing damage. If the sphere is reduced to 0 hit points or targeted by the *disintegration* spell, it explodes, sending a shower of thundering force outward. Creatures within 10 feet of the sphere (but not those within it) must make a DC 15 Constitution saving throw, taking 4d6 thunder damage on a failure, or half as much on a success.

Creatures inside the sphere can use an action to roll the sphere up to a distance equal to their walking speed. If the sphere collides with a creature or object, it deals 1d6 thunder damage for every 10 feet the sphere moved in a straight line toward the target, and the sphere takes the same amount of damage. Creatures can make a DC 15 Constitution saving throw, taking half as much damage on a success.

When the effect ends, the sphere dissipates harmlessly in a final high-pitched whine.

LEONIN GAUNTLET

Wondrous item, uncommon

This gauntlet is shaped like the head of a lion. You can hold a weapon. The gauntlet has 5 charges and recovers 1d4 + 1 expended charge daily at dawn.

Lion's Strength. While wearing the gauntlet, you gain a +2 bonus to Strength (Athletics) checks you make to initiate a grapple or shove a creature.

Lion's Ferocity. When you take the Attack action, you can use a bonus action and expend a charge to make a melee weapon attack with the gauntlet. On a hit, the gauntlet bites the target, dealing 1d6 + 3 piercing damage.

Lion's Roar. You can expend a charge use the Attack action to make a special melee attack with the gauntlet. If you're able to make multiple attacks with the Attack action, this Attack replaces one of them. When you do, the gauntlet releases a mighty roar audible to a distance of 100 feet. Each Humanoid or Beast in a 15-foot cone must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LIFE-DRINKER HILT-CLOTH

Wondrous item, rare (requires attunement)

A dark red velvet hilt-cloth which can wrap around the grip of a weapon. Once wrapped, a wielder can attune the cloth and weapon to themselves by gripping the handle and leaving the deadly parts of the weapon lodged in their flesh for 1 hour, dealing the weapon's damage die to themselves.

Drink Life. The weapon becomes a magic weapon, and it deals an additional 1 necrotic damage. The weapon has 1 charge, and it regains any expended charge daily at dawn. When you reduce a creature to 0 hit points with this weapon, you can use your reaction and expend the charge to regain hit points equal to 1d6 + your Constitution modifier.

LOCKS OF LOVE

Wondrous item, uncommon

These braided and tied locks of hair must belong to a close relative, treasured friend or loved one of the braid's bearer, and must be blessed by a cleric capable of casting the *ceremony* spell. A creature can give their hair away to create such a braid only once.

By performing a 1-hour ritual, you can burn the braid of hair as a part of a short or long rest, consuming and destroying the braids. When the ritual is complete, the creature that donated their hair to create the braid knows it, and you are energized by your connection to them. For the next 24 hours, whenever you make an ability check, attack roll or saving throw, you can roll a d4 and add the number rolled to the save.

LONGTAIL'S SPIKE

Weapon (rapier), artifact (requires attunement)

A glittering emerald embedded in the pommel of this dragonbone rapier houses the soul of a slain green dragon, Ryrses Longtail. Handling the sword produces an acrid taste in the mouth of the creature in contact with the item, which continues until they attune to the weapon.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with it, the target takes an extra 1d6 poison damage.

Sentient Weapon. Longtail's Spike is a sentient Lawful Evil weapon with an Intelligence of 18, a Wisdom of 15, and a Charisma of 17. It can hear and has darkvision out to a range of 120 feet. The weapon communicates by telepathy to the attuned creature. The sword can also make the following ability checks (performed by the DM in secret): Deception +8, Insight +7, Perception +12

Dragon's Avarice. When the bearer is presented with an opportunity to act in a selfish or malevolent way, the sword urges you to do so.

Aspect of the Green Dragon. You can breathe air and water, have a swim speed equal to your movement speed and you can speak Draconic fluently.

Poison Breath Weapon. While holding the weapon, you can use an action to breathe out a 30-foot cone of poison gas. Each creature in the area must make a DC 16 Constitution saving throw, taking 5d8 poison damage on a failure, or half as much damage on a successful one. Once you use this ability, you must finish a long rest before you can use it again.

Poison Resistance. You have advantage on saving throws against poison, and you have resistance to poison damage. If you already have resistance to poison damage, you become immune to it.

LOVE MAGNET

Wondrous item, artifact (requires attunement)

While attuned to this unremarkable horseshoe-shaped lump of brown iron, it is on your person, you have advantage on all Charisma checks directed at creatures of your choice that aren't hostile toward you.

As an action, you can attempt to charm a Beast, Fey, Giant, Humanoid, Monstrosity, or Plant you can see within 30 feet of you. The target must make a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 24 hours, or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

MAESTRO MARVIN'S MARVELOUS MIXER

Wondrous item, uncommon

This large wooden spoon has a small red crystal affixed into the end of the handle. When the spoon is placed into a bowl or cauldron, speaking its command word will cause the spoon to autonomously mix and stir the contents at your direction. It cannot stir with enough force to cause damage, and it ceases to function if removed from its assigned bowl or container.

MAGNETIC WEAPON

Weapon (any), rare (requires attunement)

This weapon is made of metal, even if its construction usually wood. While attuned to this magic weapon, you can use a bonus action to mark a creature constructed of metal or a set of metal armor that you can see within 60 feet of you. For 1 hour, you have advantage attack rolls against the target creature or any creature wearing the target armor, and you can use an action to learn the target's general direction relative to yours. If the target removes the armor, you divine the armor's location instead. The effect ends if the target moves to a different plane of existence than you are on.

MATCHLESS TINDERBOX

Wondrous item, rare

This small, engraved silver container holds an unremarkable-looking flint and fire steel tinder, which you can use to light a fire. Using it to light a torch or campfire requires an action. When you do so, you can speak the tinderbox's command word, lighting a magical fire instead. When you do, the tinderbox creates magical flames that do not consume any fuel, burning for up to 8 hours, and giving off no smoke.

The tinderbox can light a candle, torch, or campfire, filling up to a 5-foot cube with up to magical fire which sheds bright light in a 20-foot radius and dim-light for an additional 40 feet. Within fire's bright light:

- **Warmth.** The temperature is warm and inviting, staving off even extreme cold, as described in Chapter 5 of the *Dungeon Master's Guide*. The magical fire itself is incapable of damaging other creatures (who can pass unharmed through its space) or spread beyond a 5-foot cube. A sufficiently large magical fire can be used intentionally to heat up objects, boil water, or cook upon.
- **Protection from the Elements.** Nonmagical precipitation is unable to fall, and nonmagical wind originating from outside this area is unable to blow.

The fire can be extinguished early by speaking the command word again, or by magical rain or snow, or strong magical wind (at least 30 miles per hour). A sufficient quantity of water poured directly onto the fire by another creature also extinguishes it.

The tinderbox can only be used to light one magical fire at a time. If you light a second, the first immediately extinguishes itself.

MEAT GLUE

Wondrous item, very rare

This short, round jar of sticky, red paste contains 1d2 + 1 applications of its contents.

If any severed body part (for example, a finger, leg, tail, or head) of an individual who is made of flesh is severed, the glue can be used to safely reattach the limb, restoring 4d8 hit points to the recipient. The process takes 1 minute, and the severed limb must be held firmly in place while the glue is set. If the target has died within the last 10 minutes as a result of losing the body part, and its soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point, and they have disadvantage on any ability checks and attack rolls they make until they finish a long rest.

Alternatively, you can attach a severed arm or leg from one creature onto another willing creature who is made of flesh's body:

Arm. The recipient can make one additional object interaction on their turn. The arm can hold a spellcasting focus or weapon that lacks the *two-handed* or *heavy* properties. When the recipient takes the Attack action on their turn, the limb can make one weapon attack using the recipient's bonus action. If the recipient is already engaging in two-weapon fighting, this attack is made in addition to the attacks made by their off-hand. The extra limb is clumsy, however, and any spell or weapon attacks it makes using a weapon or spellcasting focus it is holding are made with a -2 penalty, and do not add any ability modifiers to their damage rolls.

Leg. The creature's movement speed increases by 10 feet, and they gain a climbing speed equal to their movement speed.

You can attach as many limbs to a creature as you like using the meat glue. Each time the recipient of an extra limb completes a short or long rest, they must make a DC 11 Constitution saving throw for each additional limb attached to their body. On a failure, the limb detaches from their body, and they take 1d6 slashing damage.

MITHRIL NET

Weapon (net), uncommon

This flexible net is made of resilient and cleverly weighted mithril cables. Being within 5 feet of a hostile creature doesn't impose disadvantage on attack rolls made with the net, and neither does attacking at long range.

A creature hit by the net can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 21) also frees the creature without harming it, ending the effect, and destroying the net.

MIRROR SHIELD

Shield, very rare (requires attunement)

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Clear reflections are visible across the surface of this mithril-coated shield. No matter what happens, the surface of the shield remains spotlessly clean. The shield has 2 charges and regains any expended charges daily at dawn.

A Light in Dark Places. As an action, you can cause the shield to shed bright light in a 20-foot radius, and dim light for an additional 20 feet. The light lasts for an hour. You can dim the shield's light early using a bonus action.

Radiant Resistance. While this shield is on your person, you have resistance to radiant damage and advantage on saving throws against spells or other effects that would turn you to stone or subject you to the *petrified* condition.

Radiant Reflection. When you take radiant damage while holding the shield, you can use your reaction and expend 1 charge to choose another creature you can see within 30 feet of you. That creature takes the radiant damage you would have taken, and must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn.

MNEMONIC STONES

Wondrous item, rare

These stones come in sets of 2d4 stones enclosed in a small pouch. The stones are unremarkable to look at and are simple river rocks: smooth, flat, and oval of varying sizes and arrayed in speckled greys, browns, reds, and whites. By handling a stone and concentrating upon it for 1 minute, a stored memory within each is revealed to the stone's holder. They experience the memory from the perspective of the original encoder. The memory contains sight, sound, and any other special senses the original encoder may have had, and that information is transmitted from the stone to its holder. However, no identity or information of the memory's origin is gained, although the memory may contain implicit or explicit clues. For example, the memory might be the sound of their own words, a glimpse of themselves in a mirror or other such details. Reviewing a stored memory does not erase it, and the memories can be reviewed again and again.

A willing creature can erase a stored memory on a stone or overwrite it with a memory of their own by succeeding on a DC 10 Charisma check. The process takes 1 minute.

The DM determines the general contents of each stone that is found, in accordance with the following table:

d8	Memory
1	The stone is empty.
2	The memory is of hard work or training.
3	The memory is of family.
4	The memory is of treasured friendship.
5	The memory is of great regret.
6	The memory is of a great battle.
7	The memory is of a magic spell or item.
8	The memory is of visiting another plane.

The specifics of the memory and who may have encoded the stones are determined by the DM.

MOCKINGBLADE

Weapon (dagger, longsword, scimitar, shortsword, or rapier), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 6 charges and regains 1d6 charges daily at dawn.

Quick Tongue. When you take the Attack action and hit a creature with it, you can expend 1 charge to cast the *vicious mockery* cantrip. When you do, the spell's casting time is changed to 1 bonus action, and it targets the creature you hit. Charisma is your spellcasting ability for the spell.

If d20 roll for the target's Wisdom saving throw is a 20, the sword turns your magical insults back on you instead. You take a psychic damage equal to the sword's remaining charges, which are immediately expended, and the target has advantage on the first attack it makes against you on its next turn.

MOUSETRAP OF PRODIGIOUS REPRODUCTION

Wondrous item, uncommon

This mousetrap was likely created by an unscrupulous exterminator. It functions as any normal mousetrap would, with a coiled spring and a triggering mechanism between the jaws, where the bait is held. When the trip snaps the jaws shut, and kills a mouse or rat in its grasp, the trap immediately summons a **swarm of rats** in the nearest available space, which begin to ravenously devour any foodstuffs within 60 feet of the trap at a rate of 5 cubic feet per minute. The swarm does not attack other creatures. The swarm is unable to move further than 60 feet from the trap that created it, and if the trap is moved, the rats move to follow it. The swarm lasts until it is reduced to 0 hit points, or until the trap is reset and the rodent's corpse is released from its grasp.

NOCKER'S NET-GUN LAUNCHER

Wondrous item, uncommon

This wooden stock has two canisters at each end. Each canister can hold one net. A clever pair of triggers on the stock allows the wielder to select which canister's contents to launch.

You can use the launcher to make ranged weapon attacks with a loaded net. A creature proficient with nets or hand crossbows is proficient with attacks made with the launcher. When fired from the launcher, a net has a normal range of 30 feet, and a long range of 60 feet. If net fired from the launcher grants a magical bonus to attack rolls, that bonus is applied to attack rolls made with the launcher.

While your other hand is free, you can use a bonus action on your turn to load an available net into the launcher.

NOCKER'S REPARABLE NET

Weapon (net), uncommon (requires attunement)

You have a +1 to attack rolls made with this magic weapon.

A creature hit by the net can use its action to make a DC 14 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 14) also frees the creature without harming it, ending the effect rendering it unusable.

You can use an action on your turn to summon the net to a free hand. If the net has been damaged, it repairs itself when you do.

Replicating Magic Items

The *Nocker's Net-Gun Launcher* and *Nocker's Reparable Net* are excellent candidates for the Artificer class' *Replicate Magic Item* feature!

NOPAL IMPALING POTION

Potion, uncommon

This pale green liquid shimmers with bright red opalescent strands suspended within it. If you drink the potion, hard, flexible spines protrude from your body in all directions, which last for 1 hour.

For the duration, if you are touched, grappled or attacked by a creature within 5 feet of you, the creature takes 1d6 piercing damage.

Additionally, when you use the Attack action to grapple a creature, the target takes 1d6 piercing damage if your grapple check succeeds, and an additional 1d6 damage at the start of each of your turns for the duration of the grapple.

NOVEL TRINKET OF MASS DIVERSION

Wondrous item, very rare

When found, this seemingly mundane trinket takes the form of one of the trinkets listed in Chapter 5 of the *Player's Handbook*.

You can use an action and speak the trinket's command word to activate it, creating an incredible illusion where the trinket does something delightful, capturing the attention of those who witness its activation.

When you do, each creature within 120 feet of the trinket who can see it must make a DC 14 Wisdom saving throw. Creatures familiar with the trinket's nature make their saving throw with advantage. On a failed save, the creature becomes charmed by the trinket for up to 1 minute. While charmed, a creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage, or if someone else uses an action to shake the creature out of its stupor.

NUMBING ADAMANTINE ABLUTION

Wondrous item, very rare

This metallic-looking vicious liquid pools into a single palm-sized globule if poured from its stoppered container.

You can perform a 1-minute ritual while disrobed, applying the substance to your skin. When complete, the substance becomes invisible, and your skin becomes hard and inflexible for 24 hours. For the duration:

- Your AC can't be less than 19.
- You are immune to fire damage.
- You resist bludgeoning, piercing, and slashing damage from nonmagical weapons, and you can't be critically hit by nonmagical weapons.
- You have disadvantage on Dexterity checks.
- You have disadvantage on Wisdom (Perception) checks that rely on touch, or sense of temperature.

OBORO KATANA

Weapon (longsword), artifact (requires attunement by a samurai or monk)

You have a +2 bonus to attack and damage rolls with this magic weapon. It has a bronze hilt and pommel, and its tsuba depicts writhing oni that is devouring its own leg. The blade is made from a dyed deep red adamantium which seems to swallow all other colors shone upon its surface. The blade is extraordinarily light, granting it the finesse property.

The weapon has 8 charges and regains 1d8 expended charges daily at dawn. While attuned to the blade, you gain the following benefits:

Legendary Monk Weapon. If you are a monk, this weapon is a monk weapon for you. When you use your *flurry of blows* feature, you can use this weapon instead of making an unarmed strike.

Cold, Calculating. While you remain attuned to this weapon and it is on your person, you can add your Wisdom modifier to Charisma (Deception, Intimidation, and Persuasion) rolls you make.

Celestial Slayer. When you use this weapon to attack a celestial creature, you have advantage on your attack rolls.

Icy Cuts. Each consecutive time you hit the same creature with this weapon on a turn, the attack deals a cumulative 1d4 additional cold damage.

Oboro Vengeance. Once on your turn when you hit a creature, you can expend 1 charge to cause a hit to become a critical hit.

Summon Lesser Demons. You can expend 3 charges to cast the *summon lesser demons* spell. Wisdom is your spellcasting ability for the spell.

Summon Oni. As an action, you utter foul words and expend 5 charges, summoning an **oni**. The oni appears in an unoccupied space you can see within range, and it disappears when it drops to 0 hit points or after 1 hour. The DM has the creature's statistics.

The summoned oni is the same creature each time you use this ability, and it acts independently of you, but it always obeys any command given to it short of divulging its true name.

In combat, roll initiative for the oni, which has its own turns. You can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the oni's turns in combat, it makes a Charisma saving throw. The DC of the saving throw is $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. The oni has disadvantage on this saving throw if you say its true name. On a failed save, the oni continues to obey you. On a successful save, the oni vanishes.

OPOSSUM-HOOD JACKET

Wondrous item, rare (requires attunement)

This memorable jacket is made from soft cotton and wool, and is styled in the fashion of an opossum, with a hood bearing two fuzzy ears, and a long pink tail in the rear. It has two deep pockets in the front, which connect in a central pouch.

Feign Death. You can cast the *feign death* spell targeting yourself. Once you use this property, you can't use it again until the next dawn.

Inoculation. You have advantage on saving throws against disease and poison.

Pouch. This pouch has an additional interior space considerably, roughly 12 inches in diameter at the mouth and 2 feet deep. The pouch can hold up to 50 pounds, not exceeding a volume of 10 cubic feet. The pouch weighs 3 pounds, regardless of its contents. Retrieving an item from the pouch requires an action. Only you can access this extradimensional space.

If you die, the contents of the pouch immediately spill out from your pockets.

Opossum Shape. As an action, you can pull the jacket's hood over your head, transforming into an **opossum**.

When you transform, your equipment merges into the new form and has no effect in that state. Your game statistics are replaced by those of an opossum. You retain your alignment, personality and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, using your proficiency bonus instead of the opossum's.

You assume the hit points and Hit Dice of the opossum. When the transformation ends, you return to the number of hit points you had before you transformed. You revert if you drop to 0 hit points, and any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that an opossum is physically capable of doing so. You can't use any special senses you have (for example, darkvision), and cannot speak while transformed.

While transformed, you can use an action to return to the form you were in before you activated this property.

Once you use this property, you can't use it again until the next dawn.

An opossum also makes a good creature to consider making available as a familiar!



Illustration by Megan Hecklinger

OPOSSUM

Tiny Beast, Unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Inoculation. The opossum has advantage on saving throws against disease and poison.

ACTIONS

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

Play Dead (Recharges after a Short or Long Rest). The opossum lays still and secretes a foul-smelling odor. It lies completely motionless, and its body exhibits signs of rigor mortis. Beasts or monstrosities considering making a meal of the opossum must succeed on a DC 12 Constitution saving throw or lose their interest in eating the opossum. The opossum can remain in this state for up to 1 hour.



Illustration by Taras Susak

ORNA-TETHRA

Weapon (shortsword), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls with this magic weapon. Despite being four times the size of a normal shortsword, it weighs the same as only one. It is covered in ancient Giantish glyphs.

The blade has 4 charges and regains any expended charges daily at dawn.

Giant Blows. When you hit a creature with this weapon, you can expend up to three charges, dealing an additional 1d6 damage to the target for each expended charge.

Remember the Dead. When you reduce a Fey, Giant, or Humanoid to 0 hit points, you can use your reaction and expend one charge to record an impression of the target upon the blade, which takes the form of a glyph on weapon's blade. The sword can record twelve glyphs, and has 2d6 glyphs on its surface when found. If you exceed this limit, you must expend a glyph.

Recount the Deeds. You can use an action and expend one charge, touching a glyph and summoning its recorded impression. For the next 1 minute, you can ask the impression up to five questions. The impression knows only the most present thoughts of the creature that it was drawn from, and only for one hour prior to its death. It answers in the languages it knew, and the answers are usually brief, cryptic, or repetitive. The impression is compelled to offer a truthful answer, however. The impression can't learn new information, doesn't comprehend anything that has happened since it died, nor can it speculate about future events.

When the effect ends, the impression dissipates into nothingness.

OZALID'S FOLIO

Wondrous item, rare

This tome's translucent pages are filled with schemata, diagrams, notes, and scribblings, and appear as if they have been filled and erased dozens, even hundreds of times. If you are a wizard or have the *Ritual Master* feat, you can use the folio as a spellbook or ritual book. It also contains instructions for two rituals:

Inscribe. With the folio in hand, you can perform a 10-minute ritual to transfer a Large or smaller nonmagical freestanding object within 5 feet of you into the folio's pages. The object must be no larger than 10 feet in any given dimension, and weigh no more than 1,000 pounds.

When the ritual is complete, the object's substance gives way, stored a series of 16 full-page illustrations within the book, each featuring the object drawn from a different angle, with precise mathematical notation about the object's construction, notes on materials used, and fine details, for example, a deep scratch left on a table leg. The folio can inscribe up to 4 items, and has 1d4 items inscribed in its pages when found.

If the book (or pages featuring an inscribed object) are destroyed, its inscribed contents are lost.

Transfer. As a 1-minute ritual, you can return one object inscribed in the folio's pages to the material plane, to a space within 5 feet of you that. There must be enough space for the object to fit without colliding with any other objects or structures. When the ritual is complete, the object is restored exactly as it was when it was first inscribed.

Each time the book is used to inscribe or transfer an item, the pungent smell of ammonia lingers within 10 feet of the object (or where it once stood) for 1 hour.

Additionally, placing the folio inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Ozalid's Folio Inscribed Items

d12	Inscribed Item
1	fine porcelain tea kettle
2	stylish fur coat
3	5-foot cube wooden crate
4	raggedy teddy bear
5	crystal skull
6	8-foot candelabra
7	armoire
8	mounted taxidermy griffon head trophy
9	harpsichord
10	typewriter in a random language

PALISMAN OF POWER

Quarterstaff, rare (requires attunement)

This walking stick features a lifelike figure of a creature at the top. The staff has 10 charges and regains 1d6+4 charges daily at dawn.

Find Familiar. You can use an action and expend 1 charge to cast *find familiar*, requiring no material components. The familiar takes the form of the creature depicted atop the staff, which have a form and creature type determined by the DM when the staff is found.

Fortify Familiar. You can use an action and expend 3 charges to cast *fortify familiar*^{OGE}, provided you target the palisman of power's familiar with the spell. Casting the spells in this way requires no material components.

Fantastic Fealty. If you cast a spell with a casting time of 1 action and a range of touch and the familiar is within 5 feet of you, you can expend 1 charge to cause the spell to target both you and the familiar.

Palisman's Ward. You can use a bonus action and expend 1 charge to cast *sanctuary*, provided you target the familiar with the spell. Casting the spell in this way doesn't prevent you from using your action to cast a leveled spell on your turn.

Resummoning. If the familiar is reduced to 0 hit points, you can expend 1 charge at the start of your turn to cast the *find familiar* spell (no action required). Casting the spell in this way doesn't prevent you from using your bonus action to cast a spell on your turn.

Palisman of Power Familiars

d12	Figurine	Familiar Form	Creature Type
1	Hardwood	bat	Aberration
2	Ivory	cat	Beast
3	Obsidian	crab	Celestial
4	Jade	frog	Construct
5	Bronze	lizard	Dragon
6	Silver	octopus	Elemental
7	Gold	owl	Fiend
8	Crystal	poisonous snake	Fey
9	Topaz	rat	Monstrosity
10	Amethyst	raven	Ooze
11	Ruby	spider	Plant
12	Emerald	weasel	Undead



Illustration by Sian S Davies

You can use this table to generate a random Palisman of Power by rolling 3d12, or create your own from options not listed here (for example, a **cranium rat**, **crawling claw**, **gazer**, **imp**, **pseudodragon**, **quasit**, or **sprite**). A host of additional familiars this item might summon, and the details of the *fortify familiar* spell are detailed earlier in this chapter.

PALeO STASIS CAPSULES

Wondrous item, very rare

This set of 1d4 + 1 brightly colored 1-inch-long capsules is found in a glass jar with a waterproof cork stopper. If you submerge a capsule in water and speak the command word, the capsule swells in size, becoming a brightly colored dinosaur for 1 hour. The DM rolls 2d12 to determine the dinosaur's type and color, consulting the Paleo Pills table.

The dinosaur is a Construct instead of a Beast, it can't be charmed or frightened, and it acts as an ally to you and your companions. It obeys your verbal commands (no action required by you). If you don't issue any commands in combat, it takes the Dodge action and uses its move to avoid danger.

If a dinosaur is reduced to 0 hit points, or after an hour has passed, the dinosaur shrinks and dries up, leaving behind a brittle pumice figurine the size of a child's toy.

Paleo Pills Table

d12	Dinosaur Type	Dinosaur Color
1	allosaurus	aquamarine
2	ankylosaurus	carnation pink
3	brontosaurus ^{VGM}	fern
4	dimetrodon ^{VGM}	goldenrod
5	hadrosaurus ^{VGM}	magenta
6	plesiosaurus	midnight blue
7	pteranodon	peach
8	quetzalcoatlus ^{VGM}	periwinkle
9	stegosaurus ^{VGM}	plum
10	velociraptor	robin egg blue
11	triceratops	scarlet
12	tyrannosaurus rex	sunset orange

PARASOL OF SILVER LININGS

Wondrous item, rare (requires attunement by a spellcaster)

This stylish and sturdy parasol is painted in a friendly. The underside is lined with sturdy silver threading.

Spellcasting. You can use the parasol as a spellcasting focus for your spells. The parasol has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *feather fall* (1 charge), *fog cloud* (1 charge), *jump* (2 charges), or *fly* (3 charges). You must continue holding the parasol for the duration of spells you cast from it, or the spell ends.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the parasol ruptures, and is destroyed.

Windy Ward. If a spell or effects produces adverse winds, you can expend 1 charge to succeed your saving throw against the spell or effect, and avoid any damage it would have dealt to you.



Illustration by Sabrina Weeks

PEARLS OF THE MERMAID QUEEN

Wondrous item, rare

This string of three differently colored magic pearls is strung on a platinum chain, and are gifted to great knights or heroes of underwater realms. Expend a pearl's charge destroys the pearl.

Blue Pearl. You can expend the pearl's charge as a bonus action on your turn, giving you uncanny strength for 1 minute. For the duration, you gain the following benefits:

- If your Strength score is lower than 21 (including any bonuses from other magic items), your Strength score changes to 21.
- Your carrying capacity and the weight you can push, drag, or lift is doubled.
- You have advantage on Strength checks and Strength saving throws.
- Your melee weapon attacks deal 1d4 extra damage.

Pink Pearl. This pearl can protect you from any source of grievous harm. If you take damage or fail a saving throw, you can use your reaction and expend the pearl's charge, turning the failure into a success, and preventing any damage that would be dealt to you.

White Pearl. This pearl offers wise words and good counsel. While it remains on your person, you can cast the *guidance* cantrip. Wisdom is your spellcasting ability for the spell.

Whenever you make an Intelligence, Wisdom or Charisma check, you can expend the pearl's charge and roll a d20, adding the number rolled to the results. You can roll the die before or after making the ability check, but before the results are announced.

PHANTASMAGORIA OF DAGDAN

Wondrous item, artifact

This bundle of scrolls can only be deciphered by a bard. The collected notes, words and musical cues that make up an hour's worth of performance material detailing the life and times of the archfey Dagda, King of the Tuatha Dé Danann.

As an action, you concentrate (as if concentrating on a spell) and fill the air up to 100 feet away from you with magical music for to 10 minutes. You can perform each piece in sequence, or separately. However, once you play any given segment, its pages crumble away, as any consumed spell scroll would be. Any attempt to duplicate the scrolls' contents automatically fails. Played in sequence the tale makes for an unforgettable performance for any and all who attended it.

Dagda's Magic Harp. For the duration, you make Charisma (Performance) checks with advantage, and can use a bonus action to force a Humanoid you can see that can hear the music to make a Wisdom saving throw against your Bard spell save DC. If the target is in combat, it makes its saving throw with advantage. If it fails, the creature is charmed by you for as long as it can hear the music or until you or your companions do anything harmful to it. If it remains charmed for the entire 10-minute duration, it also remains charmed for up to 1 hour afterward.

The Courting of Boann. Three illusory duplicates of yourself appear in unoccupied spaces near you, each in a different costume. Until the spell ends, the duplicates can move, fly, and hover up to your movement speed anywhere within the song's area feet away from you with you, singing, dancing, and playing instruments.

As a bonus action on your turn, you can cause an eruption of energy in a line between yourself and any duplicate, or any two duplicates. Creatures standing in the line must succeed on an Intelligence saving throw or take psychic damage equal to your bardic inspiration die.

If you fail a concentration check during this piece, you can instead sacrifice one duplicates to succeed it instead.

A duplicate's AC equals $10 + \text{your Charisma modifier}$. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by the duplicates if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

The Birth of Aengus. You create nine spheres of sunlight which each shed bright sunlight light in a 20-foot radius, and dim light in an additional 20 feet.

As a bonus action on your turn, you can move lights of your choice up to 60 feet within the music's area.

Each light must remain within 20 feet of another light created by this music, and a light winks out if it exceeds the music's range. If two lights move into the same space, the radii of the combined lights are added together. If any of this light's radius overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

The Abundance of Brú na Bóinne. You make the terrain or building in the music's area look, sound, smell, and even feel like verdant fields, forests, and streams. The terrain's general shape remains the same, however. You can create the illusion of seas, skies, cloud, grass, animals, and a great castle rising up to meet the sun, and fields of farms, fruits, nuts and grains in abundance.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) and impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears after a few seconds – enough to be smelled or tasted, but not enough to provide nourishment.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

The Battle Against the Fomorians. You call forth an illusory **fomorian**, which joins you in the performance, appearing in an unoccupied space within the music's area that you can see. The DM has the fomorian's statistics.

The fomorian is hostile to you, and perceives no other creatures for the duration, and it is unable to damage you in any way, as the two of you create a great staged battle against one another. When this piece ends, the fomorian performs a dramatic death scene.

If your concentration is broken early, the illusory fomorian doesn't disappear, but instead becomes real. The real fomorian is hostile to you and any other non-giants it can see. Roll initiative for the fomorian, which has its own turns. The fomorian pursues and attacks you and any nearby non-giants to the best of their ability.

Spirits of the Tuatha dé Danann. You call forth fey spirits to surround and protect you. They flit around in the music's area for the duration, producing a haunting chorus of otherworldly music.

As a bonus action on your turn, you can cause the spirit of Dagda to attack a number of creatures in the area you can see up to your Charisma modifier (minimum: 1) to make a Charisma saving throw against your Bard spell save DC. On a failed save, the creature takes $4d8$ radiant damage, and its movement speed is halved until the start of its next turn. On a successful save, the creature takes half as much damage and its movement isn't halved.



Illustration by Thomas Lue

PHINEAS PHARDTS' GREASY-GLUE

Wondrous item, uncommon

This greasy-looking, lumpy brown potion has the consistency of cottage cheese. Drinking the potion causes you to excrete a nonflammable, oily substance that coats your body and equipment for 1 hour. For the duration, you choose whether the oil is slippery or sticky, and can change the oil from one consistency to another using a bonus action on your turn.

Greasy-Glue. While coated in greasy-glue, you have advantage on Dexterity (Acrobatics) checks made to escape bonds, and avoid or end grapples. Squeezing through narrow spaces doesn't cost you any extra movement.

Gluey-Grease. While coated in gluey-grease, you have advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. You can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

PHINEAS PHARDTS' JOY BUZZER

Wondrous item, common

This small ring is worn on a finger. On the underside of the ring, a small button protrudes, which is hooked up to a small crystal that generates electrical energies. As a bonus action, you can arm the buzzer. If you touch another creature (for example with a handshake, an unarmed strike, or a Dexterity (Sleight of Hand) check) while the buzzer is armed, the target takes 1 lightning damage. If the creature is wearing metal armor, they lose their reaction and take 1d4 lightning damage.

PHINEAS PHARDTS' PHLASH-PHLARROWS

Ammunition, uncommon

These arrows are found in a narrow leather quiver containing 2d6 arrows.

At the end of the shaft of each of these arrows is a short fuse and a dense pouch filled with alchemical powders. The arrows deal no damage when fired from a ranged weapon. Using the Attack action, you can make a special ranged attack, targeting a point within weapon's normal range that you can see. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Upon impact, the arrow ignites, creating a shower of hissing, brightly colored sparks in various colors. Creatures within 5 feet of the point must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

The arrow continues to give off magical light for 1 minute, shedding bright light for 20 feet and dim light for an additional 20 feet. A creature can use its action to smother the arrow, permanently extinguishing it. The *darkness* spell overwhelms the arrow's light.

PHINEAS PHARDTS' SIGNAL PHLARES

Wondrous item, common

When found, this leather pouch with soft, cotton folds contains 2d4 brightly colored, six-inch long, one-inch diameter shafts of chalky, alchemical substances.

As an action on your turn, you can ignite and throw a stick up to 60 feet to a point you can see, which begins to glow, hiss and spark, flying 60 feet directly above the point (or as far as any obstacle to this movement allows), where it remains, hovering in place for up to 1 minute.

For the duration, a 60-foot-radius sphere of magical light spreads out from the stick, which becomes an intangible, immobile flare. The sphere is bright light and it sheds dim light for an additional 60 feet, and the color matches that of the stick.

Additionally, at the end of each of your turns, the stick emits a sphere of smoke centered upon itself, which rises 15 feet, and another 15 feet at the end of each of your turns. A moderate wind (at least 10 miles per hour) disperses such a sphere after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Light and Smoke

d8	Color
1	Red
2	Orange
3	Yellow
4	Spring
5	Green
6	Blue
7	Indigo
8	Violet

PHINEAS PHARDTS' VENTRILLO-PHARDTER

Wondrous item, common

This small rubber air bladder fits in palm of your hand. When squeezed, it makes a sputtering, flatulent noise audible out to 15 feet. It has 2 charges, and regains 1d2 expended charges daily at dawn.

Ventrilo-Phardt. You can use your action to squeeze the bladder, expending 1 charge to target a creature you can see within 60 feet of you. Roll a d20. On a 1, the item breaks, and cannot be used again.

At the start of the target's next turn and for the next 1 minute, they emanate an intense, distractingly foul smell. The target and each creature within 10 feet of the target must make a DC 10 Constitution saving throw. On a failure, they lose their concentration, and if they fail their saving throw by 5 or more, they spend their action on their next turn retching and reeling. Creatures that are immune to poison or do not need to breathe succeed their saving throw automatically. Any attempt to discover the source of the terrible smell leads back to the target.

PHOTON BLADE

Weapon (battleaxe, dagger, double-bladed scimitar, handaxe, halberd, glaive, greatsword, longsword, rapier, sickle, shortsword, scimitar, or spear), very rare (requires attunement)

You have a +1 to attack and damage rolls made with this magic weapon. On a hit, it deals an additional 1d4 force damage, and if any of these d4s results in a 4, roll another d4 and add it to the total.

Implosion. When you reduce a creature to 0 hit points with this weapon, you can use your reaction to cause their body to implode, scattering their remains in the Astral Plane. When you do, roll a d20. On a 1, the weapon is also caught in the implosion field and is lost.

Additionally, while attuned to the weapon, you gain additional benefits when you encounter the following spells, or creatures under their effects:

Blade Ward. Attacks made with a photon blade ignore the benefits granted by the *blade ward* spell.

Shield. The AC bonus granted by the *shield* spell is +2 instead of +5 for your attacks. If you hit, the target must succeed on a Constitution saving throw (as if concentrating on the spell) or the spell immediately ends.

Wall of Force. You can attack a *wall of force* (AC: 21). On a hit, you can destroy up to a 5-foot radius of the wall's substance. Unless the spell has ended, the wall re-seals itself at the end of your next turn.

PIEZOELECTRIC DAGGER

Weapon (dagger), very rare (requires attunement)

You have a +1 to attack and damage rolls made with this magic weapon, and it deals an additional 1d6 lightning damage on a hit.

The dagger has several tiny, sensitive crystals laid out across its blade, which respond to touch and pressure by sparking.

While attuned to the dagger, you gain the following benefits:

Lightning Resistance. You have resistance to lightning damage while wielding it.

Shocking Grasp. You know the *shocking grasp* cantrip. When you hit a creature with the dagger on your turn, you can use a bonus action to cast the cantrip, targeting the same creature.

PIOUS PILGRIM'S ROBE

Wondrous item, common (requires attunement by a cleric, paladin, or other religious creature)

This simple cotton robe is adorned and dyed with the colors and symbology of a deity. The robe has 3 charges and regains 1d2 + 1 expended charges daily at dawn. While wearing it, you gain the following benefits:

Guidance. While wearing the robe, you can expend one charge to cast the *guidance* cantrip, targeting yourself.

Pilgrim's Protection. Using your bonus action on your turn, you can expend two charges to cast the *sanctuary* or *shield of faith* spell (save DC 12), targeting yourself.

Some deities pay special attention to the activities and movements believers who so openly express their faith.

PIPE OF THE ESHU

Wondrous item, common

With the pipe lit and in-hand, you can use an action or bonus action to exhale smoke from the pipe, and cause the smoke to assume an animated shape, glyph, symbol, word, or image of your choice. The smoke dissipates at the end of your next turn.

Additionally, if you are a spellcaster, the pipe can be used as a spellcasting focus for your spells.

PIPES OF MASS DISTRACTION

Wondrous item (musical instrument), uncommon

These large bladder-pipes are beautifully made from a rich mahogany wood, artfully carved, and centered on a green silk-covered bladder and bellows. The pipes have 3 charges and regain 1d2 + 1 expended charge daily at dawn.

In addition to playing them normally, you can use your action and expend a charge to produce a blaring, loud sound from the pipes, which is audible within 500 feet. The sound deals no damage, but any creature that can hear it that is concentrating on a spell within 100 feet of the awful noise must make a DC 14 Constitution saving throw or lose their concentration.



Illustration by Tom McLean

PLAQUE-NURSE'S MASK

Wondrous item, uncommon (requires attunement)

While wearing this mask, you gain the following benefits:

- You cannot become diseased, and you have advantage on saving throws against poison and resistance to poison damage.
- As a bonus action on your turn, you can speak the mask's command word, causing it to shed a bright magical light for 5 feet and dim light for an additional 5 feet. The light ends if you speak the command word in the same manner, or remove the mask from your face.
- Whenever you make a Wisdom (Medicine) check that includes your proficiency bonus, you can roll a d4, adding the results as a bonus to the check.



Illustration by Margarita Bourkova

POLANDARA'S PORTABLE PARADOX

Wondrous item, very rare

Upon opening the lid, what at first appeared to be a mundane pocket watch reveals a swirling pool of unstable magical potentiality.

As an action, you can activate the watch to disappear entirely, traveling backwards in time up to one month earlier at a time when you had just completed a long rest. You become yourself at that moment in time, with all your memories of the following month. You assume the senses and control of your past self, allowing you to make alterations to your own past.

For the next 24 hours, you can allow time to proceed exactly as it did, making only passive observations. Alternatively, you can make alterations of your choosing, which might affect the present. Such an event could be preparing one a different list of spells, purchasing an item, or showing mercy to a slain foe. If you have traveled through time in any other fashion in the past month, you can only return as far back as the end of your most recent temporal journey.

At the end of the 24 hours, you return to your present time, at the location you used first activated the item. The Dungeon Master determines the totality of the effects of your changes, including any unintended consequences, or the notification of beings attuned to such alterations. You can use your action to end the watch's effects early, returning to the present.

Each time you return to the present after using the watch, roll a d6. On a 1 or a 2, you take 6d12 necrotic damage, you are magically aged 5d10 years, and the watch is destroyed.



Illustration by Ima Abdullayeva

POTION OF DEATH AND LIFE

Potion, rare

The liquid in this vial swirls as if filled with ghostly mist, in which images, figures, and faces seem appear in the momentarily, before dissipating back into swirling mists. It smells of intense alcohol and sweet, heavy herbs.

When you drink this potion, you die for 24 hours. For the duration:

- Your game statistics are replaced by the those of a **ghost** (the DM has the creature's statistics). You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores, and skill and saving throw proficiencies.
- Any magic items you are attuned to are incorporated into your ghost form, disappearing from your body. You can't attune to new magic items.
- You are limited in the actions you can perform by your ghostly nature, and can't take actions other than ability checks, actions listed on the ghost statblock, and using magic items you are attuned to.
- If your ghostly form is reduced to 0 hit points, or your body is returned to life, the potion's effects end early.

When the potion's effects end, you and any magical items you are attuned to are returned to your body (or the nearest unoccupied space to your remains). You return to life with a number of hit points determined by the DM based on its condition. If your body has been damaged beyond repair or is undead, you die.

POWDER OF LIFE

Wondrous item, very rare

This quartz shaker contains 1d2 doses of powder, and simple instructions for its use are printed in Common upon it. By performing a 1-minute ritual provided by instructions written upon the bottle, a sprinkle of the bottle's powder can awaken a Huge or smaller object, which becomes a living construct, able to articulate any of its component parts. The DM rolls a d4 in secret, and uses the results according to the following:

- If the result is a 1, the construct gains the *Axiomatic Mind* trait: **Axiomatic Mind**. The construct is unaligned, and remains loyal to its creator until it dies. It can't be compelled to act in a manner contrary to instructions you provide it. It has an intelligence score of 3.
- If the result is a 2, The construct gains the *Axiomatic Mind* trait and has an Intelligence score of $1d4 + 3$. It gains the ability to speak one language you know.
- If the result is a 3, the construct gains an Intelligence score of $4d4 + 3$, and it also gains a personality and alignment of its own. The resulting construct it is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the construct chooses whether to remain friendly to you, based on its personality, desires and how it has been treated.
- If the result is a 4, the construct gains all the benefits it would as if you had rolled a 3, and one other ability to the awakened construct (DM's discretion). This may take the form of limited spellcasting, or allowing an object with "wings" (for example, a table with folding sides) to fly, even if it is not aerodynamically sound.

The DM assigns any remaining statistics appropriate for the awakened object. The DM assigns these traits randomly, or selects appropriate statistics informed by the object's nature or original construction. Chapter 8 of the *Dungeon Master's Guide* includes guidance for assigning AC and hit points to objects based on their size and construction. A creature brought to life by the power of life that dies cannot be returned to life by spells.

Sample instructions for Powder of Life:

~ Dr. Pipt's Incredible Powder of Life ~

1. Sprinkle lightly one dusting dose on static object to be brought to life.
2. Raise left hand, little finger pointing upward, and say "Weaugh!"
3. Raise right hand, thumb pointing upward, and say "Teaugh!"
4. Raise both hands, fingers and thumbs spread wide, and say "Peaugh!"
5. Try and keep a positive attitude!



Illustration by Adela Quiles

PREHENSILE CLOAK

Wondrous item, very rare (requires attunement)

This cloak is segmented into eight long tendrils of equal length, which swirl around you in a smooth, ambient fashion. When you attune to it, it anticipates your needs and desires, retrieving objects on your person or within 10 feet of you. When you use your object interaction on your turn, you can immediately make a second using the cloak's tendrils to assist you. You can use any of the cloak's tendrils to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The tendrils can't attack, activate magic items, or carry more than 10 pounds. You can use them to make Dexterity (Sleight of Hand) checks using their reach.

Additionally, the cloak assists you in navigating the world. You have advantage on ability checks you make to climb difficult surfaces while wearing the cloak.

The cloak has 4 charges and regains 1d4 expended charges daily at dawn.

Grasping Strength. As a bonus action, you can expend 1 charge to coordinate the tendrils. When you do, each tendril drops anything it is holding. Until the end of your next turn, the tendrils are a melee weapon with the finesse property, a reach of 10 feet, and they deal 1d8 necrotic damage on a hit. You can attack twice, instead of once, whenever you take the Attack action on your turn, provided both attacks are made with the tendrils. Additionally, you have advantage on Strength ability checks you make, and on any checks or saving throws you make to avoid being knocked prone.

Dark Tendrils. You can expend 1 charge to cast the arms of Hadar spell. You can expend additional charges to cast the spell at a higher level, expending one additional charge for each spell level above 1st.

The spell has a DC of 14, or 8 + your proficiency bonus + your Charisma modifier, whichever is higher.

PSIONIC AMPLIFIER

Wondrous item, rare (requires attunement by a creature with at least 1 Psionic Energy die)

While attuned to and wearing this circlet, you gain the following benefits:

Psi Amp. When you expend a Psionic Energy die, you can choose to expend one additional Psionic Energy die and add it to the result.

Psi Replenishment. When you regain an expended Psionic Energy die, you can roll a 1d2. On a 2, you regain one additional expended Psionic Energy die.

Psi Wellspring. You gain two additional Psionic Energy dice.

PSIONIC CIRCLET

Wondrous item, very rare (requires attunement by a creature with an Intelligence score of at least 15)

While wearing this circlet, you know the *mage hand* cantrip. The circlet has 6 charges and regains 1d6 expended charges daily at dawn. You can use an action to expend 1 or more of its charges to cast one of the following spells from it: *Tenser's floating disk* (1 charge), *calm emotions* (1 charges), *detect thoughts* (2 charges), *mind spike* (2 charges, plus 1 charge per additional spell level, up to 4th), *telekinesis* (5 charges).

The spells have a DC of 14, or 8 + your proficiency bonus + your Intelligence modifier, whichever is higher.

PSIONIC CRYSTAL FOCUS, +1, +2, OR +3

Wondrous item, uncommon (+1), rare (+2) or very rare (+3)

Creatures with psionic training who handle these gems instantly sense its vibrations entering a harmony with their own.

Soulknife. You can fuse the gem into a bracelet, bracers, circlet, or ring over the course of 1 hour. While wearing this item, you gain a bonus to attack and damage rolls made with your *psychic blades* as determined by the rarity of the psionic crystal focus.

Psi Warrior. You can integrate the crystal into a hilt or handle over the course of 8 hours, which can be done during a long rest. You choose the form of a melee weapon when you create it (for example a longsword, or whip). Once complete, the weapon remains an inconspicuous hilt or handle until you activate it using a bonus action on your turn. Once active, the weapon extends into your chosen form. It counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and it gains a bonus to its attack and damage rolls as determined by the rarity of the psionic crystal focus. If the weapon leaves your hand, it immediately deactivates.

Additionally, you can use your *Telekinetic Movement* to summon the weapon you create to your hand without expending a Psionic Energy die.

PSYCHIC METAL

Wondrous item, uncommon

While holding this amorphous hunk of metal in one hand, you can use your action to cause the hunk to assume the form of an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This form can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object can have moving parts, but any component pieces are inseparable from the others. Regardless of the form, the material it is composed of appears to be made of opaque, dull metal.

As an object, the metal (or any form it takes) has an AC of 17. The object immediately reverts to its amorphous state if it takes any damage, or if it deals any damage.

Each time the metal assumes a new form other than its native amorphous hunk, roll a 1d20. On a 1, the metal becomes brittle, unable to assume new forms, and the next time it takes damage, it is destroyed, dissipating in a fine, powdery dust.

QUILL OF THE UNSCRUPULOUS OMBUDSMAN

Wondrous item, rare

While holding this magic quill, you can remove mundane ink from parchment, and can also use it to re-write passages on the same parchment. If you can read and write the document, any alterations you make are indistinguishable from the original's ink or handwriting.

REFINING COMPONENT POUCH, +1, +2, OR +3

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster)

This pouch ambiently refines the quality of spellcasting components placed within it.

When this component pouch is on your person, you gain a bonus to spell attack rolls determined by the pouch's rarity. In addition, you ignore half cover when making a spell attack.

RETURNER'S SHIELD

Shield, legendary (requires attunement)

While holding this circular, lightweight, and perfectly balanced adamantine shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You have a +3 bonus to attack and damage rolls made with this shield when using it as a weapon.

A clever thumb trigger on the shield's mounting brace allows the disc to be detached from the brace or re-summoned to it using your bonus action.

While attuned to the shield, you can use it as a melee weapon that you are proficient with. You add the shield's AC bonus to attack and damage rolls you make with it, and it deals 1d8 bludgeoning damage on a hit.

The shield has 6 charges and regains 1d6 expended charges daily at dawn.

Block. If you aren't incapacitated, you can expend 1 charge to add the shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

Shove. When you take the Attack action on your turn, you can use your bonus action and expend 1 charge to attempt to shove a creature. When you do, add the shield's AC bonus to your Strength (Athletics) check.

Smash. When you take the Attack action on your turn, you can use your bonus action and expend 1 charge to make a melee weapon attack with the shield. If it hits, it deals 1d8 bludgeoning damage.

Reflect. When a creature misses you with a ranged attack, you can use your reaction and expend 2 charges to redirect the attack toward another creature. Make a ranged attack against a creature you can see within 30 feet of you. Add the shield's AC bonus to the attack roll. If it hits, the creature becomes the target of the triggering attack.

Ricochet. You can use your bonus action and expend 2 charges to cause the shield to begin to ricochet off of creatures and objects for up to 1 minute. You concentrate (as if on a spell), and for the duration, you can sacrifice your attacks when you take the Attack action, or use a bonus action to cause the shield to fly up to 60 feet and attack one creature within 5 feet of it as if the creature were within your reach.

REBUKING SHIELD

Wondrous item, rare (requires attunement by cleric or paladin)

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

Rebuke the Unholy. If a Fiend or Undead misses you with an attack, you can use your reaction and expend one charge, causing your attacker to take 1d6 radiant damage. You can also immediately shove your attacker, and if you succeed the contest, you can immediately fly up to 10 feet.

RETRO-CAUSALITY WEAPON

Weapon (any), artifact (requires attunement)

You have a +1 bonus to attack and damage rolls you make with this magic weapon.

Impetus Inversion. You have advantage on attack rolls you make with this magic weapon, and if you hit, it is a critical hit unless the target is immune to critical hits. Damage dealt with the weapon can't be reduced or prevented in any way.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. While attuned to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

If you slay a sentient creature with the weapon, reality warps around you to justify the killing. For example, you might kill a Humanoid only to discover that they had murdered one of your parents. The DM determines the nature of the reality warp, and the extent to which the changes are immediately obvious to you.

I don't think I was even married before I shot them. I probably shouldn't tell my kids that they're just a metacausal byproduct of finding an excuse to shoot someone; that's a hell of an existential crisis to inflict on a child. Nobody wants to have that conversation.

REGALIA OF THE WAR MAGE

Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

This richly dyed set of robes is interwoven around a mithril lattice, enhancing protective spells. The regalia has one charge, and regains any expended charge daily at dawn.

Enhanced Mage Armor. While wearing the robe, you can cast the *mage armor* spell by expending a spell slot or by expending the charge from the regalia. If you are the target of the spell, your AC becomes 15 + your Dexterity modifier, and at the start of each of your turns, you gain temporary hit points equal to your spellcasting ability modifier (minimum of 1). These benefits last for the duration of the spell. When the spell ends, any remaining temporary hit points gained from the robe are lost.

RING OF ASMODEUS' FAVOR

Wondrous item, artifact (requires attunement)

While wearing this signet ring, you gain the following benefits:

- You are immune to fire damage. Whenever you take radiant damage, roll a d4 and add it to the total damage.
- You can speak, read, and write Infernal and Abyssal.
- Devils in the service of Asmodeus are indifferent towards you, or might even defer to your commands.
- Your identity, location and actions are known to Asmodeus, even if you aren't on the same plane.

Infernal Command. You can cast *command* at-will (save DC 17), targeting any devil whose CR is less than 10.

To the Hells and Back. As an action, you can transport yourself and one creature you can touch to a location you are familiar with within the Nine Hells, and you appear in or near that destination, at the DM's discretion. An unwilling creature must make a DC 17 Charisma saving throw. If the creature fails this save, it is transported with you. For the next 1 hour, you can use your action to return to the location you were on the plane you left. You can similarly transport one other creature you can touch with you when you do so.

Once you use the ring in this manner, you must wait at least 8 hours before you do so again.

Death Pact. As an action, you can destroy the ring. Each creature within 60 feet of you (except you) must make a Dexterity saving throw. A target takes 10d12 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and ignites flammable objects in the area that aren't being worn or carried.

RING OF CHANNELING

Wondrous item, uncommon (requires attunement)

A copper ring with a small clear gem that shimmers slightly, even in the dark. It is crudely crafted, showing scuffs and scratches abound along its loop, and yet, there is something quaintly charming about its simple design.

Signature Cantrip. Choose one cantrip you know that requires an attack roll or saving throw. When you cast the cantrip, it has a +1 bonus to its attack and damage rolls, and its spell save DC.

RING OF ELEMENTAL ABSORPTION

Wondrous item, rare (requires attunement)

A bearer of a ring of elemental absorption has resistance to a particular damage type. For example, a ring of *fire absorption* grants its bearer resistance to fire damage, and a ring of *radiant absorption* grants its bearer resistance to radiant damage.

Absorb Element. When you are targeted by the damage type the ring grants you resistance to, you can use your reaction to store the remaining damage you would have taken inside the ring as a magical charge instead. Record the amount of damage prevented. For example, if you are wearing a ring of *fire absorption*, and a fireball spell would have dealt 21 damage to you, the fire resistance the ring grants you would prevent 11 damage, and you could use your reaction to store the remaining 10 damage as a charge within the ring. The ring can store only one such charge at a time, and you cannot use your reaction in this manner again until the stored charge is expended.

As a bonus action on your turn, you can expend the charge, making a melee weapon attack against a target you can see within 5 feet of you, or ranged weapon attack at against a target you can see within 30 feet of you. If the attack hits, it deals damage equal to that of the charge stored in the ring and of the stored type.

Alternatively, you can use an action to dissipate the charge from the ring harmlessly.

RING OF INVISIDIGIBILITY

Wondrous item, uncommon

When you place this ring down a finger, the ring and the finger it rests on become invisible. A convincing illusion of a missing finger replaces the missing digit, creating a fleshy stump or stitched glove in place of the missing finger.

The changes wrought by this illusion fail to hold up to physical inspection. A creature that uses its action to examine the invisible finger can determine that it is an illusion with a successful DC 16 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see the ring and the invisible finger as if it were a ghostly apparition.

RING OF THE SALACIOUS DECEIVER

Wondrous item, very rare

While wearing this ring, you can use an action to assume a new form. You concentrate (as if concentrating on a spell) and choose a creature you are familiar with, that you have spoken, and that has spoken to you at least once. For the next week, you assume a form of great beauty, perfectly suited to the creature's aesthetics, whatever they might be. While the transformation persists:

- You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type.
- Additionally, you can communicate telepathically with the target while you are within 60 feet of them, and make Charisma (Deception, Persuasion, Performance) checks against them with advantage. Creatures can telepathically communicate with you only if you allow it.
- You can move, climb, fly, swim, and teleport in a manner that befits your new form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your new form.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave your new form.

You can return to your original form using a bonus action on your turn. The transformation ends early if you are reduced to 0 hit points. When the transformation ends, the ring crumbles into dust and is lost.

RING OF SOLAR SYMBIOSIS

Wondrous item, uncommon (requires attunement)

An adamantine loop with an elegant insignia of the sun. The ring has 1 charge and regains any expended charge daily at noon if the ring is exposed to direct sunlight. Any charge the ring has is immediately expended if the ring is removed from its attuned bearer.

Solar Symbiosis. You can use a bonus action expend 1 charge to cast the *mass healing word* or *daylight* spell. Wisdom is your spellcasting ability for the spell.

RING OF SPELL ABSORPTION

Wondrous item, very rare (requires attunement)

This magical ring is adorned with an engraved brass lid with an internal chamber capable of storing a quantum of magical energy. The ring has a maximum capacity of 2d10 charges (rolled when the ring is found), and it converts 1d10 expended charges back into available capacity, up to the maximum, daily at dawn. Spells absorbed into the ring's maximum capacity as charges, in accordance with the following table:

Spell Level	Charges
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell Absorption. When a creature misses you with a spell attack, or you succeed on a saving throw against a spell of 1st–5th level that is cast by a creature, you can use your reaction to attempt to absorb the spell into the ring. Spells you attempt to absorb must target you, and only you. Roll a d20 and add your proficiency bonus to the result, and contest that number against the triggering spell's attack roll or spell save DC. If you succeed, the spell is absorbed into the ring, and if your saving throw would result in you taking half damage, you instead take no damage from the spell. For example, if you attempt to absorb the *witch bolt* spell, and it was cast at 3rd level, the spell requires 5 charges of the ring's available capacity to absorb.

If you absorb a spell that causes the ring to exceed its available capacity, you immediately take 1d12 force damage for each charge in excess of the ring's available capacity, and the spell is not absorbed.

Release Stored Spell. As an action, you can cast one spell that has been absorbed, releasing the spell from the ring. When you do, you use the spellcasting ability as the original caster of the spell as your spellcasting ability, and it is cast at the same level it was absorbed at. The expended spell's charges become inert, and can be converted back to available capacity the following dawn.

RIVAL'S GAMING SETS

Wondrous item (any two-player gaming set), common

This pair of identical gaming sets includes two of each of everything needed to play the game.

By speaking a set of command words, the sets can be synchronized or desynchronized, allowing the owners to play over any distance, provided the two gaming sets are on the same plane. Moving or playing any piece of the gaming set moves the corresponding piece on the other set. The set can be desynchronized, allowing the owner to pack it up, move it, and continue the game later. You can also cause the gaming set to begin a new game.

ROBE OF USEFUL ITEMS, REVISITED

This table includes additional items you can include on a *Robe of Useful Items*. The robe and many of the following items appear in the *Dungeon Master's Guide*.

d100	Patch
1–3	A set of tinker's tools
4–7	A minecart
8–11	A stack of 12 banana crème pies
12–14	A wooden cage containing 4d4 doves
15–17	A jar of honey
18–21	A set of 8 brightly colored sticks of chalk, each a different color
22–25	A snowman (2d12 + 48 inches tall)
26–28	A roaring campfire
29–31	A bomb (with a 1-minute fuse)
32–34	A cannon (with 1 cannonball and enough black powder for one shot)
35–37	A sack of flour (1 lb.)
38–41	A dozen eggs
41–43	A spool of copper wire (100 feet)
44–46	A barrel of rum
47–49	A sack of quicklime (5 lb.)
50–52	A flawed diamond
52–54	A lavishly furnished four-poster bed (10 feet square)
55–57	A treasure map
58–60	A wagon and ox
61–63	A silver bell
64–66	A book of useful phrases in an exotic language
67–69	A cauldron
70–72	A vial of antitoxin
73–75	A book of erotic imagery
76–79	A clockwork astrolabe
80–81	A trebuchet
82–83	A hive of angry bees
84–85	An elaborately set banquet table for 10, with table covering, plates, silverware, candles, and serving dishes (20 feet long, 5 feet wide)
86–87	A wooden bridge (up to 10 feet wide, 50 feet long)
88–89	An oak tree (25-foot diameter trunk, 4d10 + 40 feet high, 4d10 + 60-foot branch spread)
90–91	A block of ice (5-foot cube)
91–92	A marble statue 4d10 + 30 inches tall (5-foot diameter base platform, weighing 13 pounds for each inch tall)
93–94	Twelve dozen wheels of various cheeses
95–96	A vial of drow poison
96–98	A thick, dark cloud (½ mile cube)
99–100	A cold, strong wind. The wind is 60 feet long and 5 feet wide, and it blasts out from you. Any water the wind touches becomes frozen for 1 minute to a depth of 6 inches. Creatures in contact with the ice are pushed to one side it (at the DM's discretion).

SACK OF SCREAMING SHROOMS

Wondrous item, uncommon

This thick, light-proof cloth sack contains 1d4 + 1 finger-sized, slowly squirming mushrooms.

As an action, you can toss a number of mushrooms from the sack up to 30 feet away from you. A thrown mushroom squirms, swells, and spring to life into the nearest unoccupied space, becoming a **screaming shroom**. The screaming shrooms are hostile to all creatures except each other.



Illustration by Naomi Busard

SCREAMING SHROOM

Tiny Plant, Unaligned

Armor Class 6

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	3 (-4)	10 (+0)	2 (-5)	11 (+0)	4 (-3)

Senses blindsight 25 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Distress Spores. When the screaming shroom takes damage, all other screaming shrooms within 120 feet of it wail in unison, taking 1 psychic damage. This psychic damage does not provoke any additional psychic damage from this trait.

Photonic Sickness. If exposed to bright light or attacked, the screaming shroom emits a screaming noise audible out to 300 feet for 1 minute. The screaming shroom dies if it spends 1 minute in bright light.

ACTIONS

Scream. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target
Hit: 2 (1d4) thunder damage.

REACTIONS

Shriek. When a creature the screaming shroom can see makes an attack, the screaming shroom can emit a distracting thrum of sound, imposing disadvantage on the attack roll. This has no effect if the attacker cannot hear the screaming shroom.

A **screaming shroom** is an unintelligent cousin to the myconid, standing only about 14 inches tall. They occur in natural populations in deep, dark caverns, such as the Underdark.

SARKAN SPELLBLADE

Weapon (*longsword, rapier, scimitar, or shortsword*), very rare (requires attunement)

This rapier is forged from mithril, and can be used as a receptacle for arcane magic that passes through it. In the hands of an attuned spellcaster, it is light and easy to handle.

While you are attuned to this magic weapon, you are proficient with it, and can use it as a spellcasting focus. While wielding it, whenever you cast a sorcerer, wizard or bard spell using a spell slot of 1st level or higher, the weapon gains a number of charges equal to the level of the spell slot used to cast the spell. As the weapon gains charges, you gain additional benefits while wielding it, which are detailed in the table below. When you finish a long rest, all charges within the blade are lost.

Charges	Effects
5	When you attack with this weapon, you can use your spellcasting modifier for its attack and damage rolls instead of Strength or Dexterity.
10	The blade lengthens and becomes highly flexible. Its reach increases to 10 feet. You gain a +1 bonus to attack and damage rolls made with the weapon.
20	You can attack twice instead of once, whenever you take the Attack action on your turn. Both attacks must be made with this weapon.
30	While wielding this weapon, you gain a +1 bonus to AC.
40	Once on your turn when you hit a target with the weapon, you can cause it to deal an additional 1d8 force damage on a hit.
50	The weapon's bonus to attack and damage rolls increases to +2.
60	When you hit a creature on your turn with the weapon, you can use a bonus action to cast a cantrip. This cantrip must target the same creature as your attack.
75	When you hit with an attack made with this weapon, but before you roll damage, you can choose to expend all of the weapon's stored charges. When you do, the attack becomes a critical hit, and it also deals additional damage equal to the number of charges currently stored in the weapon.

SASH OF THE FLYING SPIDER

Wondrous item, rare

This clever belt produces a steady quantity of strong spider-like silk. While wearing it, You ignore movement restrictions caused by webbing and can use its arsenal of gadgetry. The belt has 6 charges and regains 1d6 charges daily at dawn.

Create Rope. As an action, you can expend 1 charge to create a *silk rope*, which is 50 feet long.

Gliding Webbing. If you fall, you can use your reaction and expend 1 charge to deploy webbing, which extends from your waist to your wrists and armpits. You can use the webbing to slow your fall or allow you to glide. You can subtract up to 200 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend. The webbing is flammable. If you take fire damage, you fall.

Spellcasting. While wearing it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 13): *spider climb* (2 charges), and *web* (3 charges).

Web Shot. You make a special attack, shooting a small globule of webbing. If you have the *Extra Attack* feature, this attack replaces one of them. Make a ranged attack against a creature you can see within 30 feet of you. On a hit, a Large or smaller creature takes 1d4 bludgeoning damage, and must succeed on a DC 13 Strength saving throw or be blinded. The blinded creature or another creature within 5 feet of it can use its action to destroy the webbing my succeeding on a DC 13 Strength check. The webs are flammable. If a blinded creature takes fire damage, it is no longer blinded.

Web Spray. As an action, you can expend 1 charge attempt to web a Large or smaller creature you can see within 10 feet of you. The creature makes a DC 13 Strength saving throw. On a failure, the target is restrained by the webbing. The restrained creature or another creature within 5 feet of it can use its action to destroy the webbing my succeeding on a DC 13 Strength check. The webs are flammable. If a restrained creature takes fire damage, it is no longer restrained.

The *sash of the flying spider* can make for an excellent artificer infusion for an artificer of 12th level or higher, or consider trimming some of the features (or number of charges) off, and allowing it at a lower level.

SATCHEL OF BEASTLY TREATS

Wondrous item, rare

This leather bag is full of treats shaped like various animals. It can dispense 2 treats per day, and magically refills at dawn. Offering a Beast a treat is the equivalent of casting the *animal friendship* spell (save DC 14) upon it. Druids assuming a *Wild Shape* or creatures polymorphed into Beasts are immune to the charming effects of the treats.

If you are proficient in the Animal Handling or Medicine skills, you can use your action to administer a treat to a Beast within 20 feet of you. If the target is more than 5 feet away from you, it must succeed a DC 10 Dexterity (Acrobatics) check to catch the treat. If they succeed, they are healed for a number of hit points equal to your Wisdom modifier (minimum: 1). If they fail, the treat hits the ground and immediately vanishes. Beasts, or anyone assuming the shape of a Beast (such as a polymorphed creature or Druids in a *Wild Shape*) can also benefit from this healing.

SCHOOL PILLS

Wondrous item, rare

These pills are found in a thick glass bottle with a cork stopper. There are 1d6 pills in the bottle. The pills are of varying colors, sizes, and flavors, but each has a similar chalky texture when they dissolve upon the tongue.

School pills contain information that would usually be presented over several months of intense study and training, all condensed into a convenient pill form. Once ingested, the knowledge encoded in the pill begins to take root in the mind of the creature that swallowed it. A creature must have an Intelligence score of at least 6 to benefit from a school pill. At the end of the creature's next long rest, the pill finishes imparting its encoded information to the creature that swallowed it. The information learned is permanent. Roll a d6 to determine the information learned:

School Pills Knowledge

d6 Knowledge Gained

- 1 You become proficient in a skill. Roll a d20 to determine the skill gained: (1): Athletics; (2): Acrobatics; (3): Sleight of Hand; (4): Stealth; (5): Arcana; (6–7): History; (8): Investigation; (9–10): Nature; (11): Religion; (12): Animal Handling; (13): Insight; (14): Medicine; (15): Perception; (16): Survival; (17): Deception; (18): Intimidation; (19): Performance; (20): Persuasion. If you are already proficient in the skill, you can add twice your proficiency bonus to checks you make with that skill. If you can already make checks with the skill in that manner, you learn no new information from the pill.

d6 Knowledge Gained

- 2 You become proficient in the use of a tool. Roll a d20 to determine the tool proficiency gained: (1): Alchemist's supplies; (2): Brewer's supplies; (3): Calligrapher's supplies; (4): Carpenter's tools; (5): Cartographer's tools; (6): Cobbler's tools; (7): Cook's utensils; (8): Disguise kit; (9): Forgery kit; (10): Glassblower's tools; (11): Herbalism kit; (12): Jeweler's tools; (13): Leatherworker's tools; (14): Mason's tools; (15): Painter's supplies; (16): Potter's tools; (17): Smith's tools; (18): Tinker's tools; (19): Weaver's tools; (20): Woodcarver's tools. If you are already proficient in the skill, you can add twice your proficiency bonus to checks you make with that tool. If you can already make checks with the tool in that manner, you learn no new information from the pill.
- 3 You gain proficiency in a tool, gaming set or musical instrument. Roll a d20 to determine the proficiency gained: (1): Navigator's tools; (2): Poisoner's kit; (3): Thieves' tools; (4): Land Vehicles; (5): Water Vehicles; (6): Dice set; (7): Dragonchess set; (8–9): Playing card set; (10): Three-Dragon Ante set; (11): Bagpipes; (12): Drum; (13): Dulcimer; (14): Flute; (15): Lute; (16): Lyre; (17): Horn; (18): Pan flute; (19): Shawm; (20): Viol. If you are already proficient in the skill, you can add twice your proficiency bonus to checks you make with that tool. If you can already make checks with the tool in that manner, you learn no new information from the pill.
- 4 You become proficient in the use of a weapon. Roll a d100 to determine the proficiency gained: (1–2): Club; (3–5): Dagger; (6–7): Greatclub; (8–10): Handaxe; (11–12): Javelin; (13–14): Light hammer; (15–17): Mace; (18–21): Quarterstaff; (22–23): Sickle; (24–28): Spear; (29–31): Light Crossbow; (32): Dart; (33–38): Shortbow; (39–40): Sling; (41–43): Battleaxe; (44–45): Flail; (46–48): Glaive; (49–52): Greataxe; (53–55): Greatsword; Halberd; (56–57): Lance; (58–63): Longsword; (64–66): Maul; (67–68): Morningstar; (69–71): Pike; (72–74): Rapier; (75–76): Scimitar; (77–80): Shortsword; (81): Trident; (82): War pick; (83–85): Warhammer; (86): Whip; (87): Blowgun; (88–90): Hand Crossbow; (91–93): Heavy Crossbow; (94–99): Longbow; (100): Net. If you are already proficient in the weapon, you gain a non-cumulative +1 bonus to attack rolls you make with weapons of that type.
- 5–6 You learn to speak, read, and write a new language. Roll a d20 to determine the language learned: (1–2): Dwarvish; (3–6): Elvish; (7): Giant; (8–9): Gnomish; (10): Goblin; (11): Halfling; (12): Orc; (13): Abyssal; (14): Celestial; (15): Draconic; (16): Deep Speech; (17): Infernal; (18): Primordial; (19): Sylvan; (20): Undercommon. If you already know how to speak, read, and write this language, you learn no new information from the pill.



Illustration by Emily Woodhead

SEAL OF REMEMBRANCE

Wondrous item, very rare (requires attunement)

This seal is roughly the size of a human hand, and is shaped like a blossoming rose. When you attune to this item, you place the seal over your heart, where it melds into your skin, appearing as a tattoo.

While attuned, you can cast the *resurrection* spell as an action, requiring no material components, and Charisma as your spellcasting ability modifier. When you do, you die, your body (including the seal) and equipment (except magic items) disintegrate, leaving no trace. The seal (along with its attunement and curse) are transferred to the resurrected creature. If the resurrected creature has already reached their maximum number of attuned items, they become unattuned to one random attuned item.

Cursed. This item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. If the seal is physically removed from your body, you die. Once removed, the seal becomes an object again, allowing a new creature to attune to it.

SEAL OF RESURGENCE

Wondrous item, very rare (requires attunement)

This seal is roughly the size of a human hand, and is shaped like a skull. When you attune to this item, you place the seal over your heart, where it melds into your skin, appearing as a tattoo.

While attuned, if you die (but your body is not disintegrated) while attuned to the seal, you immediately return to life with all your hit points, and the seal's magic neutralizes any poisons and cures normal diseases afflicting you when you died. The seal doesn't, however, remove magical diseases, curses, and the like. The seal's magic closes any mortal wounds that may have caused your death (including decapitation). Once the seal's magic returns you to life, it disappears from your skin, and is lost.

Cursed. This item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. If the seal is physically removed from your body, you die. Once removed, the seal becomes an object again, allowing a new creature to attune to it.

SERPENT'S MAW

Weapon (dagger, longsword, scimitar, or shortsword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. On the outside edge of the blade is an engraving of a grinning mouth.

Acidic Maw. The scimitar has 2 charges and regains 1d2 expended charges daily at dawn. As a bonus action, you can speak the command word to expend 1 charge, causing the mouth to open, revealing hideous gnarled teeth and a long, green forked tongue from within the blade's mouth. The weapon remains in its awakened state for 1 minute. For the duration, it deals an additional 1d6 acid damage, and gains the *reach* property. When the *reach* property is used to make an attack, the weapon deals only its acid damage, not its piercing or slashing damage.

SERGAR'S RESOLUTE PLATE

Heavy armor (plate armor), very rare (requires attunement)

This finely smithed magic armor can be polished to a mirror-shine. The armor has 3 charges, and regains any expended charges at dawn.

Bravery. You have advantage on saving throws against becoming charmed or frightened.

Sacrifice. When a creature you can see within 5 feet of you takes damage that is not psychic damage, you can use your reaction and expend a charge to take the damage instead. The damage to you is reduced by 2d8, but cannot otherwise be reduced or prevented in any way.

Stalwart Resolve. You can use a bonus action and expend two charges to empower the armor. For the next 1 minute, you cannot be frightened, you have resistance to piercing, bludgeoning, and slashing damage, and you cannot be moved (or compelled to move) against your will.

SERGAR'S SPEEDY SADDLE

Wondrous item, rare (requires attunement by a Beast)

When placed upon a willing Beast, the creature attunes to this comfortable, magical leather saddle. Coupled with the saddle is a cheetah-fur saddle blanket and a pair of fine mithril stirrups. Once attuned to the saddle, the creature gains the following benefits:

- The creature's movement speed increases by 10 feet.
- When the creature is willingly mounted, the movement needed to mount or dismount it is reduced by 10 feet.
- The creature has advantage on saving throws against spells and abilities that would result in it taking a level of exhaustion.
- Any reduction of the creature's movement is halved.

Find Steed. If attuned to a summoned mount, such as one created by the *find steed* spell, this saddle disappears when the steed does, and when the steed is summoned again, the saddle returns with its attuned bearer.

Wild Shape. While a druid in a *Wild Shape* is assuming the form of a Beast that can serve as a mount, they can attune to the saddle. Attuning to this saddle allows the druid to exceed their usual limit on their number of attuned items, provided that one other item they are attuned to merges into their form when they assume their *Wild Shape*. In this instance, when the druid resumes their natural form again, the saddle merges into it, and reappears when they assume an appropriate *Wild Shape*.



Illustration by Maksim Kneht

SHAMAN'S CENSER

Wondrous item, rare

This carved ivory censer is in the shape of a skull. It is found with 2d4 pouches of ceremonial incense. As an action, a creature can use a tinderbox or other available source of flame to light the incense within a censer, filling a 20-foot-radius, 20-foot-high cylinder with a haze of rich, pleasant-smelling smoke for 10 minutes. The smoke moves with the censer.

Creatures within the area are lightly obscured, and the smoke heightens their senses. A creature that starts its turn inside the smoke can see out of the area as if the smoke were not there, they can see invisible creatures and see into the ethereal plane to a distance of 60 feet.

Additionally, creatures that start their turn within the area can make Wisdom (Perception) checks as a bonus action, and they make any checks to maintain concentration with advantage as long as they remain within the smoke's area.

A wind of moderate or greater speed (at least 10 miles per hour) disperses the smoke, but the censer refills the area at the end of your next turn. The censer also ceases to burn if it is submerged in water.



Illustration by Rowan Sherwin

SHIELDING BRACELET

Wondrous item, uncommon (requires attunement)

This magic bracelet has 4 charges and regains 1d4 charges daily at dawn.

Shield. While wearing the bracelet, you can expend 1 charge to cast the *shield* spell. Intelligence is your spellcasting ability for the spell.

Force Dispersion. When you take force damage, you can use your reaction and expend 1 charge to grant yourself resistance to force damage until the start of your next turn, including the triggering damage.

Each time you expend a charge from the bracelet, roll a d10. On a 1, the bracelet shatters, and is lost.

SHROOMERANG

Weapon (simple weapon, ranged weapon), uncommon

This tri-pronged, flexible boomerang is a ranged weapon with the *thrown* property. It is grown from mycelium, and emits a strong, fecund scent.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When thrown, it has a range of 60/120 feet, and any creature that is proficient with the javelin is also proficient with this weapon. On a hit, the boomerang deals 1d4 bludgeoning damage. On a miss, the boomerang returns to the thrower's hand.

Spore Cloud. The weapon has 1 charge and regains an expended charge daily at dawn. When you hit a creature with the weapon, you can expend its charge to cause a spore cloud to envelop the target. The target, and each creature within 5 feet of it, must make a DC 14 Constitution saving throw. On a failure, a creature takes 3d4 poison damage, and is poisoned until the end of its next turn.

SINGING SWORD OF CONAIRE MÓR

Weapon (rapier), legendary (requires attunement by a bard)

You have a +2 bonus to attack and damage rolls made with this magic weapon. The weapon has 4 charges and regains 1d4 expended charges daily at dawn.

Battle-Song. In combat, the weapon sings to you and your allies. You and creatures of your choice within 30 feet of you have advantage on saving throws against being charmed or frightened. While in combat, you can use the weapon as a spellcasting focus for your bard spells. Whenever you succeed on a saving throw, you can roll a bardic inspiration die without expending a use of it. Until the end of your next turn, you can add the die's results to the one damage roll you make.

Battle-Duet. As an action, you can join in the sword's song, casting the *bless* or *bane* spell, expending a number of charges equal to the spell's level.

SKELETON KEY

Wondrous item, uncommon

This bow of this ivory key is carved into a grimacing skull. You can use an action to expend the key's magic, unlocking one nonmagical door or container that features a keyhole, choosing from these two options:

Unlock. The key's shape adapts to the lock, and can be used to open and lock that particular mechanism. The lock displays no sign of tampering.

Alter Lock. The key magically alters the lock, causing it to assume a new shape of your choosing. The key adapts to that shape. The change renders any previous keys to that lock unusable.

SNAKESKIN BOOTS

Wondrous item, rare (requires attunement)

These oiled and decorated snakeskin boots are finely made, and comfortable to wear. While wearing them, you have advantage on Dexterity (Stealth) checks you make while moving on loose gravel or sandy surfaces, and difficult terrain due to loose gravel or sand doesn't cost you extra movement. The boots have 2 charges, and regain all expended charges daily at dawn.

Snakespeech. You can communicate with snakes as if you shared a language, and you have advantage on Charisma (Persuasion) or Wisdom (Animal Handling, Insight) checks you make to interpret or influence their behavior.

There's a Snake in My Boot. While wearing the boots, you can use an action to expend up to two charges from the boots. For each charge expended, a **poisonous snake** slithers out of the boot into an unoccupied space within 5 feet of you. The snakes are friendly to you and your companions, and obey your commands. They last for 10 minutes or until they are reduced to 0 hit points, at which time they disappear.

SPELL-CARVER

Weapon (any), legendary (requires attunement)

This intricately decorated weapon is covered in violent engravings depicting the brutal execution of spellcasters. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The weapon has 4 charges and regains 1d4 expended charges daily at dawn.

Arcane Resilience. You have advantage on saving throws against spells and magical effects, and resistance to force damage.

Impervious. When you fail a saving throw vs a spell targeting only you while holding the weapon, you can expend 1 charge to succeed instead.

Rend Magic. When you damage a creature concentrating on a spell with this weapon, the creature has disadvantage on Constitution saving throws they make to maintain their concentration.

Magical Annihilation. When you roll a 20 on an attack roll against a target that has spell slots, you can expend a charge and roll a d10. When you do, the target must expend available spell slots by a combined level equal to result. For example, if you roll a 6, they can expend one spell slot of 3rd level, one of 2nd level, and one of 1st level.

SPELLWEAVE-DAMPENING NET

Weapon (net), very rare

You have a +2 to attack rolls made with this magic weapon. The cabling of this net is threaded with adamantium threads which exude a mild antimagic effect on a creature restrained by it.

A creature hit by the net can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 17) also frees the creature without harming it, ending the effect, and destroying the net. The net has resistance to slashing damage from nonmagical weapons.

If creature restrained by the net casts a spell with a casting time of 1 action, it must first succeed on a DC 15 spellcasting ability check. On a failure, the spell fails.

Additionally, the netting makes extradimensional and extraplanar difficult. Any creature casting or concentrating on a spell that would teleport a creature restrained by the net, or cause the restrained creature to move to another plane must succeed on a DC 18 spellcasting ability check. On a failure, the restrained creature is not teleported, and instead instantly reappears in the nearest available unoccupied space.

STERLING HELM OF SACRIFICE

Wondrous item, very rare (requires attunement)

This shining silver helm has a series of concentric circles engraved upon the forehead.

Projectile Absorption. If a creature you can see within 20 feet of you becomes the target of a nonmagical ranged attack, you can use your reaction to redirect that attack towards your head instead. If the attack hits you, it deals an additional 1d4 damage.

STORMBOW

Weapon (any bow), very rare (requires attunement)

You have +2 bonus to ranged attack and damage rolls with this magic weapon. The weapon itself is a fine copper-alloy bow with delicate engravings of lightning bolts cast in gold along the limbs. The handle is thick, insulated rubber. The bow has 4 charges and recovers 1d4 expended charges each day at dawn.

Lightning Arrow. Whenever you make a ranged weapon attack with the bow, you can expend 1 charge to imbue the fired arrow with lightning. If it hits, lightning arcs between the bow and the target. The target takes the attack's normal damage, and each creature occupying a space between you and the target must make a DC 15 Dexterity saving throw, 2d6 lightning damage on a failure, or half as much on a success.



Illustration by Lee Smith

TALKING TOOL

Wondrous item (any artisan's tool), uncommon

These tools contain the knowledge of a long-deceased master of the craft. Whenever you make an ability check using the tool, it speaks helpful advice. If you can hear its words, you gain a 1d6 bonus to the roll.

The tool grants a similar bonus to Intelligence checks related to its field. For example, a set of talking smith's tools might be able to help identify ores.

TARTINI'S TERRIBLE INSTRUMENT

*Wondrous item (any musical instrument), legendary
(requires attunement by a bard)*

While attuned to this instrument, you know the *thunderwave* spell as a bard spell if you don't already know it. The instrument has 6 charges and regains 1d4 + 2 expended charges daily at dawn.

Busker's Delight. As an action, you can expend 1 charge to gain advantage on Charisma (Performance) checks you make while playing the instrument for 1 hour. If you are busking or performing in an establishment during this time, you earn twice as much gold as you normally would.

Virtuoso of Violence. While holding the instrument in two hands, you can use your action to play a number of phrases equal to your proficiency bonus, each of which must target a creature or object you can see within 60 feet of you, making a ranged spell attack for each phrase. On a hit, a phrase deals $1d4 + \text{your Charisma modifier}$ thunder damage and reduces the creature's movement speed by 5 feet until the end of their next turn.

Additionally, immediately after you finish playing these phrases, you can use your bonus action on your turn to perform one of the following:

- **Accent.** Choose one creature or object you have hit with a phrase this turn that you can see and deal $1d4 + \text{your Charisma modifier}$ thunder damage to it.
- **Tune.** You tune the instrument, granting yourself advantage on the attack roll of the first phrase you play on your next turn.
- **Finale.** You expend 3 charges and a bard spell slot of your choice to cast the *thunderwave* spell. When you do, choose a creature you have hit with a phrase this turn. The spell's effects are centered on the target (pushing nearby creatures away from it), and that target has disadvantage on its saving throw against the spell.



Illustration by David Marin

TELEUTAIA MAKHAIRA

Weapon (any weapon that deals slashing damage), legendary (requires attunement)

When viewed directly on, the weapon's blade disappears entirely. It easily cuts through most matter, and on command, can form subtle divisions in space, creating portals between planes.

You have a +3 to attack and damage with this magic weapon, which deals force damage instead of slashing. Whenever the weapon hits an object, the hit is a critical hit. On a critical hit, the weapon deals an additional 2 damage dice.

The weapon has 12 charges and regains 1d6 charges daily at dawn.

Perfect Edge. You can make attack and damage rolls with this weapon using your Dexterity, Wisdom, or Intelligence modifier (your choice).

Spellcasting. While holding the weapon, you can expend 1 or more of its charges to cast one of the following spells from it without providing material components, using Wisdom or Intelligence as your spellcasting ability (your choice): *arcane gate* (5 charges), *dimension door* (3 charges), *far step^{XGE}* (4 charges), and *misty step* (1 charge).

Create Portal. As an action, you can expend 8 charges and cut open the very fabric of reality, creating a two-way portal within 10 feet of you. A circular portal, 10 feet in diameter, opens over that point. You specify the portal's target destination, such as the City of Brass on the Elemental Plane of Fire, and the portal exist to or near that destination, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, the portal can open in that circle, or you can choose a random destination.

You can orient the portal in any direction you choose. The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it.

Deities and other planar rulers can prevent these portals from opening in their presence or anywhere within their domains. If either portal would open in the space occupied by a creature, the portals immediately close, and the expended charges are lost.

The DM rolls a d20 in secret and adds your proficiency bonus (if you are proficient with the weapon) and your Dexterity, Intelligence or Wisdom modifier (your choice). Using the results, the DM consults the Portal Stability table, which is based on your familiarity with your chosen destination.

A second portal opens at the destination, and both portal close at the end of your next turn.

When the portals close, the portals leave an invisible scar in their location, which remains for 1d10 days. The scars are visible to creatures under the effects of the *detect magic* spell.

While these scars remain, with the weapon in-hand, you can use an action and expend 2 charges to re-open the portals until the end of your next turn.

Additionally, you or another creature that can see the scar can make a DC 15 Intelligence (Arcana) check to determine how long remains before the scar dissipates. A creature within 5 feet of the scars can use the *plane shift* spell or similar magic to travel to the portal's other side, even if the destination is not known to them.

Portal Stability

Familiarity	Unstable	Similar Area	Off Target	On Target
Permanent circle	—	—	—	≥ 1
Associated object	—	—	1–8	≥ 9
Very familiar	1–5	6–10	11–13	≥ 14
Seen casually	1–8	9–13	14–16	≥ 17
Viewed once	1–11	12–16	17–19	≥ 20
Description	1–14	15–19	20–22	≥ 23
False destination	1–16	≥ 17	—	—
Random destination	1–7	—	—	≥ 8

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

On Target. The portal's destination is the target area.

Off Target. The portal's destination to a location 5d10 miles away from the target area in a random direction. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. The portal's destination is a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory.

Unstable. The portal is unstable, and its destination is a random location on a random plane determined by the DM. Creatures that traverse the portal in either direction have a difficult journey, taking 2d10 force damage. When these portals close, they leave no scar behind.

TIN WOODSMAN'S AXE

Weapon (battleaxe), legendary (requires attunement by a Humanoid or Fey)

The unremarkable appearance of this woodsman's axe belies the powerful enchantment upon it. If you are not a Humanoid or Fey, you automatically miss any attack you make with the weapon, without making an attack roll.

If you are a Humanoid or Fey, you have a +3 bonus to attack and damage rolls you make with this magic weapon, and doing so immediately attunes you to it. If this would cause you to exceed your limit of attuned items, a random attunement another items.

Woad's Bane. If you attack a Plant, a wooden Construct or object, or a creature under the effects of the *barkskin* spell, the target's AC is no greater than 12 for purposes of your attack.

As an action, you can cast *dispel magic* through the weapon using Strength as your spellcasting ability, targeting only the following spells: *barkskin*, *entangle*, *grasping vine*, *guardian of nature*^{XGE} (Great Tree form only), *plant growth*, *spike growth*, *wall of thorns*, and *wrath of nature*^{XGE}. When you cast the spell in this way, the range of the spell is 5 feet. If you are a barbarian, you can cast the spell in this way while raging.

Amputating Critical. When you attack a creature that has limbs with this weapon and roll a 20 on the attack roll, you can choose to sever one of the creature's limbs. When you do, the target takes an additional 2d6 slashing damage. Until the target regains hit points, they bleed profusely, and at the start of each of their turns, they take an additional 1d6 slashing damage. A creature is immune to this effect if it is immune to slashing damage, if it lacks limbs or blood (for example, a Construct or an Ooze), or if it has legendary actions.

Amputating Curse. The weapon is cursed. When you roll a 1 on an attack roll with it, roll a 1d10. On a 1 or 2, you take 2d6 slashing damage, and begin to bleed profusely. Until you regain hit points, you take an additional 1d6 slashing damage at the start of each of your turns. If this damage reduces you to 0 hit points, one of your body parts is randomly severed from your body: an arm, leg, vital organ, or your head (determined by the DM). Unlike most cursed items, you can end attunement to this weapon at any time.

TIZONA

Weapon (longsword), rare (requires attunement by a barbarian, fighter, or ranger)

You have a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 4 charges and regains 1d4 expended charges daily at dawn.

Burn the Unworthy. While holding the sword, you can use a bonus action and expend 1 charge to cause the sword's blade to erupt into flames for 10 minutes. For the duration, it deals an additional 1d4 fire damage on a hit and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When you hit a Humanoid with the flaming sword, you can use a bonus action to strike fear in the hearts of the unworthy. The target must succeed on a DC 10 Wisdom saving throw or be frightened of you until the end of its next turn. While the sword remains aflame, you can expend one charge to cast the *cause fear*^{XGE} spell (save DC 11), or 3 charges to cast the *fear* (save DC 13) spell. The sword's flame is immediately extinguished if the weapon leaves your grasp.

TOADSTONE RING

Wondrous item, uncommon (requires attunement)

This unremarkable-looking ring has green-brown gemstone set upon its band. The ring has 3 charges and regains 1d2 + 1 expended charges daily at dawn. While wearing the ring, you gain the following benefits:

Amphibious. You can breathe air and water, and have a swim speed 20 feet.

Toad Jump. The distance you can cover with a high jump is increased by 5 feet, and the distance you can cover with a long jump is increased by 10 feet.

Toadspeech. You can comprehend and verbally communicate with frogs, toads, grung and bullywugs as if you shared a language. You have advantage on Charisma (Persuasion) or Wisdom (Animal Handling, Insight) checks you make to interpret or influence their behavior.

Tongue. Your tongue becomes a natural weapon with which you can make unarmed strikes or shove a target away or toward you. The tongue has a reach of 10 feet and deals 1d4 bludgeoning damage on a hit. If the target is a Small or Tiny unattended object, you can pull the object toward you and take it into a free hand.

Neutralize Poison. You can use an action and expend 1 charge to cast the *protection from poison* spell.

TOME OF EYES

Wondrous item, uncommon

This thick tome occasionally sprouts eyes – on its cover, along its spine, or from between and upon its very pages. The book can understand and write 1d6 languages (determined by the DM when the item is found).

The book has an AC of 15, 7 hit points, and is vulnerable to fire. It experiences its surroundings as if it were a construct with darkvision out to 60 feet, and a passive perception of 18. On initiative count 20, it can make a Wisdom (Perception) or Intelligence (Investigation) check (+8 bonus), directed toward the most interesting thing it witnesses (determined by the DM).

Once each hour, the book records all events it has seen or heard, detailing them within its pages. Anything spoken in another language it can understand is transcribed in that language in the book's pages. The book's records of languages it does not understand provide only what words were spoken and by whom. Additionally, the book neatly organizes its archive by date and time, including updating its table of contents and indices.

The results of the book's ability checks might allow it to see through certain illusions or other magical effects, but its senses can be fooled, just as any other creature's vision. Thus, the book's contents might be imperfect and not entirely truthful. For example, the book learns names and identities of nearby creatures by witnessing how others refer to them.

If you cast *comprehend languages* while holding the book once every day for 30 days, choosing one language you know each time, the book gains the ability to understand and write in that language. When it does so, its handwriting is an exact duplicate of your own.

A creature can modify up to twenty-five words of the contents of the book by succeeding on a DC 18 check with a forgery kit. Alternatively, a creature can use its action to remove a selection of pages from the book, eliminating those records from its archives.

If the volume contains no empty pages, it ceases to function until it is stocked with fresh sheaf. This process takes 10 minutes and a successful DC 10 Strength check made with made leatherworkers' tools.

Defining the contents of a Tome of Eyes

A DM should consider the following:

- What is the book's primary language?
- When and where was it created and where has it been?
- What contents might be in there that are relevant?
- What contents might be inaccurate, removed or modified?
- What is the book's prose like? It might be an epic poem, terse novelist, whimsical playwright, or a court stenographer.



Illustration by Dmitry Anikin



Illustration by Margarita Bourkova

TOME OF THE SEER

Wondrous item, uncommon (requires attunement)

While attuned to this book, you can cast the *sending* spell at-will. When you cast the spell in this manner, the spell targets the book with your message, and the book transcribes it into a language you can read and write. Alternatively, you can draw and record a simple picture, such as a shape, glyph, or other mark. If you are a wizard, you can use the tome as your spellbook.

If another creature is holding the book and nothing else, you know it and can target them with the spell instead. In this instance, the book records not only your thoughts and messages, but any replies the creature holding the book makes – in this instance, the transcription is their hand, and into a language they can read or write.

If the volume contains no empty pages, it ceases to function until it is stocked with fresh sheaf. This process takes 10 minutes and a successful DC 10 Strength check made with made leatherworkers' tools.

TORCS OF GARMONBOZIA

Wondrous item, rare (requires attunement)

This pair of iron bracelets are sized to around the limbs. If two different creatures are each wearing one of the bracelets, their hit points are added together, becoming a shared pool. For the duration, they have advantage on Constitution saving throws, they feel one another's pain regardless of distance. Additionally, if either creature is reduced to 0 hit points, any death saving throws they make count toward the others' successes and failures as well, and if one of them dies, so does the other. The effects are suspended if either creature is upon a different plane than the other. When separated, their available hit points halved, and each creature assumes that number of hit points.

Curse. These items are cursed. Attuning to them curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, the bracelet cannot be removed.

TRUTH WATER

Wondrous item, legendary

This vial of truth water contains $1d4 + 2$ charges. You can use your action to drink a dose of the water. For 1 minute, you can cast *dispel magic* at 5th level targeting yourself. For the next 24 hours, you are under the effects of the *zone of truth* spell (save DC 30), you resist psychic damage, you can immediately discern the presence of illusions you can sense, and your form cannot be altered by any means (even if you are willing). If you already in another form, you return to your natural form. All effects imparted by truth water cannot be dispelled.

You can douse a creature within 10 feet of you by expending 2 charges from the vial. An unwilling creature makes a Dexterity saving throw $DC 8 +$ your proficiency bonus + your Strength modifier. On a failure, the target is affected as if they had imbibed a dose themselves.



Illustration by Elena Shvets

TWIN BEACONS OF TRAVERSAL

Wondrous item, very rare

This pair of identical beacons are the shape and size of an egg, finely engraved with magic runes in mithril. Each has a small depression at the top with a button. Pressing the button on a beacon activates it. The beacons operate as a pair. The beacons share 2 charges, and they regain $1d2$ expended charges daily at dawn.

You can activate a beacon on your turn by using your bonus action and expending 1 charge from the beacons. When you do, you teleport up to 1 mile to the other beacon's location, appearing in the nearest unoccupied space to it.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you activate the beacon. If either you or the other beacon is inside an antimagic field or upon another plane of existence at the time of activation, the teleportation fails and the charge is wasted.

VIAL WEB-SPINNER

Wonderous item, uncommon

This ornamental porcelain spider can be worn on a belt or as a brooch. The spider has 6 charges and regains $1d6$ charges daily at dawn.

As an action, a creature can hold a handful of liquid, powder, or gas (for example: poison, oil, alchemist's fire, holy water, or other substance pending the DM's approval) at the spider's spinneret, causing it to expend 1 charge. When it does, the substance is removed from an open container it is in, and packaged into a translucent ball of webbing, with the substance contained safely inside. The web balls are slightly sticky, and can adhere to surfaces that aren't wet or slippery.

A ball of webbing is a simple ranged weapon with the *thrown* and *finesse* properties, a normal range of 30 feet, and a long range of 60 feet. When they aren't being worn or carried, a web ball has an AC of 10 and 1 hp. If a web ball is reduced to 0 hit points, or impacts a creature or object when thrown, its contents are released onto the target creature, a 5-foot square (if a liquid) or a 5-foot cube (if a powder or gas).

A web ball disintegrates after 24 hours. Before that time elapses, a creature can use its action to carefully destroy the ball and safely return the quantity it holds to an available container.

Contact poisons, oil, and alchemist's fire work identically to their flasks, and require a hit to coat a creature. Inhaled poisons include their own saving throw requirements, but only need to reach the target's space. For other contents, the DM assigns an appropriate saving throw and DC to avoid unwanted contact or effects.

VANTA'S BLACK CLOAK

Wondrous item, very rare (requires attunement)

This hooded cloak is so dark that it appears as a completely empty void. While completely enveloped in its velvety fabric, it is almost impossible to for an observer to determine which direction you are facing.

Void Vision. You can see normally in dim light and darkness, both magical and nonmagical, to a distance of 120 feet.

Shadowy Disappearance. You gain the ability to step from one shadow into another. When you are in darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in darkness. When you do, you become invisible until the start of your next turn.

VEDIC TALISMAN

Wondrous item, very rare

This small platinum symbol sits on the end of a chain. A wind emblem is suspended in the middle. You can use a bonus action to set charm turning, activating it. For the next 1 minute, you can use a bonus action on your turn to move with godspeed. When you move, specify a destination known to you, and on the same plane of existence as you to move toward. While moving in this manner, you gain the following benefits:

- You can move up to 10 miles, with equivalent climbing and swimming speeds.
- You can make a long jump to a distance of 1 mile.
- You ignore difficult terrain.
- You have advantage on Dexterity saving throws.
- To creatures whose passive Perception is lower than 18, you appear as nothing more than a sudden stiff breeze.
- Creatures have disadvantage on attack rolls against you.

The effect ends early if you are incapacitated, or you can choose to end the effects early using a bonus action on your turn. When the effect ends, the talisman disappears into the astral plane.

VEIL OF ANONYMITY

Wondrous item, rare (requires attunement)

When worn, this veil can completely obscure your face and other distinguishing features. While wearing the veil, you gain the following benefits:

Voice Transformation. You can transform your voice so that it is unrecognizable.

Inscrutable. While wearing the veil, creatures have disadvantage on Wisdom (Insight) checks they make against you. Additionally, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures that target you with the *scrying* spell must treat you as if they have only secondhand knowledge of you, and you have advantage on the saving throw.



Illustration by Alicia de Andres

WAND OF CHROMATIC CHAOS

Wand, rare (requires attunement by a spellcaster)

This shaft of this wand appears as if a dark graveyard of colors, and twists around like a corkscrew. The gemstone at its tip shifts constantly from one color to the next. The wand has 4 charges and regains 1d4 expended charges daily at dawn. When you cast a spell that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can expend 1 charge to roll 1d8, changing one type of damage from the list that the spell deals to targets to the type you rolled from the following table:

d8	Damage Type
1	acid
2	cold
3	fire
4	force
5	lightning
6	necrotic
7	radiant
8	thunder

WANDERING EYE OF CORAK

Wondrous item, very rare

As an action, you can set this jewel spinning and hovering above your head, where it remains for 10 minutes or until you are incapacitated. For the duration, the floating eye grants you truesight to a distance of 120 feet. You can see secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet. You can also accurately identify any material (for example, rare ores or minerals) you can see.

When the effect ends, the eye notices something else on another plane more interesting than you, and vanishes in search of it.



Illustration by Charlie V Nario



Illustration by Valerio Massimi

WATER OF OBLIVION

Wondrous item, legendary

If you swallow even one drop of the water of oblivion, you must make a DC 21 Charisma saving throw. On a failure, you lose all your class levels, all your proficiencies, and you forget all languages you know except for your first language. You also forget anyone and everything you have ever known, and everything you have ever experienced. Even simple concepts like food and water seem entirely new to you, although you occasionally surprise yourself by knowing the names for items or concepts with which you are otherwise completely unfamiliar.

Only a *wish* spell or similar magic can restore memories erased by the water of oblivion.

A DM should be *very* intentional in the employ of the water of oblivion. A powerful item like this can effectively destroy a player character in the blink of an eye.

WEAPON OF FOCUSED ENMITY

Weapon (any), very rare (requires attunement)

When you hit a creature with this magical weapon for the first time on a turn, you gain a cumulative +1 bonus to attack and damage rolls you make against that target using this weapon, which lasts until the end of your next turn (to a maximum of +5). The bonus ends early if the target dies, or if you attack another object or creature.

Once on each of your turns when you hit a creature with the weapon, you can choose to regain missing hit points equal to the bonus.



Illustration by Alix Branwyn

You know, I can't even recall where I came across the damned thing. Near as I can remember, it just showed up in my pocket one day.

I kept it with me for years - racked up a tidy sum at a few card tables - until one day, I carelessly tossed the last card away without realizing what I'd done.

I still sometimes wonder where it ended up.

~ Old Gus

WILD JOKER

Wondrous item, very rare (requires attunement by a creature with proficiency in a card-based gaming set)

This enchanted joker card has two charges, and regains 1d2 expended charges daily at dawn. As an action, you can expend one charge to create (or refill) a deck of 54 playing cards (an ace through king of clubs, hearts, diamonds, and spades, and two jokers). The cards are blank until drawn, dealt, or discarded, and become mundane playing cards a few seconds after being removed from the deck. Divination magic cannot reveal what order the cards are in.

As long as one undrawn card from the deck remains in your possession, you can use your action and expend one charge to re-summon any missing or destroyed cards, refilling and reshuffling the deck. You can shuffle your remaining undrawn cards as a bonus action.

While holding the undrawn cards in the deck, you gain the following benefits:

- You have advantage on checks made to play or perform with the cards. This feature only works when the deck is full.
- You can cast the *sword burst*^{SCAG, TCE} cantrip by discarding 10 cards from the top of the deck. Dexterity is your spellcasting ability for the spell, and its range is increased to 10 feet.
- While holding the deck in one hand, you can draw the top card of the deck with the other, and make ranged weapon attacks (40/80 feet) with the drawn card. Cards used for such attacks are destroyed. If you hit, the card deals damage according to its value, and of a type according to suit. If you roll a 20 on your attack roll, draw one additional card and add its damage and effects to the attack, but do not add your Dexterity modifier a second time.

Card	Damage and Additional Effects
Club	The card deals fire damage equal to its value.
Heart	The card deals cold damage equal to its value.
Diamond	The card deals acid damage equal to its value.
Spade	The card deals lightning damage equal to its value.
Jack	The target takes 1d12 damage according to its suit and has disadvantage on the first attack it makes until the end of its next turn. If it is concentrating on a spell, it makes its concentration saving throw at disadvantage.
Queen	The target takes 1d12 damage according to its suit + 1d8 radiant damage.
King	The target takes 2d6 damage according to its suit and must succeed a DC 14 Strength saving throw or be knocked prone.
Joker	The card deals 1d3 psychic damage. Draw two more cards. Deal the first card's damage and any additional effects to the target, and the second to yourself. You do not add your Dexterity modifier to the damage of these additional cards.

If you discard all the cards from the deck, you lose your attunement to it, and it enters the Astral Plane for 10d10 days, reappearing elsewhere on the Material Plane at a location of the DM's choosing.

Unlike other magical 1d12 weapons, the potential damage of the deck changes with each card removed from the deck. A clever gambler counts the cards drawn from their deck, and will use their action and the deck's charges to refill the deck strategically, ensuring both a good damage rate and hedging against pulling an inconvenient Joker or critical hit that might cause the deck to become lost.

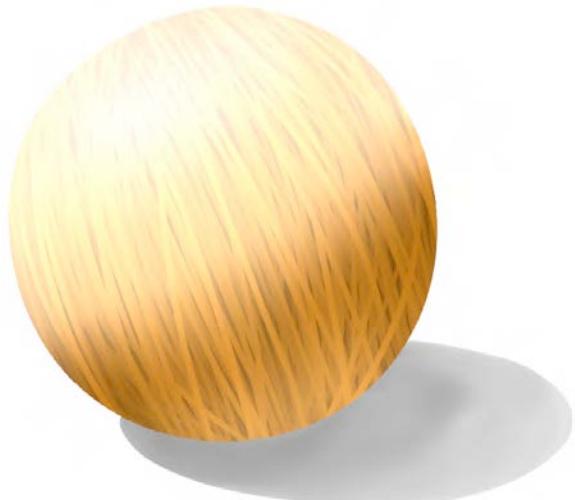


Illustration by TheFluffySenpai

YARN OF TRIVIAL DIVINATION

Wondrous item, rare

This ball of enchanted yellow yarn has 10 hit points, and an equal number of charges. By placing the yarn on a surface and asking it a question, it will begin to roll itself in the direction of the answer for up to 10 minutes. For the duration, it leaves a trail of yellow yarn behind itself that glows dimly in a 5-foot radius. When it ceases moving, the yarn and trail stop glowing and it severs the trail behind itself, becoming motionless again.

While in motion, the yarn is a construct with a number of hit points equal to its remaining number of charges. If its hit points are reduced from any source, its number of remaining charges are reduced in equal amount. It is immune to bludgeoning and piercing damage as well as cold, poison and psychic damage and the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. If it is forced to make an ability checks or saving throws, it automatically rolls a 10. Its concentration cannot be broken, and once asked a question, it makes every attempt to pursue its target answer. It has a movement speed of 25 feet, and it can climb vertical surfaces without making an ability check.

Trivial Divination. You can use your action and expend 1 charge to ask the yarn a trivial question. For example, "Where in town serves the best calzones?", "Where is the nearest exit from this sewer?" or "Which way is north?". If the question is too complicated (DM's discretion), the yarn does nothing and no charge is expended from the yarn.

Locate Object. You can use your action and expend 2 charges from the yarn to have the yarn cast the *locate object* spell. You inform the spell's choices. When you do so, the yarn rolls in that direction of the target object.

Locate Creature. You can use your action and expend 4 charges from the yarn to cast the *locate creature* spell. When you do, the yarn rolls in that direction of the target creature.

ZOETROPE OF ILLUSORY ENTERTAINMENT

Wondrous item, rare

This four-inch-diameter hollow, slatted mithril cylinder rotates on a pole at its center. When spun, it can record nearby illusions, and play them back later.

Record. You can use your action to activate the zoetrope's recording function, capturing an illusion present within 30 feet of the zoetrope. The subject and any movement or sound created by the illusion also recorded, as is the spell save DC of the caster that created it. The zoetrope has 10 recording slots, which can be used to store the following spells:

- **Minor Illusion.** The zoetrope can store up to 10 different illusions created by this cantrip.
- **Silent Image.** Recording this spell requires 1 slot.
- **Major Image.** Recording this spell requires 3 slots.
- **Programmed Illusion.** Recording this spell requires 6 slots.

Playback. The zoetrope has 10 playback charges and regains 1d10 expended playback charges each day at dawn. A creature can use its action to spin the zoetrope to life, expending a number of charges equal to the number of slots used by the recording to begin playback of a recorded illusion. Regardless of the spell the zoetrope plays back, the spells range becomes 30 feet.

Additionally, when the zoetrope is activated, it can be set to loop a recorded illusion, allowing for an extended playback. For example, a *silent image* recording could be set to expend 3 charges, and would playback continuously for up to 30 minutes if left uninterrupted.

Playback of the *minor illusion* cantrip does not expend a charge, and a stored *programmed illusion* spell causes the zoetrope to activate itself when the conditions of the recorded spell are met.

Any occurrence that would cause a recorded spell to end early immediately deactivates the zoetrope.



CHAPTER 5: **TALES FROM THE WEIRD WEST**



Illustration by Steve Goad

MUD, BLOOD, GUTS AND GLORY

Since their inception hundreds of years ago, refinements have made firearms more reliable, cheap and commonplace. Many cultures around the world have ceased using their bows, arrows and crossbows in favor of having a hand-cannon.

Magic users were initially slow to pick up on this budding trend, but once arms manufacturers began selling their products as "*The power of an archmage in the palm of your hand!*" even the most stodgy and ancient of arcane universities took note and quietly made room for the study of the magical applications of this new science, as they once had done at the dawn of the spear, and the sword after that.

A succession of great and terrible wars followed, growing beyond number and reckoning. Mountains crumbled, cities destroyed, crops blighted, the oceans dried up; each war unleashed new horrors upon the world, sometimes from beyond it.

TRUST, FEAR AND LAND

The world still contains enclaves of humans, elves, gnomes, and all manner of peoples from before the first great wars, but few think of old loyalties. A person you can trust is a person you can trust.

The remaining arable lands are carefully managed, and in the wasted deserts left behind by long-disappeared oceans, a new rush for minerals and arable land begins.

SUPERNATURAL WASTELANDS

Mutant creatures thrive in the wastes: The endless deserts are pockmarked by blighted land, stinking marshlands, and enormous ruins jutting up the horizon, populated by mechanical horrors that inherited the cities after the great wars, reminders of a lost age that may never return.

A Post-Apocalyptic Western Fantasy

The material in this chapter is presented separately from other material because it makes a number of assumptions about the game setting. The class material in this chapter makes use of these assumptions, and the rules detailed in this chapter for explosives, firearms, and ropes.



Illustration by Kan Liu

COVER

½ Cover. A target with half cover receives a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

¾ Cover. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a thick iron door, a rocky edifice, or a thick tree trunk.

Total Cover. A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

High Ground. If a creature has a clear line of sight to a creature because they are above them, the benefits of their cover do not apply for that attack.

Nothing Lasts Forever. Attack rolls that miss a target will damage the object providing them cover.

MOUNTS

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting. Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

Controlling a Mount. While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as Dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the Initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Barding, saddles, tack, harness and drawn vehicles are detailed in Chapter 5 of the *Player's Handbook*.



Illustration by Jackie de Leon

FIREARMS

FIREARM PROPERTIES

Ammunition. Firearm ammunition is destroyed upon use. This amount is 1 unless otherwise listed. Firearms are made to accept only certain kinds of ammunition.

Bayonet. A firearm with the *bayonet* property has a bladed attachment or other weaponry that allows it to also be used as a melee weapon. A creature can use their action on their turn to attach (or remove) an appropriate bayonet to a firearm they are holding. A two-handed firearm with a bayonet has the two-handed property when wielded as a melee weapon, and it deals one damage die on a hit. Bayonets might require proficiency to use effectively, and can add the *finesse*, *reach* or *heavy* properties to a firearm they are attached to.

Burst. A firearm that has the *burst* property sprays a 10-foot cube within its range with small projectiles. Each creature in the area must make a Dexterity saving throw with a DC matching the weapon's *burst* rating. If you are not proficient with this firearm, or a target creature is further away than the weapon's normal range, they make their saving throw with advantage.

Kick. A firearm with a kick rating requires a minimum Strength score to wield properly. A creature that does not meet the minimum wields such weapons with disadvantage. If you fire a weapon with the *burst* or *spread* properties and you do not meet its kick rating, you must succeed a DC 10 Strength saving throw or be knocked prone, and targets in the area make their saving throws with advantage.

Range. Most all firearms have the range property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reload. A limited number of discharges can be made with a firearm that has the reload property before it must be reloaded. A creature with a free hand can reload a firearm using their action, one attack (if they have the *Extra Attack* feature), or a bonus action. Two-handed firearms can be held in one hand while they are reloaded.

Spread. Each creature in a cone matching the size of the firearm's range must make a Dexterity saving throw with a DC matching the firearm's spread rating. On a successful save, the creature takes no damage. If you are not proficient with the firearm, or a target creature is further away than the weapon's normal range, they make their saving throw with advantage.

First thing's first: this here's the safety.

Firearms are *ranged* weapons. If you are proficient with simple weapons or any type of crossbows, you are proficient with *simple* firearms. Wielding *maria*/firearms with proficiency requires proficiency gained from a feature.

Count your lead, pardner!

Keep track of how much ammunition you have. Each time you shoot a firearm, keep track of how many remaining times you can fire it again you must reload. If you don't want to spend actions to reload, buy a spare, and drop your empties! Just be sure you have enough holsters on your person to draw them from.

Special ammunition

If you have more than one type of ammunition loaded into a firearm (for example, silver bullets, *Cantrip Ammunition* or *Sure Shot*), you can select and chamber a specific type of ammunition as a part of the attack.

Guns akimbo

When you take the Attack action and attack with a firearm with the *light* property that you're holding in one hand, you can use a bonus action to attack with a different firearm with the *light* property that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. The benefits conferred by the *Two-Weapon Fighting* fighting style and *Dual Wielder* feat also apply to firearms.

Repeating Shot

If an artificer applies the repeating shot infusion to a firearm, and it produces its own, automatically creating enough ammunition to fire when the wielder fires it.



Illustration by Samuel Lauro

EXPLOSIVES

Explosives are created with a *demolitionist's kit*. Proficiency with these tools represents a character's ability to safely create, handle, and set explosives.

EXPLOSIVE PROPERTIES

Bundle. Explosives with the bundle property can be thrown together, up to a maximum number equal to the bundle property. Each additional explosive in the bundle adds an additional 1d6 to the damage and adds 5 feet to the radius of the bundle's explosion.

Explode. When an explosive detonates, all creatures within the blast's radius must make a Dexterity saving throw. A creature takes damage from the blast on a failure, or half as much on a success.

Fuse. You can use a bonus action on your turn to prepare a fuse for an explosive, choosing from short or long. When thrown or otherwise detonated, the explosive enters the initiative, which the DM determines by rolling a d20 in secret. A short fuse enters the initiative order immediately, and a long fuse enters the initiative order at the end of the creature who threw (or detonated) the explosive's next turn. If you are proficient with the demolitionist's kit, you can apply your proficiency bonus to as a bonus or penalty to the initiative roll. Proficiency in the demolitionist's kit also allows you to create an impact fuse, which detonates immediately after the explosive lands after being thrown.

Malfunction. Newfangled technology isn't all it's cracked up to be. The first time a detonator plunger, switch, or timer is used, the Dungeon Master rolls a d20 and d4 in secret. If the d20's results are lower than the malfunction rating, the results of the d4 are used to determine the type of malfunction experienced.

Explosive Malfunctions

d4 Malfunction

- | | |
|---|--|
| 1 | Short circuit. The device sparks uncontrollably, giving off bright light in a 5-foot radius, and dim light for an additional 5 feet. It cannot be repaired. |
| 2 | Signal failure. Nothing happened, but it might work next time. Make a new malfunction roll the next time the device receives a signal. |
| 3 | Just a loose wire. A character can use their action to make a DC 10 check with tinker's tools to repair the item. |
| 4 | Overcharge! A powerful current is sent down all remaining lines, destroying any switches and detonating all explosives in the system |

Radius. The number displayed indicates the radius of the explosion's damaging effects from its point of origin.

Split. Switches send a different output each time they receive a signal from a detonator plunger, allowing the same one to set off multiple charges in sequence.

Timer. A timer can be adjusted along a dial of 10 slots, each marking a six-second (one round) increment. When the timer reaches the end of its counter, it sends an output signal.

PREPARING AND THROWING EXPLOSIVES

As an action, you can light the fuse of, and then throw a grenade or a bundle of dynamite up to 40 feet. Make sure you have properly prepared an appropriate fuse for any explosive you throw. Other explosives might have different distances they can be thrown.

CRAFTING EXPLOSIVES

A creature proficient with the demolitionist's kit can spend 1 hour to create 1d4 grenades using 2 powderhorns and 25 gp of raw steel. See the *General Store* presented later in this chapter for the properties of these items.

Explosive Chain Reactions

The DM decides how to handle undetonated explosives caught in a blast: they might explode immediately, or a d20 might be rolled to determine if they explode: on a 11 or higher, a chain reaction occurs, or they may have their fuses lit, entering the initiative order, and going off at random over the course of the next several turns.



Illustration by Emmanuel Martinez

ROPE

Ropes are tools that can be used to restrain creatures, perform feats of heroism, or just good old-fashioned entertainment. Proficiency with ropes includes the ability to identify types of rope, their quality, tying different types of knots, and roping creatures or items at a distance.

A creature that is proficient with ropes can use their action and at least 25 feet of hempen rope to create a lariat, which can then be comfortably worn on the hip. Some roping requires a target creature to make a saving throw. The saving throw DC is calculated as follows:

$$\text{Ropes save DC} = 8 + \text{your proficiency bonus} \\ + \text{your Strength modifier}$$

ROPE

In order to rope a creature, you must be holding a prepared length of *stiff hempen rope* in both hands. As an action, you can attempt to rope one creature or object you can see within 20 feet of you. Make a ranged attack. On a hit, you rope the creature or object, grappling it.

A rope has no effect on creatures or objects that are formless or lack solid substance, for example, a *ghost*, *grey ooze* or *water elemental*. Stiff hempen rope has 5 hit points and can be burst with a DC 18 Strength check. Its AC is 9 when targeted by a melee attack, and 17 when targeted by a ranged attack.

RESTRAIN

If you rope a creature no more than one size larger or smaller than you, you can use a bonus action to force it to make a Strength or Dexterity (it's choice) saving throw against your ropes save DC. On a failure, the target becomes restrained until you release your rope. On a success, you are forced to let go of your rope. At the start of its turn, a restrained creature can use its action to make a new saving throw against your ropes save DC. If your rope is severed, a restrained creature is immediately free to take any actions it may have held while it was restrained.

DRAG

If you begin your turn holding a rope with a restrained creature on the other end, you can use your action to force it prone. If you do, the target makes a new saving throw against your ropes save DC to avoid falling prone. While holding the rope, you can spend your movement speed to drag the creature toward you at a rate of half your movement speed if your drag capacity meets the weight of the target creature as determined by your Strength score.

If it is an object, you could pull it toward you, or interact with it appropriately, for example, throwing a lever you have roped.

HOGTIE

If you are within 5 feet of a prone target you have roped, you can spend 20 feet of movement and your action to hogtie them. A hogtied creature becomes paralyzed, and can make a new saving throw once an hour against your ropes save DC to escape its bonds.



Illustration by Clavework Graphics

THE GENERAL STORE

A shop might stock any number of items from Chapter 5 of the *Player's Handbook*. They might also include any number of the following items unique to the weird western setting.

Armor	Cost	AC	Stealth	Weight	Armor	Properties
Corduroy Jacket	5 gp	11 + Dex mod	Disadvantage	8 lb	Light	—
Leather Jacket	10 gp	11 + Dex mod	—	10 lb	Light	—
Heavy Duster	45 gp	12 + Dex mod	—	13 lb	Light	—
Ammunition	Cost	Ammo per Package		Weight (per piece)		Properties
Revolver Ammo	5 gp	10 pieces		0.05 lb		—
Rifle Ammo	8 gp	10 pieces		0.1 lb		—
Shotgun Ammo	6 gp	10 pieces		0.1 lb		—
High-Caliber Ammo	10 gp	10 pieces		0.2 lb		—
Simple Firearms	Cost	Damage	Ammo	Weight	Range	Properties
Derringer	90 gp	1d6 piercing	Revolver	2 lb	30/60	Ammunition, kick (6), light, reload (4)
Revolver	150 gp	1d8 piercing	Revolver	3 lb	40/80	Ammunition, kick (10), light, reload (5)
Hunting Rifle	100 gp	1d10 piercing	Rifle	6 lb	60/120	Ammunition, kick (8), reload (2), two-handed
Muzzle-Loading Rifle	125 gp	1d12 piercing	Rifle	8 lb	80/240	Ammunition, kick (10), reload (1), two-handed
Shotgun	100 gp	1d10 piercing	Shotgun	8 lb	20/60	Ammunition, burst (12), kick (8), reload (1), two-handed
Sawed-off Double Barrel Shotgun	275 gp	4d4 piercing	Shotgun	6 lb	15	Ammunition (2), kick (11), reload (1), spread (13)
Martial Firearms	Cost	Damage	Ammo	Weight	Range	Properties
High-Caliber Revolver	300 gp	1d10 piercing	High-Caliber	3 lb	50/100	Ammunition, kick (13), reload (6)
Breech-Loading Rifle	250 gp	2d6 piercing	Rifle	8 lb	80/240	Ammunition, kick (11), reload (4), two-handed
High-Caliber Rifle	500 gp	3d6 piercing	High-Caliber	12 lb	100/300	Ammunition, kick (12), reload (2), two-handed, heavy
Drum Rifle	2,000 gp	4d4 piercing	Rifle	15 lb	50/100	Ammunition (4), burst (14), kick (14), reload (6), two-handed, heavy
Gatling Gun	8,000 gp	4d6 piercing	Rifle	170 lb	60/120	Ammunition (10), burst (15), kick (12), reload (10), two-handed
Double-Barrel Scattergun	150 gp	1d10 piercing	Shotgun	8 lb	20/60	Ammunition, burst (13), kick (10), reload (2), two-handed

Equipment	Cost	Holsters	Weight	Properties
Gunbelt	25 gp	1 (handgun, sawed-off shotgun)	3 lb	You can wear up to two gunbelts.
Double-Holster Gunbelt	35 gp	2 (handgun, sawed-off shotgun)	4 lb	You can wear up to two gunbelts.
Shoulder Scabbard	20 gp	1 (rifle, shotgun)	3 lb	You can wear one shoulder harness.
Double Shoulder Scabbard	40 gp	2 (rifle, shotgun)	4 lb	You can wear one shoulder harness.
Shoulder Holster	20 gp	1 (handgun)	3 lb	You can wear one shoulder harness.
Double Shoulder Holster	30 gp	2 (handgun)	4 lb	You can wear one shoulder harness.

Explosives	Cost	Damage	Radius	Weight	Range (Thrown)	Properties
Powderhorn	25 gp	2d8 fire	5 feet	3 lb	25	Explode (12), fuse
Powderkeg	100 gp	6d6 fire	20 feet	6 lb	—	Explode (12), fuse
Fragmentation Grenade	150 gp	2d8 piercing	15 feet	1 lb	40	Explode (14), fuse, radius (15)
Concussion Grenade	150 gp	3d6 thunder	5 feet	1 lb	40	Explode (13), fuse, radius (5)
Incendiary Grenade	150 gp	5d4 fire	10 feet	1 lb	40	Explode (12), fuse, radius (10)
Dynamite	200 gp	3d6 thunder	15 feet	0.2 lb	40	Bundle (10), explode (16), fuse, radius (15)
Detonator	100 gp	—	—	5 lb	—	Sends a detonation signal (using a creature's object interaction)
Fuse Line (50 feet)	10 gp	—	—	2 lb	—	Malfunction (1)
Fuse Switch	5 gp	—	—	1 lb	—	Malfunction (1), split (2)
Fuse Timer	10 gp	—	—	1 lb	—	Malfunction (1), timer (1)

Tools and Weapons	Cost	Damage	Weight	Range	Properties
Bullwhip	5 gp	1d6 slashing	6 lb	20	Requires the <i>Whip Mastery</i> feat
Camera	100 gp	—	2 lb	—	Requires a photographic plate to use
Demolitionist's Kit	50 gp	—	2 lb	—	Used to craft explosives
Photographic Plate	10 gp	—	0.1 lb	—	Used to take a photograph
Rifleman's Bayonet	5 gp	1d4 piercing	1 lb	—	bayonet, simple
Stiff Hempen Rope (50 feet)	1 gp	—	10 lb	—	Can be used to make 2 lariats.



Illustration by Andrea Silva

Silvered Ammunition

You can pay a qualified silversmith to silver a melee weapon or ten pieces of Ammunition for 100 gp.

Heavy Duty Weaponry

Powerful firearms like the drum rifle, high-caliber rifle and gatling gun are time consuming and expensive to produce, and aren't readily available. Usually these weapons are only employed by military organizations. However, the world is home to numerous unscrupulous gun runners, and those well connected with the criminal underworld have come into possession of such items on occasion.



Illustration by Kim Nguyen

GHOULS

SURVIVORS AND OUTCASTS

Ghouls are not a race, nor are they undead, although they are often mistaken for such creatures. “Ghoul” is a common nomenclature for people of any race who share a semi-necrotic condition that increases their lifespans seemingly indefinitely. Eventually, their longevity or change in appearance sets them wandering. Ghouls are sterile and cannot reproduce.

True undead plague the wastes. Some folk believe ghouls to be harbingers of plagues, or infiltrators for the forces of undeath, or that a ghoul will “go feral” at some point, but others argue anyone becomes feral if treated the way ghouls are. Who is right is between a being, their gods, and occasionally the firearm between them.

Ghoul Legacy Racial traits

Ability Scores. Your Wisdom score increases by 1.

Experimental Test Subject. Your Strength and Dexterity scores increase by 1.

Holocaust Survivor. Your Constitution score increases by 2.

Transformed Wastelander. Your Dexterity and Wisdom scores increase by 1.

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

GHOUL RACIAL TRAITS

Appearance and Creature Type. New ghouls resemble the race they were before the events that caused their transformation, but shriveled and smooth, and speak with a grizzled voice. A few manage to hang onto their hair, horns or other protrusions. After a century or two, their lack of nose or ears makes ghouls originating from most races become appear increasingly indistinguishable from one another.

Creature Type. You are a Humanoid.

Age. 100-700+ years

Size. Your size is medium or small.

Speed. You have a base walking speed of 30 feet if you are medium, and 25 feet if you are small.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and darkness as if it were dim light.

Ghoul Resilience. You have advantage on saving throws against poison, and you have resistance to poison and necrotic damage.

EXPERIMENTAL TEST SUBJECT

Unnatural Athlete. You are proficient in the Athletics skill.

Healing Factor. You have a number of special healing dice equal to your proficiency bonus, which are d4s. You can use a bonus action to roll any number of these dice, adding your Constitution modifier to each dice rolled. You recover expended healing factor dice when you finish a long rest.

HOLOCAUST SURVIVOR

Memento Mori. You are proficient in the History skill.

Hard to Kill. If you are reduced to 0 hit Points, you can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. If you succeed, you drop to 1 hit point instead. If the damage was necrotic, you succeed your saving throw automatically. You can use this ability twice, and regain the ability to do so when you finish a long rest.

TRANSFORMED WASTELANDER

Scrambler. You have a climbing speed of 20 feet.

Survivor. You are proficient in the Survival skill.

Roleplaying a Ghoul

Consider the events that caused your transformation. Long-lived ghouls may have lived several lifetimes beyond the average lifespan of their race of origin. You may have seen multiple generations of friends or loved ones come and go, or an entire civilization snuffed out in an instant by a superweapon of now ancient design.



Illustration by Allen Douglas

JACKALOPES DESERT WANDERERS

The precise origin of the jackalope is a mystery. Some believe they are a result of scientific experiments, others believe them to be fey monstrosities that escaped into the world where they proceeded to flourish in the world's expanding deserts. The first jackalope encounters were written off as mythological nuisances in traveler's tales who were experiencing the delirium of wasteland heat. Over time, a few jackalopes entered society, and joining the ranks of other folk making their way in a difficult world.

Jackalopes are often sharp-tongued and quick with a joke, usually at someone else's expense. They enjoy tricks and pranks, and tend to have a lighthearted approach to their lives.

They are not always friendly, though, and an unwary traveler can quickly find themselves on the wrong side of a jackalope's sharp antlers if they are upset.

JACKALOPE RACIAL TRAITS

Creature Type. You are a Fey.

Age. Jackalopes reach adulthood at age 10 and can live up to 100 years.

Size. Jackalopes stand between 3 and 4 feet tall and weigh an average of 65 pounds. Your size is small.

Speed. You have a base walking speed of 25 feet.

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

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

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 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Dune Master. Difficult terrain due to sand, loose soil or broken earth does not impede your movement.

Survivor. You are proficient in the Survival skill.

Trickster Magic. You know the *minor illusion* cantrip. You can cast the *expeditious retreat* spell once with this trait; you must finish a short or long rest in order to cast the spell again using this trait. Once you reach 3rd level, you can cast the *enlarge/reduce* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose when you select this race).

Jackalope Legacy Racial traits

Ability Scores. Your Charisma score increases by 2, and your Constitution score increases by 1.

Alignment. Jackalopes are independent and toward chaos, but they are not senseless, and know how to cast their lot.

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

CLASS ARCHETYPES

ARTIFICER: THE DEMOLITIONIST

The demolitionist is a master of disaster, harnessing magical energy for destructive ends, and aiming that energy at anything that gets in their way: walls, monsters, mountains, people. It's all just *stuff* to a demolitionist.

Demolitionists build their workshops away from civilization for safety, secrecy, or both. Some demolitionists make a living assisting in the construction of railroads, or mining enterprises, and some are masters of war, designing and supplying destructive weaponry for militias, bandits (or again – for the unscrupulous – both).

And he says to me, he says to me, you got style, baby! but if you're gonna to be a real/villain you gotta get a gimmick...and so I go I says YEAH, baby! A gimmick, that's it! High explosives! Ahahahaha!

*~The Evil Midnight Bomber
what Bombs at Midnight*

TOOLS OF THE TRADE

When you adopt this specialization at 3rd level, you gain proficiency with the demolitionist's kit. If you already have either of these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

See the *explosives* section earlier in this chapter for the uses and properties of the demolitionist's kit.

DEMOLITIONIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Demolitionist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Demolitionist Spells

Artificer Level	Spell
3rd	<i>chromatic orb, fog cloud</i>
5th	<i>pyrotechnics^{XGE}, shatter</i>
9th	<i>erupting earth^{XGE}, fireball</i>
13th	<i>vitriolic sphere^{XGE}, wall of fire</i>
17th	<i>destructive wave, flame strike</i>



Illustration by Dmitry Burmak

PORTABLE MORTAR

Also at 3rd level, you complete the construction of a portable mortar canon. It has the *two-handed* property, and can be used as a spellcasting focus for your artificer spells.

When you finish a long rest and your demolitionist's kit is with you, you can create a number of magical grenades for the mortar equal to your Intelligence modifier (minimum of 1). Grenades you create with this feature deal 2d8 damage, have a range of 40 feet, a radius of 10 feet, and an *explode* DC that equals your spell save DC. When you create the grenades, you decide each one's fuse setting (choosing from *impact, short* or *long*) and damage type (choosing from bludgeoning, piercing, slashing, fire, or poison). When you use your mortar to launch a grenade or other explosive, its range is tripled.

You can use a bonus action on your turn to detonate one explosive you have previously fired from the mortar, provided you are still within 1 mile of it.

When you finish a short rest, you can alter any of the properties of your grenades. Your grenades remain active until you complete your next long rest, at which time they disintegrate.



Illustration by Jakub Bazyluk

RIDE THE BLAST WAVE

At 5th level, when you detonate an explosive from within the resulting explosion's radius, you can use your reaction to ride the blast wave away from the explosive, moving away from it and outside the radius the area unharmed, and without provoking opportunity attacks.

You can use this feature once, and must complete a short or long rest before you can use it again.

Additionally, you can select the cold and thunder damage types for the damage type of your *portable mortar*'s grenades.

CONTROLLED DETONATION

At 9th level, if a creature you can see moves within the blast radius of an explosive you launched from your *portable mortar*, you can use your reaction to immediately detonate it. When you do, the explosive's damage gains a d8 damage bonus, and its *explode* property can't be less than your spell save DC.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and regain any expended uses when you finish a long rest.

Additionally, you gain the following benefits:

- The damage from your *portable mortar* grenades increases to 3d8, and you can select the acid or lightning damage types for their damage.
- You can use your *Ride the Blast Wave* feature twice.

MASTER OF DISASTER

At 15th level, you master the use of arcane energy for destructive purposes, gaining the following benefits:

- The damage from your *portable mortar* grenades increases to 4d8, and you can select the force, necrotic or radiant damage types for their damage.
- When you cast the *fireball* spell using your *portable mortar* as a spellcasting focus, you can change the damage type of a number of the spell's damage dice equal to your Intelligence modifier (minimum of 1). The damage type can be any of the damage types available for your *portable mortar* ammunition.



Illustration by Artur Mukhametov

Infusing Portable Mortar Grenades

You can use your *Infuse Item* feature to enhance your *portable mortar* grenades. You can infuse a grenade by modifying it during a short or long rest using *demolitionist infusion devices* detailed on the following page. You can infuse the same grenade with several devices to create the exact type of explosion you need.

DEMOLITIONIST INFUSION DEVICES

Ambulatory Device

Prerequisite: 2nd level

With this infusion, you can attach this device to three grenades or other explosives. You can use on a bonus action on your turn to command any infused grenades you have thrown or fired from your *Portable Mortar* to move 15 feet to a space you can see. At 6th level, this movement increases to 20 feet. At 10th level, the bombs gain a climbing speed equal to their movement.

Flash-Bang Device

Prerequisite: 6th level

With this infusion, you can attach this device to one grenade, which must deal fire, thunder, radiant or necrotic damage.

Upon detonation, the infused grenade releases a flash of brilliant light in its radius. Creatures in the area must make a Constitution saving throw (instead of a Dexterity saving throw). On a failure, in addition to taking the grenade's damage, a creature is blinded until the start of their next turn.

Implosion Device

Prerequisite: 6th level

Using this infusion, you can attach this device to two grenades, which must not deal thunder damage.

Upon detonation, the infused grenade's explosion is silent.

Intelligent Sensor Device

Prerequisite: 2nd level

As an action, you can expend a spell slot and 25 gp of gold dust to add a sensor with a range of 5 feet × your Intelligence modifier (minimum of 5 feet) to an explosive device. You describe a set of simple circumstances that resulting in detonation, including a timer of up to 1 hour, for example: if anyone other than you opens a particular chest, the explosive detonates 6 seconds later.

The activator lasts indefinitely, or until it is dispelled or disarmed by a successful Intelligence check with thieves' tools. The DC equals your spell save DC. On a failure, the explosive detonates. You can create a number of sensors equal to your Intelligence modifier (minimum of 1). If you create exceed this limit, you must choose to detonate or disarm one device.

Irritant Device

Prerequisite: 6th level

Using this infusion, you can attach this device to two grenades, which must not deal fire, lightning, radiant, or thunder damage.

Upon detonation, the grenade also releases a 15-foot-radius, 10-foot-high cylinder of acrid yellow-green fog, which spreads around corners. It lasts for 1 minute, or until a wind of moderate speed (at least 10 miles per hour) disperses it.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failure, the creature takes 1d4 poison damage and is poisoned until the end of their next turn. Creatures are affected even if they hold their breath or don't need to breathe.

Radius Extension Device

Prerequisite: 2nd level

With this infusion, you create three devices and attach them to one or more grenades. For each device attached, the infused grenade's radius is increased by 5 feet, and the number of its damage dice are reduced by 1 (to a minimum of 0).

Sapper Device

Prerequisite: 10th level

With this infusion, you can attach this device to three grenades or other explosives. The infused explosives deal double damage to objects and structures.

Shockwave Device

Prerequisite: 6th level

With this infusion, you can attach this device to one grenade. Attaching this device reduces the grenade's number of damage dice by 1 (to a minimum of 0), and the grenade's damage becomes force damage instead.

Upon detonation, creatures in the area must make a Strength saving throw (instead of a Dexterity saving throw). On a failure, they are knocked prone. On a success, they take half as much damage and aren't knocked prone.

Smiting Device

Prerequisite: 6th level

With this infusion, you can attach this device to two grenades, which must deal fire, thunder or radiant damage.

Upon detonation, the infused grenade deals an additional 1d8 radiant damage. If a Fiend or Undead fails its saving throw against the grenade, they take an additional 1d8 radiant damage.

Smoke Device

Prerequisite: 2nd level

With this infusion, you can attach this device to two grenades.

Upon detonation, the infused grenade's radius, and an additional 5 feet beyond it fills with thick smoke upon detonation, which spreads around corners, causing the area to become heavily obscured. The smoke lasts for 1 minute, or until a wind of moderate speed (at least 10 miles per hour) disperses it.

Sticky Device

Prerequisite: 6th level

With this infusion, you can attach this device to one grenade, which must deal bludgeoning damage. Attaching this device reduces the grenade's number of damage dice by 2 (to a minimum of 0).

Upon detonation, the grenade's radius is filled with a viscous glue, becoming difficult terrain. Creatures that enter the area for the first time on a turn or start their turn there must make a Strength saving throw or be restrained. A restrained creature can use its action to try to free itself by making a successful Strength (Athletics) check against your spell save DC. The glue lasts for 1 minute, but is flammable, disintegrating harmlessly if burned.



Illustration by Dominique Schillings

BARD: THE GAMBLER

Gamblers excel at two things: games and guns. They have an uncanny insight into others' behavior, and use their skills to navigate a seedy world of high stakes, and avoid bloodshed whenever possible.

Gamblers are famously tellers of tall tales, and might enjoy using their prior exploits, properly embellished, of course, as a means to explore an opponent's tells. Others perfect an air of stoic, soft spoken mystery that unnerves their opponents at the table and forces them into error.

Always calm and collected, true gamblers know when to hold 'em and knows when to fold 'em, and they never pick a fight they're not sure they can win. When a gambler has decided the odds are in their favor, they can be a terrifying and deadly opponent, reacting with dazzling speed and seemingly never reaching an empty chamber in their firearm.

Some gamblers prefer to keep their skill with a firearm a closely guarded secret, while others enjoy showing off, performing with a firearm for crowds to make ends meet, especially when the chips are down.

I CAN READ YOU LIKE A BOOK

When you join the college of the gambler at 3rd level, you gain proficiency in a preferred gaming set. Whenever you make checks with it, you add your Charisma modifier as a bonus to the roll, and while involved in game of chance, you can make Wisdom (Insight) checks using your Charisma modifier instead of your Wisdom modifier if it is higher.

GET YOUR GUN

Also at 3rd level, you gain proficiency with martial firearms that lack the heavy property, and you can use a simple firearm as spellcasting focus for bard spells. You can use your *Bardic Inspiration* to create impressive displays with firearms you are proficient with:

- **Quick Draw.** When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of *Bardic Inspiration* to immediately exchange one firearm you are holding for another you have on your person, or to draw a firearm with an empty hand.
- **Run'n'Gun.** At the start of your turn, you can expend a *Bardic Inspiration* to run (or spur a mount) and shoot. Until the end of your next turn, each time you make an attack roll with a firearm, you (or your mount's) movement speed increases by 5 feet until the end of your turn. This distance increases to 10 feet at 10th level, and 15 feet at 17th level.
- **Signature Shot.** You learn one trick shot that requires an attack roll from the Shootist's *Trick Shots* feature. When you use your signature shot, you can expend a *Bardic Inspiration* die instead of a gut die.

POINT AND SHOOT

At 6th level, you gain the ability to use your *Bardic Inspiration* to perform non-lethal feats of dazzling accuracy. You can use this feature in one of two ways:

- **Show-Off.** As an action, you prepare to make a great display of your firearm prowess. For the next 1 minute, you gain advantage on attack rolls made against objects with firearms you are proficient with. The effect ends if you are in combat.
- **Now, Dance!.** As an action, you harmlessly fire a shot toward a target with a firearm you are proficient with, for example, at their feet or belt buckle. The target makes a Wisdom saving throw. If they fail, they act as if you had cast the *command* spell upon them.

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

CALL DOWN THE THUNDER

At 14th level, when you hit a creature with a firearm you are proficient with, you can roll one *Bardic Inspiration* die to cause a thunderous ring in a 10-foot radius around the target, and audible to 1000 feet. Creatures and objects in the area must make a Constitution saving throw. If they fail, they take thunder damage equal to your *Bardic Inspiration* die on a failure, or half the amount on a success. The creature you hit fails its Constitution saving throw automatically.



Illustration by Xavier Lozano

DRUID: THE MUTANT

Most druids reject the new world, and deride it as an unnatural place either to be avoided, ignored or perhaps, eventually corrected. A few have embraced things as they are, admiring the new mutations that roam the wastes, and their endless ability to adapt and survive.

The circle of mutation believes in survival of the fittest, and view adaptation as a virtue. Some take a predatory view, and others a more symbiotic one toward other folk.

MUTANT SPELLS

Embracing a mutant nature grants you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to new spells. Once you gain access to these spells, they are druid spells for you, you always have them prepared, and they don't count against the number of spells you can prepare each day.

Druid Level Circle of the Mutation Spells

3rd	<i>alter self, arms of Hadar</i>
5th	<i>haste, protection from energy</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>enervation, far step</i>

MUTANT TENDRIL

When you become a mutant at 2nd level, you grow a whip-like tendril. You decide what type of damage your tendril does when you grow it, choosing from acid, cold, fire, lightning, necrotic or, poison.

When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

You also learn the *primal savagery*^{XGE} cantrip if don't already know it, and when you cast it, the spell's damage changes to the same type as your *Mutant Tendril*.

ABERRANT SHAPE

Also at 2nd level, when you use your *Wild Shape* feature, you can mutate rather than transforming. While you remain in your *Aberrant Shape*, you gain the following benefits:

- Your hit point maximum and current hit points increase by a number equal to your Druid level + your Constitution modifier (minimum of 1).
- You grow natural weapons in the form of fangs, claws, or horns, and you can make melee weapon attacks with proficiency using them. Your natural weapons deal 1d8 bludgeoning, piercing, or slashing damage plus 1d4 additional damage of the same type as your *Mutant Tendril*.
- When you use your *Mutant Tendril*, you can roll the damage die a second time and add it to the total.

You can't cast spells while in your aberrant shape. Transforming doesn't break your concentration on a spell you've already cast, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast. When you reach 18th level, the benefits of your *Beast Spells* feature also apply to your *Aberrant Shape*. You can remain in your *Aberrant Shape* for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form early using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

EVOLUTIONARY ADVANTAGE

At 6th level, your *Aberrant Shape* gains new benefits:

- Your natural weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.
- While in your *Aberrant Shape*, you can cast one of the following spells using your bonus action without expending a spell slot or providing material components, even if you don't know the spell: *alter self, darkvision, dragon breath, enlarge/reduce, expeditious retreat, jump, or spider climb*. The spell targets you, you do not need to concentrate on it, and its effects last for the duration of your *Aberrant Shape*.

UNLEASH THE FURY

At 10th level, while in your *Aberrant Shape*, you are proficient in Constitution saving throws, and you have resistance to the damage type dealt by your *Mutant Tendril*.

Additionally, when you take the Attack action on your turn with your Natural Weapons, you can make another attack with them using a bonus action.

APEX PREDATOR

At 14th level, when you enter your *Aberrant Shape*, you select one of the following mutations:

- **Improved Weapons.** Your natural weapon become a d12, and when you take the Attack action, you can attack twice using your natural weapon.
- **Carapace.** Your skin becomes covered by thick scales or plates. You are gain a bonus to your Armor Class equal to your Wisdom modifier (minimum of 1).
- **Flight.** You grow wings or can fly telekinetically, gaining a flying speed equal to your movement speed.



Illustration by Hayama Kouhei



Illustration by ka do art

FIGHTER: THE SHOOTIST

As firearms became more and more prevalent, folk of exceptional skill with them rose to challenge the masters of sword, axe, hammer, and bow. There is no general rule about what to expect from a shootist, except they are not to be trifled with.

A shootist might take up all kinds of professions over their career. It is not uncommon to meet one who has been a soldier, a mercenary, a lawman, bounty hunters, or just a plain old outlaw in any given combination. Some take to a life of endless wandering, and others find something worth sticking around for and operate in a favored territory exclusively.

Shootists are often visible at a glance. Multiple heavy gunbelts and memorable personal style, such as a signature hat or brightly colored bandanna that marks them to those familiar with their trademark, or immediately signals them as a clear danger to all.

WAYFARING STRANGER

When you choose this archetype at 3rd level, you gain proficiency with martial firearms, and ropes.

Your wandering life has led you to learn an additional proficiency in a skill, tool, or language of your choice.

GUT INSTINCT

Also at 3rd level, your natural instinct with a firearms can inspire awe in allies, and trepidation in foes. You gain the following benefits:

You have four gut dice, which are d8s. A gut die is expended when you use it. You regain all of your expended gut dice when you finish a short or long rest.

You learn three *trick shots*. You can use a *trick shot* when you make an attack with a firearm that lacks the *burst* or *spread* properties.

TRICK SHOTS

Some trick shots require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Trick Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

- **Cover Fire.** When you hit a creature with a firearm attack, you can expend one gut die to maneuver an ally into a more advantageous position. You add the gut die to the attack's damage roll, and choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its movement speed, and any attack rolls made against it are made at disadvantage while it does so.
- **Dead Aim.** When you make an attack roll against a creature using a firearm, you can expend one gut die to add it to the roll. You can use this shot before or after making the attack roll, but before any effects of the attack are applied.
- **Drop It.** You roll one gut die and make an attack with a firearm. If it hits, add the gut die's result to the firearm's damage roll, and the target must make a Strength saving throw. If it fails, it drops one object it is holding of your choice. The object is pushed 10 feet away from you.
- **Holler.** When you take the Attack action on your turn, you can expend one gut die and forgo one of your attacks to direct friendly creature who can see or hear you to make an attack with a firearm. That creature can immediately use its reaction to make a single attack with a firearm they are holding. If their attack hits, add the gut die to their attack's damage roll.
- **Humiliating Shot.** When you hit a creature, or damage the cover a creature is using with a firearm attack, you can expend one gut die to goad the target into attacking you. You add the superiority die to the attack's damage roll. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Menacing Shot.** When you hit a creature with a firearm attack, you can expend one gut die to attempt to frighten the target. You add the gut die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Rallying Cry.** On your turn, you can use a bonus action and expend one gut die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the gut die roll + your Charisma modifier.

- **Wounding Shot.** When you hit a creature with a firearm, you can expend one gut die to distract the creature, giving your allies an opening. You add the gut die to the attack's damage roll. The next firearm attack made against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

TRUE GRIT

At 7th level, you can put your body through extraordinary strain. You gain the following benefits:

- When you attack with the last piece of ammunition in a firearm's chamber, you have resistance to piercing damage until the start of your next turn.
- When you make a running long or high jump and aren't wearing medium or heavy armor, the distance you can cover increases by a number of additional feet equal to your Strength modifier.
- You gain an additional gut die.
- You learn two trick shots.

IMPROVED GUT INSTINCT

At 10th level, you gain the following benefits:

- When you roll initiative, you can immediately draw a firearm. Additionally, you can make one attack with it, or another firearm you are already holding, or reload a firearm you are holding.
- Your gut dice become d10s.
- You learn two trick shots.

'TILL IT GOES CLICK

At level 15, you can aim and fire with dazzling speed. When you use your action surge and take the Attack action with your extra action, you can make a number of additional attacks equal to $1 + \text{half your Dexterity modifier}$ (minimum of 1) with any firearm you are holding. You must have available ammunition in the firearms to make these attacks, and cannot use them to reload. The attacks are made hastily and at disadvantage, and are ineligible for the application of trick shots.

Additionally, you learn one trick shot.

SUPERIOR GUT INSTINCT

Starting at 18th level, your instincts are nearing infallibility, and you are always prepared as long as you're near a trusty firearm. You gain the following benefits:

- When you roll initiative and have no gut dice remaining, you regain 1d2 gut dice.
- Your gut dice become d12s.



Illustration by JackPot

PALADIN: THE IDEALIST

The idealist draws their power from a deep-seated sense of right and wrong, and believes in each person's right to claim their own destiny without undue interference.

Idealists might be military leaders, sheriffs or marshals, and defend the law with a will (and fistful) of iron. Chasing down thieves, bandits and claim jumpers is all in a day's work for an idealist.

Eventually when their tenets set them against the law itself, some idealists turn toward a different concept of justice. These zealots will go to great lengths, even adopting a colorful vigilante persona and dedicating their lives to fighting evil and corruption in the halls of power in defense of common folk.

Idealists can be isolated, as their station or their vigilante lifestyle often sets them apart from the very people they have sworn to protect.

TENETS OF THE IDEALIST

Boldness. Live each day with courage. Stand up to all wrongdoing.

Honor. Do what must be done. Do it the right way.

Humility. Talk less, and say more.

Justice. Know where to draw the line.

FAITH AND FIREARMS

When you take this oath at 3rd level, you can replace your fighting style with the Archery fighting style from the Fighter class. You gain proficiency with martial firearms, and ropes. Additionally, when you make an attack roll with a firearm, you can choose to infuse the ammunition with smiting force. The fired ammunition becomes magical, and will smite anything it strikes, for example, a barrel giving a creature some measure of cover.

OATH SPELLS

Paladin

Level Oath of the Idealist Spells

3rd	<i>cause fear</i> ^{XGE} , <i>compelled duel</i>
5th	<i>zone of truth</i> , <i>find steed</i>
9th	<i>beacon of hope</i> , <i>thunder step</i> ^{XGE}
13th	<i>freedom of movement</i> , <i>find greater steed</i> ^{XGE}
17th	<i>far step</i> ^{XGE} , <i>wall of force</i>

CHANNEL DIVINITY: HEARTS AND MINDS

As an action, you use your Channel Divinity to diffuse or inspire intense emotion in nearby people. Choose one of the following two effects, each of which affects Humanoids who can see or hear you within 30 feet of you, and whose CR is no greater than half your level.

Calm Down, Everyone! You suppress one effect causing the target to be charmed or frightened for 1 minute, after which any suppressed effect resumes, provided its duration has not expired.

Alternately, can make the targets indifferent about a number of creatures of your choice equal to your Charisma modifier that they are currently hostile toward (minimum of 1). This indifference ends if the target takes damage or if it witnesses any of its friends being harmed.

Rally the Locals. You warn them of oncoming danger, instructing them to flee. Alternately, you rally them to defend themselves, instructing them to fight for their lives. Designate a creature type: *Aberrations*, *Beasts*, *Celestials*, *Constructs*, *Dragons*, *Elementals*, *Fey*, *Fiends*, *Giants*, *Monstrosities*, *Oozes*, *Plants*, or *Undead*.

Humanoids that follow your suggested course of action gain a protective ward for 10 minutes. For the duration, they can use their reaction to impose disadvantage upon an attack roll targeting themselves, provided it is made by the creature type you warned them about.

Appealing to Hearts and Minds

A DM might require additional rolls to suit the situation, for example, requiring the paladin to make a Charisma (Persuasion) check, or the targets to make a Charisma saving throw against your paladin spell save DC. It is important to remember that when you use this ability, always keep to your oath's tenets!

CHANNEL DIVINITY: SURE SHOT

As an action, you use your *Channel Divinity* to consecrate a number of pieces of ammunition equal to your paladin level. The blessing lasts for 1 hour. Each piece of ammunition is magical, and when fired, the attacker receives a bonus to attack rolls made with it equal to half your Charisma modifier (minimum of 1).

WILL YOU RIDE WITH US?

Starting at 7th level, you and friendly creatures within 15 feet of you can't be frightened while you are conscious. If the creature is a mount, its speed increases by 5 feet.

At 18th level, the radius increases to 30 feet, and bonus to a mount's speed is increased to 10 feet.

WE, THE IMMORTAL RIDERS

At 15th level, you can empower nearby steeds. As an action, you can grant all creatures serving as a mount and benefiting from your *Will You Ride With Us?* feature temporary hit points equal to twice your paladin level, and advantage on Dexterity and Constitution saving throws as long as they have a rider for the 1 hour.

Additionally, mounted creatures benefiting from your *Will You Ride With Us?* aura have advantage on any check or saving throw they make to that would result in them being unwillingly dismounted.

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

UNFORGIVEN

At 20th level, you can use an action to assume the presence of an invincible avatar of justice, gaining the following benefits for 1 minute:

- You have resistance to piercing, bludgeoning and slashing damage.
- Your attack and damage rolls for weapon attacks receive a bonus equal to your Charisma modifier. The additional damage is radiant.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

The last ride
is never the last ride,
and the end
is not the end.
~ Old Gus



Illustration by Josh Cotton

RANGER: THE DROVER

Drovers have an extraordinary affinity for wilderness and the creatures that range upon them, especially those that move in herds. They move animals through or watch over large expanses of land, and learn every canyon and hill around over extended years of drives.

A drover's always put the well-being of the group ahead of their own comfort, keeping a keen eye on the mood and health of their allies and sharing wilderness wisdom with those closest to them.

While drovers can be quiet, thoughtful types, some enjoy blowing off pent-up energy from months traveling the wilds in solitude when they do get a chance to go into town, and can engage in some of the most intense drunken revelry when they do.

PRairie PROFICIENCIES

At 3rd level, you gain proficiency in the Animal Handling and Insight skills, martial firearms, ropes, and one musical instrument of your choice.

You also learn the *message* cantrip, and can speak to Beasts not hostile to you with it. You can target a number of additional Beasts of the same type equal to your Wisdom modifier with the same message.

DROVER MAGIC

You learn additional spells when you reach certain levels in this class, as shown in the *Drover Spells* table. These spells count as a ranger spells for you, don't count against the number of ranger spells you know, and you gain additional unique benefits with them.

Drover Spells

Ranger Level	Drover Spells	Additional Effects
3rd	<i>animal friendship</i>	You can target an additional number of Beasts of the same type equal to your Wisdom modifier.
5th	<i>beast bond</i>	You can target an additional number of Beasts of the same type equal to your Wisdom modifier.
9th	<i>feign death</i>	You can cast the spell upon yourself, and decide ahead of time how long the spell will last.
13th	<i>dominate beast</i>	You can target an additional number of Beasts of the same type equal to your Wisdom modifier.
17th	<i>dream</i>	If you are within view of an open sky, and there is a friendly Beast who can see or hear you within 60 feet of you, both you and the Beast enter the Astral Plane together for the duration.

STRAIGHT SHOOTER

At 3rd level, you master shooting in wide open spaces. Firearms you are proficient with have their range increased by a number of feet equal to $5 \times$ your Wisdom modifier.

Additionally, the first attack you make on your turn receives a bonus to the attack roll equal to your Wisdom modifier. If it hits, it deals an additional 1d8 damage.

THE SIMPLE LIFE

At 7th level, you are always at home with yourself. You gain proficiency with Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

FEARLESS WRANGLER

At 11th level, you can add your Wisdom modifier to any rolls made against your favored enemy to grapple, escape a grapple, or rope, and you have advantage on your Wisdom saving throws against any spell or ability they might use against you.

I JUST LIKE WEARING THIS

At 15th level, when you are targeted by an attack and wearing light armor or no armor, you can use your reaction to add your Wisdom modifier to your Armor Class (minimum of +1).



Illustration by David Frasheki



Illustration by Antti Hakosaari

ROGUE: THE CRACK SHOT

Crack shots have a knack for hitting opponents behind cover or survive otherwise impossible odds in an intense gunfight. While not as showy with their gunplay as shootists or gamblers, they are just as fast on the draw, and even more deadly, especially to an unaware target. A crack shot is somehow always able to get the drop on an enemy, or exploit a strategic weakness.

I SEE 'EM

When you select this roguish archetype at 3rd level, you can use your cunning action to mark a target you can see. When you make a firearm attack against your marked target, and they have $\frac{1}{2}$ cover, you can ignore it, and if it has $\frac{3}{4}$ cover, you can make your attack roll as if it had $\frac{1}{2}$ cover. When you hit your marked target with a firearm, you can deal *Sneak Attack* damage to it. You can only mark one creature at a time, and the mark lasts until the start of your next turn.

TUMBLEWEED

Also at 3rd level, you can use your cunning action to tumble, moving a up to number of feet equal to $5 \times$ your Dexterity modifier in a straight line (minimum of 10 feet). During this movement, you are immune to attacks of opportunity, and can move through the space of other creatures larger than you.

GRACE UNDER FIRE

At 9th level, you gain two new uses for your cunning action:

Duck and Cover. Until the start of your next turn, you can benefit from cover as if you were one size smaller than you are.

Quick Change. You can holster one firearm, and draw another.

WARNING SHOT

At 13th level, when you roll initiative, you can elect to immediately make one attack with a firearm. If the attack hits, the target becomes easier others to strike. Until the start of your next turn, attack rolls against that target have advantage.

SHOWDOWN

At 17th level, if you take the Attack action on your turn, you can make one additional attack as a bonus action with the same firearm. This attack can benefit from your *Sneak Attack* even if you have already used it this turn, but you can't use your *Sneak Attack* against the same target more than once in a single turn.



Illustration by David Freeman



Illustration by Ilya Ozornin

SORCERER: THE POWDER HOUND

Uncanny individuals colloquially known as “powder hounds” are quite literally the children of ancient wars when magic and gunpowder were first harnessed together. Exactly how their powers first entered the bloodlines of these individuals is a story lost to annals of time, but powder hounds have an uncanny ability to sense gunpowder at a distance, a feature that has become the common namesake for their kind. Indeed, most of them are loathe to be separated from the substance, always keeping a quantity on their person, and can be seen inhaling small quantities of it when they think no one else is looking.

Competent powder hounds can manipulate the concussive force the ignition of gunpowder produces, using a rifle’s cartridges as a focus for these abilities, or even locate a bullet they have already shot out of a barre, boosting it with the energy produced from a second shot from the same firearm.

Powder hounds often take up mercenary work, bounty hunting, mining through the use of explosives, or other professions where their abilities are at a premium.

BORN TO THE STUFF

At 1st level, your affinity with gunpowder manifests, and you gain the following benefits:

- You are proficient with simple and martial firearms that lack the *heavy* property.
- You can use a powderhorn as a component pouch.
- If there is gunpowder within 500 feet × your sorcerer level of you, you know it and where to find it.
- As a bonus action, you can inhale a quantity of gunpowder as a stimulant. You regain a number of hit points equal to your sorcerer level, and for the next 10 minutes, you make any Wisdom (Perception) and Intelligence (Investigation) checks with a bonus equal to your Charisma modifier. When the effect ends, you must succeed a DC 14 Constitution saving throw. If you fail, you are blinded for 1 hour.

REACTION RELOCATION

When you reach 2nd level in this class, you can manipulate the explosive forces your firearm creates. As an action, you can spend 2 sorcery points and 1 piece of ammunition to instead relocate the concussive force from within your firearm’s chamber to a place of your choosing within 60 feet of you. When you do, creatures in a 5-foot radius of the explosion must succeed a Dexterity saving throw or take 1d6 thunder damage. The damage increases by 1d6 when you reach 5th, 11th, and 17th level in this class.

POWDER SORCERY

At 6th level, you can use your sorcery points to combine gunplay and sorcery. You gain the following abilities:

- **Two-Shot.** When you take the Attack action using a firearm you are proficient with, you can spend 1 sorcery point to make a second attack with it.
- **Bullet Float.** When you take the Attack action using a firearm you are proficient with, you can spend 1 sorcery points and 1 additional piece of ammunition, using the second gunpowder reaction to increase the bullet’s flight time, doubling the weapon’s range for the attack. If it hits, add your Charisma modifier as additional damage.
- **Bulletproof.** As a bonus action, you can spend 1 sorcery point to have resistance to piercing damage for 1 minute.

We'd been off the road for a few hours, working our way along the winding switchbacks of the dusty canyon trail, when I looked to see Branwen edging awful close to the edge of the cliffs. I called out to her and she started in her saddle. She'd been at the stuff again, and gone powder blind.

Just too damn proud to admit it, I guess. I took the reins and led her back to safety. Maybe one day she'll thank me, but I won't hold my breath, she's one ornery cuss.

~ Old Gus



Illustration by Jessica Woulfe

EXPLOSIVE VENGEANCE

At 14th level, whenever a creature you can see attacks with a firearm, you can use your reaction to make a ranged spell attack roll. If your roll is higher than the creature's attack roll, their attack fails and backfires, and they instead take your Sorcerer level as thunder damage.

POWDER TRANCE

At 18th level, you are no longer at risk for powder blindness when you use gunpowder as a stimulant, and inhaling a large quantity causes you to enter a powder trance. You can use your bonus action and spend 6 sorcery points to enter a powder trance for 1 minute. For the duration, you gain the following benefits:

- You add your Charisma modifier to all attack and damage rolls you make with firearms that you are proficient with.
- You do not need to spend additional sorcery points to use your *Two-Shot*, *Bullet Float* or *Bulletproof* abilities.

Other sorcerers as spellslingers

While not all sorcerers are powder hounds, other sorcerers can learn to tap into the latent magic within gunpowder. With the DM's approval, the spellslinger metamagic option can be made available to all sorcerers.

ADDITIONAL METAMAGIC OPTIONS

Spellslinger

When you gain this metamagic option, you can cast spells using a firearm you are holding and proficient with as your spellcasting focus. If the weapon has a magical bonus to attacks made with it, you may add that bonus to your ranged spell attack rolls.

Additionally, designate a number of cantrips or spells equal to your Charisma modifier as spellslinger spells. By spending 1 sorcery point, you can use a firearm to shoot a spell out it. Spellslinger in this manner requires a gunpowder-based firearm, and consumes the usual ammunition cost, as well an appropriate spell slot. You do not add the firearm's usual damage to spells cast in this manner. You can use your spellslinger ability to modify spells you cast in two ways:

Spellshot. If a spell requires a ranged attack roll or if the spell's required saving throw targets only a single creature, you can cast it using a firearm that lacks the *burst* or *spread* properties, using the firearm's range, if it exceeds that of the spell's. The spell uses your sorcerer spell save DC.

Reshape. If the spell targets multiple creatures or creates an area of effect, you can alter the area of effect to those of firearm's *burst* or *spread* properties, using the firearm's or spell's range, whichever is greater. The spell uses your sorcerer spell save DC or that of the firearms, whichever is higher.

Whenever you gain a sorcerer level, you may exchange one spellslinger spell for another spell you know.



Illustration by Sentinel13

WARLOCK: THE RE-ANIMATOR

What those of true learning gain through years of careful study, the re-animator bypasses with wanton, impatient abandon, exchanging their very soul for knowledge they have not earned. Brilliant and charismatic, the re-animator convinces themselves and occasionally a few others of their noble intent: that their knowledge will one day be used to help or even save the world from itself.

Making use of this forbidden knowledge usually requires bodies in copious quantities. Re-Animators prefer a life of isolation with a regular supply of fresh corpses. Given enough resources, most re-animators will isolate themselves, with their creations functioning as surrogate children within their delicate psyche.

Eventually, most re-animators end up unleashing a horror upon the world that only they can stop, or meet the even more unfortunate end, falling prey to their own creations, a punishment for tampering with the laws of nature and the forces of life and death.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>calm emotions, lesser restoration</i>
3rd	<i>animate dead, life transference</i>
4th	<i>death ward, fabricate</i>
5th	<i>skill empowerment^{XGE}, modify memory</i>

LABORATORY WORK

At 1st level, you become proficient with the Medicine skill and alchemist's supplies.

You learn the *spare the dying* cantrip. It is a warlock spell for you, and doesn't count against your number of cantrips known.

MANIACAL LAUGHTER

Also at 1st level, when a creature that can hear you misses you with an attack, you can use your reaction to laugh maniacally. The creature that attacked you must succeed a Wisdom saving throw or be frightened of you until the end of its next turn. For the duration, you have advantage on attack rolls you make against the creature.

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

PROTOTYPE SERUM

At 6th level, you can spend ten minutes to use your alchemist's supplies to prepare a vial of prototype serum, which retains potency for 24 hours. You can administer a vial of your serum to a willing living creature using your action, or to an unwilling living creature by making a melee spell attack. If your serum requires a saving throw, it matches that of your warlock spell save DC.

You decide what your serum does when you create it, choosing from the following options:

- **Acidic Microbes.** The target withers from the inside, taking 3d10 acid damage. If the target has resistance to piercing damage, even from non-magical attacks, you make your attack with disadvantage. If the target is immune to piercing damage, you cannot inject them. The potency increases as you gain warlock levels, to 4d10 at level 11, and 5d10 at level 17.
- **Re-Animation Serum.** The serum re-animates a recently slain corpse into a **zombie** as if you had created it with the *animate dead* spell.
- **Resilient Serum.** The serum grants the target a number of temporary hit points equal to your warlock level and grant resistance to one damage type of your choice. The serum's effects last for one hour.
- **Super Serum.** Choose an ability score. For the next 1 minute, the target gains a bonus to that ability equal to 1 + half your Charisma modifier, to a maximum of 24.

- **Super Venom.** Choose an ability score. The target makes a Constitution saving throw. If they fail, that ability score is reduced by an amount equal to your 1 + half your Charisma modifier for 1 minute. The creature repeats its saving throw at the end of its turns, ending the effect on a success.
- **Truth Serum.** The target makes a Constitution saving throw. If they fail, they are under the effect of the *Tasha's hideous laughter* spell. They make a Wisdom saving throw. If they fail, they come under the effect of the *zone of truth* spell. Either effect lasts for 10 minutes.

Once you prepare your serum, you can't do so again until you finish a long rest.

COMBINE CORPSES

At 10th level, when you cast the *animate dead* spell, you can use your bonus action to combine four **zombies** that are each within 20 feet of one another into an **ogre zombie** or combine four skeletons into a **skeleton minotaur**.

You can only control one combined corpse at a time with this feature, and it counts as four creatures toward your limit with the *animate dead* spell.

Additionally, you can use your bonus action to sacrifice one undead creature under your control within 20 feet of a combined corpse you have created, transferring the sacrificed creature's remaining hit points to the combined corpse as temporary hit points.

MASTERPIECE SERUM

At 14th level, you perfect your serum, and can prepare up to two vials of your any serum formulae you know. The masterpiece serum can be used to empower a Humanoid or a zombie under your control, granting them the following benefits for 1 hour:

- The target gains temporary hit points equal to your warlock level.
- The target gains resistance to one damage type of your choice (you choose when you create the serum).
- The target is proficient with Strength and Constitution saving throws.
- The target adds your Charisma modifier to the damage of melee attacks they make.
- The target can attack twice, instead of once, when they take the Attack action on their turn. They ignore this benefit if they already have a feature, like *Extra Attack*, that gives them extra attacks.

After the serum's power fades, the target must succeed a DC 14 Constitution saving throw or suffer one level of exhaustion.

Escape from eldritch blast... if you can!

The eldritch invocations detailed in Chapter 2 allow warlocks to increase the damage of cantrips other than the nigh-ubiquitous *eldritch blast*. These invocations are best paired with these options.

ADDITIONAL ELDRITCH INVOCATIONS

Booming Laughter

Prerequisite: booming blade^{SCAG, TCE} cantrip

When you hit a creature with your weapon attack as a part of casting *booming blade*, the target also has their movement speed reduced by 10 feet until the end of their next turn.

Frigid Fingers

Prerequisite: chill touch cantrip

When you hit a creature with your *chill touch* cantrip, they have disadvantage on attack rolls against you until the end of your next turn, even if they are not undead, unless they have resistance to or are immune to necrotic damage.

Homunculus Helper

Prerequisite: Pact of the Chain

When you summon your familiar, it can instead assume the form of a *homunculus* instead of its usual form. Your familiar's *homunculus* form has additional hit points equal to half your warlock level and can speak one language you know, but it is limited to two-word sentences, for example "Yes, master".

Faustian Firearm

Prerequisite: Pact of the Blade

You become proficient with martial firearms that lack the heavy or two-handed properties. When you use your *Pact of the Blade* feature, you can use it to summon a firearm with a kick rating of 13 or less. You are still subject to any kick requirements of the firearm you summon. The firearm gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. If the weapon the *burst* or *spread* properties, you can use your warlock spell save DC in place of the weapon's *burst* or *spread* rating.

Additionally, you can use any firearm you summon with your *Pact of the Blade* feature as a spellcasting focus for your warlock spells.

Polarity Switch

Prerequisite: lightning lure^{SCAG, TCE} cantrip

The range of your lightning lure doubles, and you can choose to push the target away from you instead of pulling it toward you.

Toxic Jet

Prerequisite: poison spray cantrip

Your poison spray becomes a 10-foot line, and can hit up to two creatures. You add your Charisma modifier to the damage done by the spell to the first creature it hits, but not the second.



Illustration by i-am-knot

WIZARD: THE ARCANE AVENGER

While wizards came to appreciate firearms considerably later than most, there's a strong argument to be made that those few with an eye for the future have maximized the potential of firearms, marrying new sciences to thousands of years of arcane study. Indeed, most of the super-weapons that have left the world dotted in uninhabitable wastelands are the result of the greatest successes their kind have achieved over the centuries.

Traveling wizards who favor firearms are known as Arcane Avengers. They are folk of both learning and of action, and the unpredictability they wield between magic and skill with a firearm can make them a friend indeed or a deadly opponent.

GOT SHOT ONCE. DIDN'T CARE FOR IT.

When you adopt this tradition at 2nd level, you gain proficiency with simple and martial firearms that lack the *heavy* property, and add the *shield* spell to your spellbook, which doesn't count against the number of spells you can prepare each day.

Additionally, when you cast *shield*, until the start of your next turn, any additional damage you sustain from non-magical firearm attacks is reduced by an amount equal to your Intelligence modifier (minimum of 1).

CANTRIP AMMUNITION

Also at 2nd level, you can spend 10 minutes to create magical ammunition, each of which is suited for a firearm of your choice. You can create a number of pieces of ammunition equal to half your wizard level.

Each piece of ammunition you create is imbued with a wizard cantrip you know. Once created, anyone can fire your cantrip ammunition. The ammunition dissolves into mist if it travels a number of feet away from you equal to $100 \times$ your Intelligence modifier (minimum of 1).

A creature can use cantrip ammunition by chambering it into an appropriate firearm and firing it using its weapon's attack roll, range and saving throw DC if it has the *burst* or *spread* properties. If you fire your cantrip ammunition yourself, you can use your spell save DC if it is higher. When fired as part of a firearm attack, the ammunition deals the cantrip's damage and additional effects. When fired by creatures other than you, the damage is calculated using only your wizard levels.

Once you use this ability, you must finish a long rest before you can do so again.

Firearm Type	Cantrip Ammunition Spells
Attack Roll	<i>booming blade</i> ^{SCAG, TCE} , <i>chill touch</i> , <i>fire bolt</i> , <i>green-flame blade</i> ^{SCAG, TCE} , <i>lightning lure</i> ^{SCAG, TCE} , <i>ray of frost</i> , <i>shocking grasp</i>
Saving Throw	<i>acid splash</i> , <i>infestation</i> ^{XGE} , <i>poison spray</i> , <i>sword burst</i> ^{SCAG, TCE} , <i>toll the dead</i> ^{XGE}

SPELLSLINGER

At 6th level, you gain proficiency in tinker's tools if you do not already have it. You can create or customize your favorite firearm that you are proficient with that lacks the *burst* and *spread* properties. That firearm becomes your *spellslinger*. The process consumes 100g of materials and takes 40 hours of work with your tinker's tools to complete and attune yourself to the firearm.

When you are finished, you can summon your *spellslinger* to your hand using a bonus action, and you can use it as an arcane focus. When you summon it, only the firearm and any cantrip ammunition you created in its chamber is retrieved, any other ammunition it contained is left behind. Other creatures can hold it, but it will not fire for anyone other than you. You can dismiss your *spellslinger* at any time.

You can only have one *spellslinger* at a time.

I LOVE THIS GUN

Also at 6th level, you can use your bonus action to channel arcane energy through your spellslinger for 1 minute. Choose one of these damage types: acid, cold, fire, lightning, or thunder. For the duration:

- You can attack twice, instead of once, whenever you take the Attack action on your turn. You must use your spellslinger for both attacks. Any ammunition fired from your spellslinger is considered magical for purposes of overcoming resistance to non-magical attacks.
- You can use your Intelligence modifier for the attack and damage rolls of your spellslinger's attacks.
- When you hit a creature with your spellslinger, it deals 1d6 additional damage of the chosen type to the target.
- You gain a bonus to Dexterity saving throws and any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Intelligence modifier (minimum of 1).

This ability ends early if you are incapacitated or if your spellslinger leaves your hand.

You can use this feature twice, and regain the ability when you finish a short rest.

Most arcane avengers treat their signature firearms like pets or even lovers, often naming them, and enjoying showing them off to anyone interested.

BULLETPROOF WARD

Beginning at 10th level, whenever you cast the *shield* spell while *I Love This Gun* is active, you create a ward around yourself, gaining temporary hit points equal to five times the spell slot level used to cast the spell. These temporary hit points last until your *I Love This Gun* ability ends.

HAVE I MENTIONED I LOVE THIS GUN?

At 14th level, you can add your Intelligence modifier (minimum of +1) to the additional damage done by your spellslinger when you use your *I Love This Gun* ability.

Other classes are not absent in this setting!

Dungeons & Dragons' official subclasses are still intended to be viable choices for this setting! A selection of backgrounds and feats later in this chapter provide new avenues for any character to learn to shoot, ride, rope and more!

In addition to the class archetypes presented here, class options detailed in Chapter 2 (particularly the *Path of the Perfectionist* Barbarian, *Pestilence Domain* Cleric and *Way of the Luchador* Monk) also make for excellent additions to this setting.



Illustration by Marcus Michael



Illustration by JINSOO-C



Illustration by Krasny Zmeya

BACKGROUNDS

BOUNTY HUNTER

You have spent your days scouring the lawless wastes looking for those who have committed crimes on behalf of the law, or are hired by someone with enough money to afford vengeance for hire. You may have been an outlaw yourself once, and now use your knowledge of the criminal underworld to track your prey.

Skill Proficiencies. Choose two from among Deception, Insight, Intimidation, Persuasion, Survival and Stealth

Tool Proficiencies. Ropes, Thieves' tools

Equipment. A set of common clothes, 50 feet of stiff hempen rope, and a pouch containing 10 gp

FEATURE: I'M LOOKIN' FOR SOMEONE

You are in frequent contact with law enforcement or other enterprises who might pay for your services. This connection comes in the form of a contact in towns or cities you visit: a person who provides information about the people and places of the local area. You know the edible plants of sandy wastes, and can scrounge enough food for yourself and one other person upon them.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I always have a plan for when things go wrong.
- 2 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 3 The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- 4 I would rather make a new friend than a new enemy.
- 5 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
- 6 I don't pay the risks any mind. Never tell me the odds.
- 7 The best way to get me to do something is to tell me I can't do it.
- 8 I blow up at the slightest insult.

d6 Ideal

- 1 **Honor.** I don't compete with others in the trade. (Lawful)
- 2 **Freedom.** Chains are meant to be broken, as are those who would forge them. (Chaotic)
- 3 **Charity.** I steal from the wealthy so that I can help people in need. (Good)
- 4 **Greed.** I will do whatever it takes to become wealthy. (Evil)
- 5 **People.** I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
- 6 **Redemption.** There's some good in everyone. (Good)

d6 Bond

- 1 I'm trying to pay off an old debt I owe to a not-so-generous benefactor.
- 2 My pay goes to support my family.
- 3 Something important was taken from me, and my work is my way of righting that wrong.
- 4 I will become the greatest bounty hunter that ever lived.
- 5 I'm guilty of a terrible crime myself, and hope no one ever comes looking for me on account of it.
- 6 Someone I loved died because of a mistake I made. That will never happen again.

d6 Flaw

- 1 When I see a large bounty, I can't think about anything but how to claim it.
- 2 When faced with a choice between money and doing the right thing, I usually choose the money.
- 3 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 4 I have a tell that reveals when I'm lying.
- 5 I turn tail and run when things look bad.
- 6 An innocent person is in prison for a crime that I committed. I'm okay with that.

CARD SHARK

You tend to stay in a town for as long as your luck holds. You might play fair, or cheat regularly and make a hasty exit once discovered, taking any ill-gotten gains with you. You are always on the lookout for a table to sit at, and know how to read a tell while keeping yours hidden.

Skill Proficiencies. Choose two from among Deception, Insight, Persuasion, and Sleight of Hand

Tool Proficiencies. Two gaming sets of your choice

Equipment. A set of fine clothes, a gaming set with which you are proficient, and a cheater's set of the same, such as weighted dice, or a deck of marked cards), and a piece of counterfeit jewelry that looks valuable but is worthless, and a belt pouch containing 15 gp

FEATURE: HUSTLER

You have a knack for recognizing your own kind in settlements you visit. Other gamblers are easy to pick out for you, and you can spot a mark a mile away. Using this knowledge, you can always find a place to gamble in a manner that suits your immediate needs: low stakes with a low payout, or high stakes with high payouts.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I fall in and out of love easily, and am always pursuing someone.
- 2 I have a joke for every occasion, especially occasions where humor is inappropriate.
- 3 Flattery is my preferred trick for getting what I want.
- 4 I'm a born gambler who can't resist taking a risk for a potential payoff.
- 5 I lie about almost everything, even when there's no reason to.
- 6 Sarcasm and insults are my weapons of choice.
- 7 I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.
- 8 I pocket anything I see that might have some value.

d6 Ideal

- 1 **Independence.** I am a free spirit—no one tells me what to do. (Chaotic)
- 2 **Fairness.** I never target people who can't afford to lose a few coins. (Lawful)
- 3 **Charity.** I distribute the money I acquire to the people who really need it. (Good)
- 4 **Creativity.** I never use the same technique at the table twice. (Chaotic)
- 5 **Friendship.** Material goods come and go. Bonds of friendship last forever. (Good)
- 6 **Aspiration.** I'm determined to make something of myself. (Any)



Illustration by Maria Monticelli

d6 Bond

- 1 I won big against the wrong person and ensure this individual never crosses paths with me again.
- 2 I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
- 3 Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.
- 4 I come from a rich family, and one day I'll reclaim my lands and title from those who stole them from me.
- 5 A powerful person killed someone I love. Someday soon, I'll have my revenge.
- 6 I ruined a person who didn't deserve it while cheating in a game of chance.

d6 Flaw

- 1 I can't resist a pretty face.
- 2 I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
- 3 I'm convinced my luck never runs out.
- 4 I can't resist taking a risk if there's money involved.
- 5 I can't resist taking the money of people who are more powerful than me.
- 6 I hate to admit it and will hate myself for it later, but I'll run and hide if our luck turns sour.



Illustration by Antony Carlyon

COURIER

Couriers make a living delivering mail, packages and other small items as quickly as possible, avoiding the dangers of the wildernesses with blazing speed. They run a particular route repeatedly, stopping for only a few seconds to drop off, pick up, and re-mount before continuing their route, switch to a fresh mount at each settlement or checkpoint they visit.

Skill Proficiencies. Choose two from Animal Handling, Perception, Nature and Survival.

Tool Proficiencies. Blacksmith's tools

Languages. One language of your choice

Equipment. A saddle and bridle, a set of leather saddlebags containing 5 days of rations, 1d6 undelivered letters, 1d2 undelivered packages, a set of traveler's clothes, and a pouch containing 10 gp

FEATURE: MIDNIGHT RIDER

While mounted, you can maintain a hard travel pace for twice as long without exhausting mounts. You can re-shoe a horse with the bare minimum of materials in just a few minutes, and read oncoming weather patterns with uncanny accuracy, and locate fresh water for yourself and up to two other people (or mounts) each day.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 My first loyalty is to my mount.
- 2 I've got a lover in every town I ride to, and hope they never find out about one another.
- 3 I've lived years where rest as a precious commodity. I can fall asleep at the drop of a hat.
- 4 I always keep my focus on the next horizon.
- 5 I'm curious beyond all reason, and love to shake packages and guess what's inside of them.
- 6 I always take time to appreciate the natural beauty of the world around me.
- 7 I'm a person of few words.
- 8 I can't remember names, so everyone gets a nickname.

d6 Ideal

- 1 **The mail must go through.** The trust folk put in my ability to deliver their items is sacred to me. (Good)
- 2 **Best part of this job is the scenery.** Time alone under the open sky and the rhythm of hooves on the ground is where my happy place is. (Neutral)
- 3 **Graft.** There's no end to the number of valuable things that can just "go missing" in this line of work, and there's nothing wrong with skimming off the top or allying with bandits. (Evil)
- 4 **Civilization.** Letters and deliveries bind the world together, and those are bonds that should never be broken. (Lawful)
- 5 **Any job'll do.** I'll take any job from anyone if the price is right. I don't even want to know what I'm carrying, do I? (Chaotic)
- 6 **Makin' my way.** This is a job like any other, I just happen to be good at it, and it pays well enough. Getting by is its own reward in this world. (Any)

d6 Bond

- 1 I return to the same haunts on my route to check in on the people I know along the way for the latest gossip.
- 2 I've got a lover in every town I ride to, and I hope they never find out about one another.
- 3 I once lost something precious on a delivery and I've never lived it down among my colleagues.
- 4 I lost my horse in the wilderness and had to finish a delivery on foot. Experiencing the dangers of the wastes without the safety that speed guaranteed changed me forever.
- 5 Bandits once robbed me of everything I had and left me for dead. I barely escaped with my life. I'll get revenge one day.
- 6 I left my family to ride hard, and I just never stopped. I wonder what they're up to sometimes, or if they ever think about me at all.

d6 Flaw

- 1 I'm not risking my neck for anything or anyone. If the going gets tough, I'll drop everything, turn tail and run.
- 2 I hate enclosed spaces, and avoid them whenever possible.
- 3 When I'm not on the job, I'm lazy.
- 4 I respond to criticism with lies and excuses.
- 5 I'm a drunk. Work's the only thing that keeps me sober.
- 6 I get along better with horses than people.



Illustration by Saeed Jalabi

OLD COOT

You are an elder of your kind. Enduring good times and bad gives you a perspective that others can't ignore.

Others often come to you for a compelling story, folk wisdom, tales of how things used to be, or for local family histories no one else alive still remembers.

Skill Proficiencies. Choose two from Deception, History, Insight, Performance and Religion.

Tool Proficiencies. Demolitionist's kit, one musical instrument of your choice

Equipment. Two concussion grenades, one musical instrument, a set of common clothes, and a small pouch containing 5 gp

FEATURE: BACK IN MY DAY

Your long life has given you some perspective on how things are, how things used to be, and how we ended up where we are. While you're likely to be known for past deeds, others might consider you past your prime, but they're also less likely to take offense to things you might say or do.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I know a story for every occasion.
- 2 My sharp wit earns me the respect of the young.
- 3 I always need a nap, and love to rest my aching joints.
- 4 I miss the good old days, and never miss an opportunity to let folk know it.
- 5 I can't see anything without my spectacles anymore.
- 6 I refuse to let others tell me what to do or help me.
- 7 I love to offer people candy.
- 8 I'm always encircled in a wreath of pipe smoke.

d6 Ideal

- 1 **Future Generations.** It is the duty of the old to live, and if necessary, die for the young. (Good)
- 2 **Respect your elders!** Everyone should defer to the wisdom and experience of the elderly - hey, that's me! (Neutral)
- 3 **Wealth.** After all these years, I'm still looking to strike it rich and live my remaining years in the lap of luxury, and I will do anything to make that happen. (Evil)
- 4 **Development.** The wilderness is out there, waiting to be tamed by the brave and capable. (Lawful)
- 5 **Keep to yourself.** A fierce independence is the best guarantor of survival in a cruel and complicated world. (Chaotic)
- 6 **A good death.** I've lived long enough. One last ride, and a good death of my own choosing? Sure. (Any)

d6 Bond

- 1 Most of my friends are dead, and I'm having more trouble connecting to the living.
- 2 My heart aches for my departed spouse.
- 3 My children have all grown and gone into the world to have families of their own. They are my pride and joy.
- 4 I've lived on this land all my life, and I expect to die there.
- 5 I broke a promise when I was young, and am still looking for a way to make up for it.
- 6 I fought in a great battle when I was young, and was gravely injured. Others had it worse, I suppose.

d6 Flaw

- 1 I'll never admit it, but I just can't keep up with these young whippersnappers anymore.
- 2 I think about the old days so much that I tend to miss out on the present.
- 3 My memory is like a sieve. I can't remember anything for long.
- 4 I get confused, but I never admit it when I do.
- 5 I'm lazy, and make excuses for it using to my age.
- 6 I'm get crotchety when I'm tired, and there's nothing anyone can do about it.



Illustration by Angelique Shelley

PHOTOGRAPHER

You have taken up the relatively recent art of photography, which requires special, heavy equipment and a working knowledge of alchemy.

You can produce clear images of images you capture with a camera, produce objects to derive either aesthetic beauty or knowledge from. Your work has afforded you some measure of travel, capturing subjects with your camera and selling the images to interested parties later.

Skill Proficiencies. Choose one from Insight, Nature, Perception, Persuasion, or Stealth.

Tool Proficiencies. Alchemist's supplies, Camera

Languages. One language of your choice

Equipment. Alchemist's supplies, a camera, 3 photographic plates, a set of traveler's clothes, and a belt pouch containing 10 gp

FEATURE: PHOTOSENSITIVE ALCHEMY

If you spend at least 1 hour in dim light using your alchemist's tools, you can print a photograph you have taken onto a piece of paper, or treat 1d6 silver plates (worth at least 5 gp each) with photosensitive chemicals to create a photographic plate.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I can see beauty in anything, even if it disgusts others.
- 2 I have an appreciation for simple people and places.
- 3 Wealth and opulence are among my favorite subjects. What people do with their money fascinates me.
- 4 I believe images of our times must be captured and preserved for generations to come.
- 5 Stories are even better with pictures. I'm always sharing my work with others.
- 6 I'm sentimental, and when I ask to take someone's portrait, it's my way of letting them know I love them.
- 7 I prefer plants and animals to human subjects.
- 8 Photography is principally an instrument of science.

d6 Ideal

- 1 **Ambition.** I seek out opportunities for work, following the industry closely and pursuing opportunities as they arise. I'm a ruthless competitor. (Evil)
- 2 **Beauty.** Letting others experience the colors and beauty of the world is a great reward. (Neutral)
- 3 **Justice.** There is so much pain in the suffering, and if people just saw it they would be mobilized to action against it. (Good)
- 4 **Surveillance.** Photograph is a powerful tool that can depict things as they really are. (Lawful)
- 5 **Fakery.** A good photograph can convince the right person of anything. Almost everyone trusts their eyes. (Chaotic)
- 6 **Abstraction.** There's a simple beauty to good work. Light and shadow need one another to mean anything at all. (Any)

d6 Bond

- 1 Taking up this trade has bankrupted me
- 2 I have a wealthy patron who buys my work regularly, but their appetite for novelty knows no bounds.
- 3 I once took a scandalous photograph.
- 4 No one believes I am a great artist, but I'll show them.
- 5 It's a huge world and I aim to see as much of it as possible.
- 6 I keep a print of my favorite photograph with me at all times.

d6 Flaw

- 1 I'm never paying attention. I live my life through a lens.
- 2 I'm more interested in my past than my present.
- 3 I'm a bore. All I talk about is my work.
- 4 I tend to treat people like objects.
- 5 I'm always obsessing about camera gear I don't own.
- 6 I'm always on the sidelines and never really involved.



Illustration by Damian Shouweiler

PROSPECTOR

You're just as comfortable underground as above. You can read a seam, dicker for supplies, and know where to find rumors of mineral deposits.

Tool Proficiencies. Athletics, Survival

Tool Proficiencies. Demolitionist's kit, Land vehicles

Equipment. A mining pick, a shovel, climber's kit, 50 feet of hempen rope, a set of common clothes, and a pouch containing 10 gp

FEATURE: CAVE ADEPT

You never get lost in caves or mines if you have seen an accurate map of them or have been through them before, and can scrounge enough fresh water and food for yourself and one other person each day near or inside them. If you have a source of bright light, you can accurately identify most minerals and ores.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 Nothing bothers me for long.
- 2 I hate cave creatures with a passion. They took a fear friend of mine, and nearly got me, too!
- 3 Anything worth doing takes time and practice. I have learned to plan and wait for the things I want.
- 4 I can party with everyone. A stiff drink is the quickest way to a good time and a new friend.
- 5 I'd rather be prospecting. This is okay; getting rich is better.
- 6 If I just keep looking, I'll strike it rich someday.
- 7 Those who don't work with their hands are soft and weak.
- 8 I'm jealous of others with an education.

d6 Ideal

- 1 **Generosity.** The riches of the earth are meant to be shared (Good)
- 2 **Greed.** Gems and precious metals, I want them all for myself. (Evil)
- 3 **Mooch.** Property, shmoperty! If I need it, I take and use it. If I don't, I leave it for someone else. (Chaotic)
- 4 **Boundaries.** I hate claim jumpers and I will fight to protect a lawful claim. (Lawful)
- 5 **Let it Be.** I don't meddle in others' affairs, and I hate it when anyone meddles in mine. (Neutral)
- 6 **Materialist.** Getting rich just makes life easier. (Any)

d6 Bond

- 1 My fellow miners and prospectors are my brothers and sisters.
- 2 Someone saved my life when I was hurt and alone. I owe them my life.
- 3 I've seen what over extraction can do to an area and caution my fellow miners against overindulgence.
- 4 Gems are my favorite, even more than gold, land, magic or power.
- 5 I want to explore new depths and scale new heights.
- 6 Someday I'm going to find the mother lode, then I'll spend the rest of my life in lavish luxury.

d6 Flaw

- 1 I'm uncomfortable spending time under the open sky. I'd rather be indoors or underground.
- 2 I'm not used to being around other people much, and sometimes I get grouchy with all this company.
- 3 I believe good tools are more reliable than people.
- 4 I guard my secrets and possessions. If anyone knew about either, they'd take advantage of me.
- 5 I am obsessed with getting rich. I always have a scheme brewing for making it big.
- 6 I'm afraid of the dark.



erickenji.tumblr.com

Illustration by Eric Kenji

VAQUERO

You came up a ranch hands and cowpoke, tending to broken fences, barn doors and other tasks to keep an agrarian operation going. You've spent more time outdoors than indoors, and that's how you like it. Most people take food for granted but you know where it all came from and how it got to be what it is. The love and animals and hundreds of sunsets after a day of honest work is its own reward, but perhaps adventuring will pay better than staying on the ranch.

Skill Proficiencies. Animal Handling, Nature

Tool Proficiencies. Carpenter's tools, Ropes

Equipment. Carpenter's tools, 50 feet of stiff hempen rope, a set of common clothes, a token of your family, and a small pouch containing 5 gp

FEATURE: RANCHER'S ALMANAC

You can accurately predict the weather for the next 24 hours. You know what food is worth and can haggle for better prices for it. You know the customs of ranchers and farmers, and can barter for a safe night's shelter on their property, and how to make yourself useful in exchange. Your hosts will not shelter you from the law if that would bring harm to themselves.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 The wisdom of the herd gives me a unique outlook.
- 2 As a child, I played hero. Now I'm determined to become one.
- 3 Nothing is more important than a job well done.
- 4 I've never backed down from a barnyard brawl.
- 5 I think there's a simple solution to everything.
- 6 I celebrate the little things in life because I don't know when the hard times will come.
- 7 I couldn't wait to get out of life one the ranch.
- 8 I'm easily entertained.

d6 Ideal

- 1 **Diligence.** Don't put off to tomorrow work that can be done today. Laziness is a vice. (Lawful)
- 2 **Preparation.** Like the seasons, life changes frequently. Prepare for change and you'll come out on top. (Any)
- 3 **Generous Pride.** Watching another enjoy the fruits of your labor is one of life's luxuries. (Good)
- 4 **Freedom.** The landlord can't see everything that goes down in the stables. Enjoy life's little opportunities to let loose and have fun. (Chaotic)
- 5 **Pecking Order.** Every animal has a social hierarchy. I'm the strongest, so what I say goes. (Evil)
- 6 **Fairness.** Everyone helps around the farm from a young age, favorite child or not. All people must do their part. (Lawful)

d6 Bond

- 1 I set out to earn riches for my family so they don't have to live season to season.
- 2 I've worked the land, and I will protect it at any cost.
- 3 Bandits pillaged and burned my hometown. I will destroy those bandits one day.
- 4 My boss is kind, and I desire to make them proud.
- 5 I was born in bondage but earned my freedom. I will become rich enough to free my family.
- 6 I am in love with a friend. I will do anything to protect their perfect smile.

d6 Flaw

- 1 I distrust and dislike new people. Most people just weren't raised right.
- 2 I only know country manners, and I don't know proper behavior in civilized settings. I ain't no cosmopolitan.
- 3 I'm a gullible and naive country person. It's easy for people to con me.
- 4 I was born and raised a servant to my betters. I find it hard to stand up to authority figures.
- 5 I love booze, and I can't hold my liquor.
- 6 I ran from my wedding— a decision I regret, but that's me: I'm running from my feelings instead of dealing with them.



Illustration by Renan Maurilio

FEATS

These feats enhance a character's use of mechanics unique to the *Tales from the Weird West* setting: firearms, explosives, and ropes.

Additional feats for increasing a character's abilities while riding a mount are provided in the feats detailed in Chapter 4.

Optional Rule: *Everyone* gains a feat at 1st Level

This optional rule allows players not playing the class archetypes detailed in this Chapter to gain some of their benefits, or to double down on some old-world mastery.

BLESS THIS AMMO

Prerequisite: The ability to cast the *ceremony^{XGE}* spell.
You increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.

You can use the *ceremony* spell to imbue a number of bolts, arrows, sling bullets or ammunition equal to your spellcasting ability modifier. Each projectile becomes magical. The blessing ends after 1 hour, and you cannot use the spell in this manner again until you finish a long rest.

COOL HANDS

You increase your Dexterity or Wisdom score by 1 to a maximum of 20. Additionally, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your firearm attack rolls.
- If a hostile creature you can see is within 30 feet of you, you can reload a firearm you are holding using your reaction.

DESTRUCTIVE BEHAVIOR

You increase your Strength or Dexterity score by 1 to a maximum of 20.

You have a terrifying ability with firearms that have the *burst* or *spread* properties. DCs of such weapons are $8 +$ your proficiency bonus + your Dexterity modifier if higher than the weapon's *burst* rating. Once on your turn, you can deal an additional 1d8 damage to an object you hit with such firearms.

FIREARM ADEPT

Prerequisite: Proficiency with at least one firearm

You have a natural aptitude for firearms and never struggles to learn to master them as others seemed to. You gain the following benefits:

- You learn two trick shots of your choice from among those available to the Shootist martial archetype in the fighter class. If a trick shot you use requires your target to make a saving throw to resist the shot's effects, the saving throw DC equals $8 +$ your proficiency bonus + your Dexterity modifier.
- If you already have gut dice, you gain one more; otherwise, you have one gut die, a d6. These dice are used to fuel your trick shots. A gut die is expended when you use it. You regain your expended gut die when you finish a short or long rest.

You can take this feat multiple times, adding one additional gut die and two trick shots each time you do.

FIREARM TRAINING

You increase your Strength or Dexterity score by 1, to a maximum of 20 and gain proficiency with all firearms.

QUICK DRAW

Prerequisite: Dexterity 13 or higher

You gain the following benefits:

- Choose from your Intelligence, Wisdom or Charisma. You can add your chosen ability's modifier to your initiative rolls.
- When using your object interaction to draw or holster a firearm, you can make one additional object interaction of similar kind. For example, you can draw or holster two firearms simultaneously, or holster one firearm and draw another.
- You can use guns akimbo fighting, even when the one-handed melee firearms you are wielding aren't light.

RELIABLE DEMOLITIONIST

Your Intelligence or Wisdom score increases by 1.

You are proficient with the demolitionist's kit, and can add twice your proficiency modifier to checks you make with it.

Additionally, detonators, timers and switches you prepare have advantage on their malfunction rolls.

ROPE ADEPT

Prerequisite: Strength or Dexterity 13 or higher

You increase your Strength or Dexterity score by 1, to a maximum of 20.

Your range on attack rolls made with a rope is increased by a number of feet equal to your Proficiency Bonus + your Strength modifier + your Dexterity modifier.

SHOTGUNNERY

Prerequisite: Strength 13 or higher

You can attack with firearms that have the *burst* or *spread* property using only one hand, provided you are proficient with it, and it lacks the *heavy* property.

SPELLSLINGER ADEPT

Prerequisite: The ability to cast at least one cantrip and one spell

Designate one cantrip and one spell you can cast as *spellslinger* spells. You can cast your chosen spells using a firearm you are holding and proficient with using it as a spellcasting focus (even if you don't have the spell prepared), gaining the following benefits:

- If the spell requires a ranged attack roll, you must be using a firearm that lacks the *burst* or *spread* properties.
- If the spell requires a saving throw, you must be using a firearm that has the *burst* or *spread* properties.

The spells can use the firearm's range, *burst* or *spread* properties, and your spell save DC. Doing so consumes the firearm's usual ammunition cost, and a spell slot, if you cast a spell. If the firearm has a magical bonus to attacks made with it, you can add that bonus to your ranged spell attack rolls.



Illustration by Pavel Shut



CHAPTER 6: TURNING THE WORLD



Illustration by Sviatoslav Gerasimchuk

RUNNING THE GAME

DM PREPARATION CHECKLIST

1. SET THE STAGE

What's the situation? Explain the general situation - at least, as the adventurers will hear of it, with no additional information - in *one paragraph*. Be sure to include where the players are, and attempt to provide a reward that will satisfy both the altruistic and self-seeking.

Lord Bartholomew Van Der Woodsen has placed a reward for clearing the nearby woods of bandits and monsters.

The adventurers will certainly have questions about this information, and you can prepare as many answers to them as you like. As you do so, consider the value of *misinformation*. The initial folk answering the party's questions about the scenario should know only the information in that *one paragraph*. Information they provide might be inaccurate or incomplete. For example, a *warg* might be described as a *the black*, or as the name of an entirely different monster, such as the *dire wolf*. Use this opportunity to build some mystery into your scenario.

Next, expand the version of the full scenario by expanding that paragraph into a few.

Keep it simple!

As you develop your scenario, include only as many twists and turns as you think your adventure will reasonably have time to identify, explain and explore to satisfaction.

In mining out the mountain's wealth, Lord Van Der Woodsen has discovered the ruins of a powerful ancient dwarven civilization buried deep within.

He cares not for the lives of the simple miners, and would gladly see them die in their labors to attain the secrets of the high technology the dwarves of old kept hidden deep within the mountain's confines.

Once upon a time. Decide how and where the adventure begins. Are the party an established relationship, or strangers brought together by the hands of fate?

If you are a sighted person, you might be putting a bit too much emphasis on how things look. Consider all of the following, especially at the adventure's outset and each time there's a relevant change of scenery:

- sound, smell
- temperature, humidity
- time of day, quality of light
- social or societal mood

Strong tonal cues will encourage strong roleplay!

2. ESTABLISH THE DRAMATIS PERSONAE

Who and what matters most? Look back at your paragraphs, and note the important NPCs who are sure to appear or be mentioned during the adventure.

For each vital NPC: determine both their motive (what they want) and their means (what they can do to achieve those desires) - brief. Add these to notecards or wherever is most convenient for you. Assign each NPC a statblock, even if it's just serving as a jumping off point or a placeholder. If you are engaging in the use of magic or magical items, be sure you are prepared to deal with any interactions from spells or other class abilities.

Lord Bartholomew Van Der Woodsen

Motive. Power, wealth, expansion of his mining empire, eternal life.

Means. Wealthy (exports precious metals), commands 1 veteran (*Knight-Captain Hawley*), 5 knights, 20 guards, is secretly a powerful **vampire**, is in possession of a magical amulet that obscures his undead nature from a paladin's *divine sense* and the *detect evil and good* spell.

Players have lived in the world their whole life. This is also a good time to revisit any notes you took during conversations with players about their characters, and create similar lists for them, as well. Spend some time thinking about how each character's background, specific knowledges, skills, or other features interact with your scenario.

Make the most of preparation by running the same adventure more than once!

As you become more familiar with the material, you can dedicate even more time to tailoring it for the group you have, and have a wider vocabulary of responses within the world for actions a party pursues. Repeating the same adventure with different players is an excellent way to sharpen your skills, and further refine or expand your adventure material.

3. MAKE IT FANTASTIC

The world is magical. Ensure the party goes somewhere or witnesses somewhere or something amazing, otherworldly, or unexpected - even if it's just scenery in the background, the feeling that of being part of a much, much larger world is a nice moment create, even in a short adventure.

Understanding the Environment

Battle maps and other representations tend to be two-dimensional. The following elements can help bring the environment to life:

Space, Movement, and Hazards. Are there areas that can be climbed over, crawled through, swam, or jumped across? Is there difficult terrain or other mitigating factors?

Objects and Structures. Is anything moving, flowing, burning, or breakable? Use initiative count 0 as a time to provide changes in the environment (for example, spreading flames, or a widening gap in the earth).

4. PREPARE ADVERSITY AND OBSTACLES

Assure success is possible. Set challenge ratings and the Armor Classes of enemies appropriate to the group to ensure a fair challenge. It can be a valuable use of preparation time to take the party's character sheets and run a mock combat scenario or two. If you can do this twice, considering both how you would approach the situation, or how you think the player will use their actions. Doing so helps you ensure the dice are used well, and also sharpens your own tactical ability and understanding of the monsters and the environment.

Vetting Obstacles

Run the Numbers. Are the dice in play in good fashion? Do potential outcomes affect both the players *and* the DM? Are the challenges and obstacles understood by you, but also open-ended enough to allow for some creative problem-solving?

Use any over-preparation to your advantage. Have a few encounters or other complications that you are comfortable using *or* leaving out, depending on available time and mood at the table. You can prepare to be flexible!

Skill challenges and action beyond combat. Is there an interesting opportunity to prepare for action outside of combat, like a chase, escape, or other tense situation?

Review tactics, motivation, and abilities. Review key monsters or encounter to review statistics, abilities, and consider motivations and thought patterns. Holding a few different a mock combats using the party's character sheets to get a better feel for how things might go or to develop your own tactical vocabulary to make the fight as engaging as possible, at the right level of challenge for the party you have.



Illustration by Martin Sobr

TEAM ROLEPLAYING

Bringing a party together can be a challenge. How do players decide who they want to be, or how their character would act? Having a few conversations with players yourself can help you set up challenges for players that engage not just the rules, but also the characters they choose. Having these conversations can also help you understand what a player hopes to get out of a character, and how you can make them feel like a hero. As the DM, your role is both that of chief antagonist and head cheerleader!

These fields on a character sheet go overlooked all too often. They may not seem as useful as selecting spells, but for a new player, they provide a fantastic menu of roleplaying options. In this section, we'll review each of these fields, and also look at few alternative methods of thinking about how to stimulate roleplaying in your games.

This section makes a good guide for a DM and a player to review and discuss together.

TRAITS

Facial expression. A good *trait* consists of the first things people will notice about a character. How do others tend to interpret your look? Think both internally and externally.

Demeanor and speech patterns. Do you have an accent? How large is your vocabulary? Do you enjoy telling tall tales, white lies or speak in stoic maxims containing the wisdom of the ages? Consider a cheat sheet of exclamations or expressions you might use.

Posture and movement. Do you glide along gracefully, or are you a lumbering oaf? Think of a few adjectives to describe yourself when walking, running, sitting down to eat.

Habits and mannerisms. Do you talk with their hands, or twiddle your thumbs? What do you do when you have nothing to do? A good set of traits can help you stay in character: for example, a fastidious elven rogue might like to keep their fingernails immaculately clean whenever possible. Having a small stable of prepared background actions is a great way to declare you are present and paying attention, even when you feel your character has no immediate dialogue to contribute, the DM wants to know how and where you're standing.

IDEALS

What makes a life well-lived? A good ideal says a lot about a character's value systems. An ideal should say something about what they hold up as virtuous or about a character's relationship to power— which might be political, divine, or personal.

BONDS

What matters most? A good bond provides the DM with something usable for the story to come. For an adventurer a bond might be a formative moment that informed their ideals. A good bond can also be complicated: People can hold ideals, but have difficulty living up to them. Developing a bond can be done in tandem with a DM. Be sure to ask one another questions about the character and the world, and weave those things together!

FLAWS

Flaws make you complicated. It can be difficult to want to see a character you love and enjoy playing as a flawed person, but flaws provide much-needed tension as a group matures, and allow us to recognize moments when our characters might make a bad decision, because it's *that can make for a good story, too*.

Flaws can be innate or learned. Consider your character's past temptations and failures. What causes them to lose their temper? What does that look like? What life lesson do you know that you your character may have yet to learn? Just as with the bond, a flaw can complement your ideals (*making you stubborn or rigid*) or fly in the face of it (*making you a hypocrite at times*).



Illustration by Lily Abdullina

BACKSTORY TO THE FUTURE

Review your race background. Your character sheet contains your race, class, and background. Review any information you have about the setting to figure out any important specifics: get to know your home geography, history, or culture if that seems important to the game!

Be conservative. When constructing a character backstory, remember that your characters grandest tales are yet to be told. After all that's why we're creating the character to bring to this adventure!

Review your level. The DM sets the starting level of your game. For every two levels above 1st your character possessed, consider what kind of adventures they had, and what they learned from them. Work with the DM to figure out what kind of unique adventures you might have been up to before this one begins.

Don't withhold. You might be creating a character with baggage that encourages them to stay aloof, not disclose, or otherwise play it cool. You might imagine you have dozens of sessions ahead to tease out what's going on with you. But *what if you didn't?*

Let your experiences change you. Just as your character will have an impact on the world, consider how the world is has an impact on them—especially your fellow party members.

All that you touch
You Change.

All that you Change
Changes you.

The only lasting truth
Is Change.

God
Is Change.

~ Octavia E. Butler, *Parable of the Sower*

PLANTING PARTY RUMORS

This approach can be used in combination with, or as an alternative to, the *traits*, *ideals*, *bonds*, and *flaws*. It works best when assembling a party that has been brought together by circumstance or destiny, or that is from an intimate environment, for example, the same city or town. Their paths might have crossed before, directly or indirectly.

Have each individual player submit answers to the following five questions. You can do this in writing or in person, but spend some time in a follow-up discussion to ask clarifying questions with the player.

- Something **true** about you you're **proud** of.
- Something **true** about you you're **not proud** of.
- Something **false** about you; a **story that seems to follow you** wherever you go.
- Something **true** about you that you **wish were false**.
- Something **false** about you that you **wish were true**.

In a similar way that the *traits*, *ideals*, *bonds*, and *flaws* can reveal a character's past or values, the final two questions are particularly useful for understanding a character's regrets and ambitions. *This is extremely useful information for you as a DM, so make use of it!*

Finally, compile and anonymize the rumors. You might need to re-write or modify some of them after you discuss their contents with players. Before the game begins, distribute some of the rumors about the party to the players. Be intentional in this process. Consider how and why a character would possess a rumor. You can also hold onto a few additional rumors and give that knowledge, whether it is true or false, to key NPCs.



Illustration by Alex Heath

QUEERING THE WORLD

The following tables can assist you in generating NPCs with differing gender identities and expressions, or sexualities on the fly. To accommodate cultural differences that appear across your world, a low-incidence and high-incidence table for each are provided.

GENDER IDENTITY AND EXPRESSION

Gender identity and expression refers to how an individual presents themselves, including dress, manner of speech, and the roles they undertake within. A culture might have strict roles and responsibilities delegated to men and women, but allow for an individual to choose between their gender expression based upon their identity. Always consider the role culture plays, and how obvious these difference markers appear to the untrained eye! For example, a culture with a low-incidence rate of transgender individuals might think of them as especially holy people born for leadership.

Cisgender. A cisgender individual's gender identity matches the sex that they were assigned at birth.

Non-Binary. A non-binary individual might adopt a more male or female role depending on time and circumstance, or identify with neither at all.

Transgender. A transgender individual's gender expression is in opposition to their assigned sex.

Intersex. Intersex individuals are born with both male and female traits, and might identify with either, neither or both.

The following low-incidence table includes a rough approximation useful for peoples with a high birth rate, for example, humans.

Gender Identity: Low-Incidence

d100	Gender Identity
1–85	Cisgender
86–93	Non-binary
94–97	Transgender
98–100	Intersex



Illustration by Charlie Mae Otterson

The following high-incidence table is well-suited for races with low birth rates, for example, elves or fey.

Gender Identity: High-Incidence

d100	Gender Identity
1–50	Cisgender
51–80	Non-binary
81–90	Transgender
91–100	Intersex

Additionally, not every race follows the general breakdown of sexes that humans do. For example, a Plant race might be dominated by intersex individuals that display traits of both sexes, or have a sex that emerges in response to a specific partner or situation.

Gender Identity: Intersex-Dominant

d100	Gender Identity
1–90	Intersex
90–98	Non-binary
96–97	Transgender
99–100	Cisgender

SEXUAL IDENTITY

Sex and romance are complicated, and an individual might change their gender identity or sexual orientation over time, especially if a bond of love is formed between themselves and someone else. Allow yourself to be surprised by the results and ensure your NPCs are truly living through the consequences of their experiences.

Heterosexual. Heterosexual individuals are most often sexually attracted toward those of a gender identity in opposition to their own.

Bisexual. Bisexual individuals might express sexual interest in individuals of their own or any other gender identity.

Homosexual. Gay and lesbian individuals are sexually attracted to people who share a similar gender identity.

Asexual/Aromantic. Asexual individuals might show limited interest in sexual relationships or romance, or might even find the very idea of sex itself repulsive.

The following low-incidence table is useful for cultures with a high birth rate or that put an emphasis on marriage, procreation, and lineage.

Sexual Orientation: Low-Incidence

d100	Sexual Orientation
1–72	Heterosexual
73–88	Bisexual
89–98	Homosexual
99–100	Asexual/Aromantic

The following high-incidence table is useful for cultures with a low birth rate, more open sexual politics, or that celebrate love beyond the romantic or sexual.

Sexual Orientation: High-Incidence

d100	Sexual Orientation
1–44	Heterosexual
45–69	Bisexual
70–92	Homosexual
93–100	Asexual/Aromantic

Intersex-Dominance

Intersex races include harpies, medusas, myconids and most other Plant races. Ursula K. Le Guin's novel *The Left Hand of Darkness* includes a depiction of an example culture with an intersex-dominance. In the novel, most people of the planet *Gethen* resemble humans, but they display no sex or gender for most of their lives. Instead, they regularly go into *kemmer* (a status akin to the estrous cycle of earth mammals), during which time they temporarily assume a sex and/or gender.

EXTRA-RACIAL SEXUALITY

A given NPC might be interested only in sex with their own kind, or with others. As not all races appear on every world across the infinite skies, and some worlds might include the ability to produce offspring between races that are considered non-viable on other worlds, these tables are intentionally rather vague.

Same-race attraction only. These individuals are only sexually attracted to own kind, for example, a wood elf only sexually attracted to other wood elves.

Neighbor-race attraction. These individuals are sexually attracted to closely related races from which viable offspring can be produced, for example, dragonborn of different ancestries, or a human and an orc.

Open to like kinds. These individuals are sexually attracted to people with some differences, with general arrangement of limbs or skin types taking precedence, for example, a dwarf and a gnome, a human and a tiefling, or a dragonborn and a lizardfolk.

Open to difference. These individuals are open to individuals with immediately significant biological difference markers, for example, a halfling and a lizardfolk or a goliath and a kenku.

Pansexual. These individuals have almost no rules, and might be open to romance or sex among creatures outside their creature type, such as centaurs, Fiends or perhaps even ilithids.

The following incidence tables can be used to roll from, or simply referred to ensure you're providing a wide variety of people or cultures in the world you're presenting to your players.

Extra-Racial Sexuality: Low Incidence

d20	Extra-Racial Sexuality
1–13	Same-race attraction only
14–17	Neighbor-race attraction
18	Open to like creatures
19	Open to difference
20	Pansexual

Extra-Racial Sexuality: High Incidence

d20	Extra-Racial Sexuality
1–4	Same-race attraction only
5–10	Neighbor-race attraction
11–15	Open to like creatures
16–18	Open to difference
19–20	Pansexual



Illustration by Luka Brico

Players are a guidepost!

Another useful rule is to ensure that the NPCs of your world frequently include characters whose identities are those of the players themselves, and those of their characters. This kind of signal that you're willing and happy to include depictions of people like them can go a long way toward building the kind of trust you want to have at your table.

Even if you yourself are uncomfortable roleplaying romantic or sexual relationships with your players (which is fine!), you can still include NPCs with these identities! For example, a pair of elderly gnome women who are married and operate a potion shop together.

Identity is not character!

You can vary these tables as needed for any given race or culture within a given race to generate NPCs, or simply refer to them to ensure you're being inclusive in the NPCs you are creating and designing, but remember: sex and gender identity is just *one of several* aspects that make up a good NPC, so be sure each one you create also has the usual sets of *traits, ideals, bonds, flaws, skills and abilities* that make them into a memorable three-dimensional person.



Illustration by Sam Hogg

ON FEY AND FAERIES

The following rules might apply to pixies, to fey, faeries or any combination of these. The inclusive term *fey* is used, and ruling their applications is at the Dungeon Master's discretion. For example, a pixie or dryad are *True Fey*, and subject to a particular effect, whereas a fey-blooded halfling born on the Material Plane might not. As you read through these rules, consider how they might play out in either of these two settings. Creatures with the *Fey Hybrid* trait are excellent candidates for not being considered True Fey.

FEY AND FAERIES IN YOUR GAME

Tiny, flying player characters or custom races and classes—especially those of a creature type other than Humanoid—can be challenging, especially for inexperienced Dungeon Masters.

What follows should not be considered a part of the official rules, and players using this material should not expect any of them to be utilized by their Dungeon Master. They are provided here to assist DMs who are incorporating fey and faeries into their game's world.

Before you read further, consider the nature of your setting, how you want magic—especially interplanar magic—to function, and how much bleed there is between the Feywild and the Material plane.

Mythic Settings. A mythic campaign takes place in the material plane and the Feywild (and perhaps even other planes) in equal measure. You desire to impress upon players the dichotomy between mundane and extraplanar existence, and are unafraid to tell high-weird stories that indulge mechanics like sanity or time dilation. Faeries in this setting exist as a matter of course, and some might have regular contact with some groups of mortals on the material plane.

Low-Magic Settings. A faerie that leaves the Feywild is taking a risk. You (and the players) want to keep an eye on both the calendar, the location of the nearest Feywild portal and avoid any unnecessary attention! The clash of worlds between mortals and fey could become a concern in either location.

Fey Folk races are detailed in Chapter 1.

The faerie class is detailed in Chapter 3.

COMMON CONCERNs

Armor and Weaponry. Allow pixies the use of weapons and armor identical to that of other Small races, although you might want to consider how creating such items might require fewer materials but a higher skill to produce.

The faerie class uses magical items similar to those of a wizard or sorcerer, but have access to faerie dust as a spellcasting component as a matter of course. Review their spells, and be prepared to restrict their spellcasting them through other means!

Creature Type. All of the races in the *Player's Handbook* are of the Humanoid creature type. Some races have a creature type in addition to, or other than Humanoid. Creatures with multiple creature types can be targeted by any spell or ability that affects either of their creature types.

Pixie Flight and Armor. Like most flying races, pixies cannot fly in medium or heavy armor, and wearing any armor of any kind pre-empts a faerie's *Glamorous Defense* feature. If a pixie takes a class that is proficient in armor that requires them to give up their flight, consider allowing them a movement speed of 25 feet as part of that training.

Spells and Abilities. Some faerie spells or abilities include mind-bending magic that might make you reluctant to include in your game. This is perfectly normal, and DMs should not hesitate to disallow abilities or faerie spells if they think it would be disruptive or unsafe to include in their game. In these instances, appropriately leveled spell or ability from the Wizard class's Arcane Traditions (especially the illusion, enchantment, and transmutation schools) make suitable substitutes for undesired faerie affinity abilities.

PIXIES: TINY, FLYING, AND FEY — OH MY!

Tiny Size. A pixie who is not flying can hide easily, or reach areas most folk cannot. Keep a close eye on a pixie's Strength score limitations when carrying items around, especially while flying.

Flight Light. Unless additional magic is used or they acquire the *Shrouded Glamour* feat, pixies give off light and noise while flying, giving them disadvantage on any Dexterity (Stealth) checks. A light in the dark attracts attention fast. Ensure your monsters and NPCs are constantly informed by their senses.

Flying Conditions. Strong winds, extreme cold, debris or particulate matter in the air might interfere with faerie flight. Remember to impose appropriate Strength (Athletics) or Dexterity (Acrobatics) checks for complicated maneuvers or difficult conditions, leveraging advantage and disadvantage on them accordingly.

Faerie Class. Faerie class abilities are designed to keep them close to allies and enemies. However, they are fragile and lack important saving throw proficiencies.

PREPARING ENCOUNTERS

Altitude and Spatial Awareness. Consider each creature's movement, height and reach at all times. Even a simple goblin with a 10-foot running start and a melee weapon can make a jumping attack and reach a pixie at 15 feet altitude. A taller creature like an ogre or giant might be within reach of a pixie hovering above a battalion of goblins. Polearms, javelins and thrown spears are good mundane options.

Flight and Combat. Flying is a powerful ability, but it's not without risks:

- Skilled archers are a threat to a flying creature, and are deadly when hidden, utilizing sneak attack, or spells like the *hex* and *hunter's mark* spells.
- Flying creatures can harry a pixie, and are deadly if utilizing pack tactics.
- Don't forget that pixie flight gives off light and sound!

Magical Detection. Pixies and faeries are magic incarnate, so they are clearly visible to anyone under the effects of the *detect magic* spell when not otherwise hidden from it. You might also want to consider whether fey are detectable through use of the *detect magic* spell. Faerie spells detailed in Chapter 4 can help them counter this vulnerability, for example, *fallow^{OGE}*, *minor glamour^{OGE}*, *major glamour^{OGE}* and *nondetection*.

Rest Frequency. Consider experimenting how much combat occurs before the party can take a long rest. Like all spellcasters who require a long rest to regain spell slots, faeries will eventually tire when pushed to their limits, allowing other party members to take center stage.

Spell Selection. Spells and abilities that specifically target fey, like *banishment*, *dispel evil and good*, *earthbind^{XGE}*, *magic circle*, *wind wall* and the Oath of the Ancients paladin's *Turn the Faithless* feature are also effective against Fey. Spells that deal thunder damage exploit a pixie's racial vulnerability to thunder damage.

BELIEF AND GLAMOUR

Fey are affected by intense emotions, dreams, and the beliefs of nearby mortal humanoids can have a profound effect upon them.

Belief. Any Humanoid who sufficiently believes in the existence of fey can perform the *Magic Circle* spell as a ritual using salt, chalk as the material components for casting the spell.

Disbelief. If a mortal creature that can see or hear the fey and says aloud, "I do not believe in fairies," the fey must make a DC 15 Charisma saving throw. If they fail, they take 1d4 psychic damage. If they succeed, they take half the amount. This ritual may take place over any distance. If used intentionally against a pixie in combat, treat the Disbelief ritual as a bonus action.

Spell Targeting and Awareness. Consider the effects belief and disbelief might have on fey magic, especially requested saving throws. A commoner who believes a simple circle of salt will protect them from a fey might gain all the benefits of the *magic circle* spell.

Free Glamour. In certain situations, a faerie can benefit from the hopes, dreams, aspirations, fears or admirations of mortals, and the presence of sufficiently intense emotion directed toward the fey might imbue them with additional glamour. For example, a pixie hiding behind (or inside) a painting at a gallery opening might be able recover an expended trait, feature or a spell slot while benefiting from the painting's many admirers. You can quickly also quickly quantify this by granting the player an appropriately sized inspiration die.

FEY VULNERABILITIES

A fey's origin often does not prepare them for life upon the material plane, and they might be unaware of their own vulnerabilities. Consider including any of the following additional vulnerabilities to fey.

Bells. The ringing of iron or silver bells harms any fey who hear them. If a hand-held bell rung 5 feet away from a faerie, the sound forces them to make a DC 10 Charisma saving throw. If they fail, they take 1d4 thunder damage. If they succeed, they take half the amount. Volume, proximity, size, or other enchantments can increase the damage or DC at the Dungeon Master's discretion.

Citrus Toxicity. Lemons, limes, and other citrus fruits are toxic to certain fey. If ingested, the faerie makes a DC 14 Constitution saving throw. If they fail, they become poisoned for 24 hours.

Dairy Intoxication. Butter, cream, and cheese have intoxicating effects on fey. They enjoy the taste and sensation, and must succeed a DC 14 Constitution saving throw or become intoxicated, with effects similar to alcohol upon humans.

Imprisonment. If bound by an iron or silver collar or fetters, or trapped in a container of fine glass or crystal (with a silver or iron flooring or stopper), fey are unable to speak or use material components for spells, use class abilities or break the bonds of their imprisonment. However, their *scrying* effect on and shared telepathy with their Mortal Anchor is maintained. Once during their captivity, a fey can cast the *sending* spell, even if they do not know the spell, without expending a spell slot, using their Mortal Anchor as the target.

Metallurgy. Certain alloys can be toxic to fey, most notably cold iron and silver. Such weapons could have advantage on attack rolls against, or deal additional psychic damage or poisoning an unlucky fey.

Vampires. Vampires are pleasantly intoxicated by imbibing fey blood, and consider it a rare delicacy. A vampire that drinks one hit die of fey blood can comfortably withstand direct sunlight for 4d12 hours.



Illustration by Gabriel Cassata

ALCHEMICAL INGREDIENTS

Faerie Dust. Faerie dust is a rare and valuable commodity. An alchemist can attempt to contain the substance, making a DC 15 check with their alchemist's supplies (cast the spell at a higher level and add 1 to the DC when extracting more potent or specific types of dust). If the check fails, roll a 1d2 to determine if the faerie (1) or the attempting alchemist (2) become the target of the random effects of the *dust dash*^{OGE} spell.

Fey Blood. Fey blood, when imbibed by Humanoid races, can delay or reverse the aging process. A fey bled of one hit die with a silver or iron blade produces enough blood from which a *tincture of rejuvenation* can be produced by a successful DC 14 check with alchemist's supplies.

When consumed by a living Humanoid or Beast, the imbiber becomes younger by 1d4 years per hit die of blood in the potion.

Evil spellcasters, unscrupulous alchemists or wealthy individuals who keep them in their employ might hunt down an attempt to imprison a fey for its alchemical potential once they become aware of its existence and proximity.

FEY MORTALITY

Mortal Anchors. Fey must return to the Feywild after one week or eventually feel the sting of mortality, making a DC 12 Charisma saving throw at dawn on the eighth day. If they fail, they subtract a hit die from their maximum hit points, and gain one level of exhaustion. Neither resting nor the *Greater Restoration* spell can ameliorate this exhaustion. The faerie rolls a new saving throw each following day at dawn, and each failure adds additional levels of exhaustion, continuing until death.

Fey can extend their stay on the material plane indefinitely if they have a *Mortal Anchor*. If their Mortal Anchor dies, leaves the plane without their pixie or faerie, or somehow loses their own mortality, fey mortality sets in beginning at dawn.

When they return to the Feywild, any exhaustion incurred by fey mortality is immediately dispelled. If they are unconscious, they immediately return to 1 hit point.

Clapping. While exposed to the harsh banality of the Material Plane, fey (especially pixies) might have disadvantage on their death saving throws. This penalty is negated if they are within 10 feet of a Humanoid who is performing a ritual, by clapping their hands and chanting “I do believe in fairies!” A creature can begin participating in this ritual using their reaction. The radius increases by 10 feet and the pixie receives a +1 bonus to its next death saving throw for each mortal participating in the ritual.

Death, Resurrection and Reincarnation. The *raise dead* and *resurrection* spells have no effect upon a dead fey. If the body is intact, perhaps they can be targeted by the *reincarnation* spell. In this instance, their fey essence is lost, they lose all levels in the faerie class, and remember their previous life only as a confusing dream.

In the Feywild, death is part of a kind of reincarnation for fey: their essence might be devoured, transferred, or temporarily dispersed, but it is recycled in the endless churning magic of the Feywild, and never truly lost forever.

The *Fey Mortality* and *Mortal Anchors* rules are best suited for small ensembles, or campaigns where a mortal and pixie (or a faerie) are the primary focus of the story. Consider the needs of all your players!

Mortal Anchor

Prerequisite: Fey creature type

You can perform a 1-minute ritual, binding your essence to a willing living creature that can see or hear you. You can have only one Mortal Anchor at a time, and a creature can only serve as Mortal Anchor for one Fey. The bond has the following properties:

- You can communicate telepathically with your mortal anchor if you are on the same plane of existence and within a number of feet equal to $5 \times$ the sum of your levels. Your Mortal anchor can disable or re-enable this telepathic link (no action required).
- You can cast the *scrying* and *sending* spell targeting your Mortal Anchor once each without expending a spell slot, even if you don't know the spells, and regain the ability to do so when you finish a long rest. Your mortal anchor can choose to succeed a saving throw against these spells.
- The bond is an enchantment of the highest-level spell a spellcaster of your level can expend. You are aware of any attempts to break it, and can make a DC 14 Wisdom (Insight) check to discover the perpetrator. Your mortal anchor can revoke the bond at any time using their action. When the bond is broken, you must succeed a DC 20 Charisma saving throw (without advantage) or suffer one level of exhaustion.



Illustration by Jean-Baptiste Monge



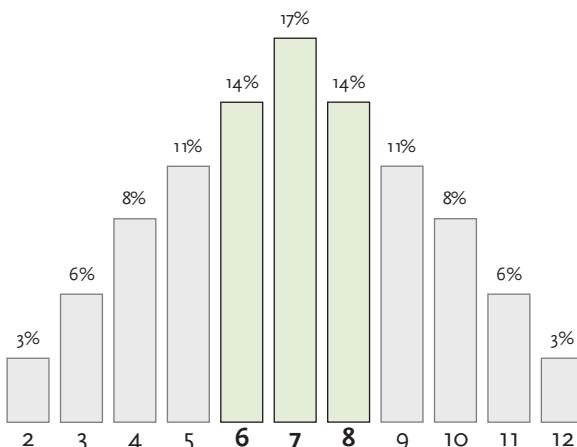
Illustration by Claud Z

ENCOUNTER TABLES

Whether a party is traversing wildernesses, exploring ruins, or delving deep into dungeons, encounter tables can be a useful tool in bringing an area to life. In addition to using the biome-based encounter tables provided by the Dungeon Master's Guide, you can create your own encounter tables to bring the locales in your game worlds to life in unique ways.

The 2d6 roll has two features that make it ideal for assembling custom tables: The outcomes number only 11 items, making them fairly quick and easy to fill out, divide into a new table, or expand into a larger 3d6 table.

Additionally, the bell curve created by a dice array clusters likely outcomes around the dice's average. In the diagram, the three highlighted outcomes of 6–8 account for over 40% of the outcomes when rolling 2d6:



Displayed percentages do not add up to 100% due to rounding.

POPULATING AN ENCOUNTER TABLE

Use the bell curve's most likely outcomes for the most representative inhabitants. These should also be the outcomes you most prefer the party to encounter as a result of traveling through the area.

As you reach the highest and lowest outcomes, decide upon rarities, such as useful traveling merchants or dangerous megafauna (for example, an **adult red dragon**, **purple worm**, or **mammoth**). Outcomes on the extreme ends can be deadly encounters best avoided.

The term *monster* includes all creature types appropriate to the area other than folk—notably Humanoids, but you can substitute any sentient creatures in for Humanoids.

An encountered creature doesn't necessarily become immediately aware of the party, nor must it make them hostile to them.

Encounter Table Template

2d6	Encounter
2	A traveling merchant, spellcaster, hireling or potential sidekick.
3	A rival adventuring party. Roll a d6 to determine their disposition: (1–2): Hostile; (3–4): Indifferent; (5–6): Friendly
4	Folk
5	Folk
6	Folk (preferred)
7	Monsters (preferred)
8	Monsters (preferred)
9	Monsters
10	Monsters
11	Monsters (difficult)
12	Monsters (deadly)

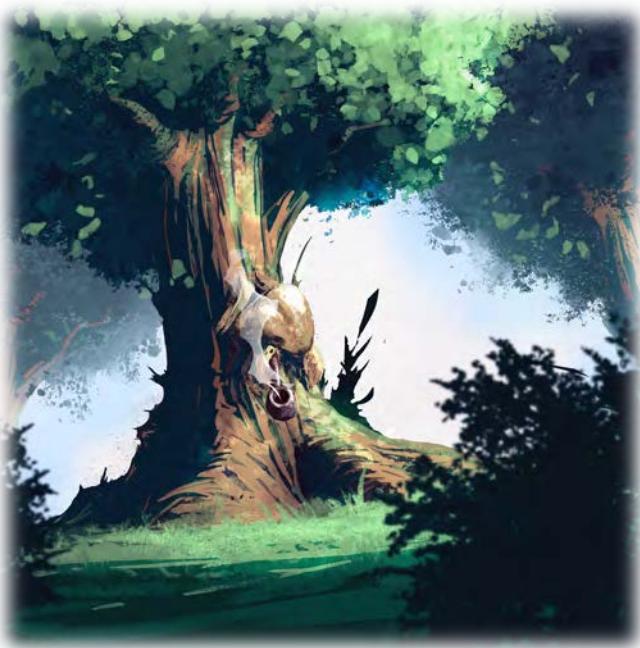


Illustration by Maxim Lingert

SLIDING ENCOUNTER TABLES

Instead of expanding a creature table to include more options, a *sliding table* can be used to add dimension and complexity to a locale.

Think of a useful dimension to scale, for example, *civilization* to *untamed wilderness*. You can create as many of these additional sliding tables as you need, but be sure to select things you can establish quickly, and preferably without additional dice rolls to make and resolve.

Sliding Encounter Table

2d6	Orc Territory (West)	Contested Territory	Kobold Territory (East)
2	An obsequious young kobold is caught in an orc trapper's net	A kindly old druid and their companion, a giant badger	A traitorous kobold inventor ^{VGM} offers the location of kobold encampments for a price
3	1 orc war chief riding a giant boar , 1 orc eye of Gruumsh , and 1d4 orcs	1d2 pixies riding 1d2 almiraj	An injured orc scout is pinned underneath a kobold log trap
4	1d6 orcs	1d4 reveling satyrs roasting a boar	1d4 kobolds , 1 kobold inventor , 1 kobold dragonshield ^{VGM}
5	1d2 orcs , and 1 orc eye of Gruumsh riding a giant boar	1d2 kobolds , 1 kobold dragonshield ^{VGM} , and 1 winged kobold	1d4 kobolds , 1d2 kobold dragonshields , and 1 kobold scale sorcerer ^{VGM}
6	1d4 orcs and 1d2 tame boar	1d4 orcs in combat against 1d6 kobolds and 1d2 winged kobolds	1d6 kobolds and 1d2 winged kobolds
7	1d4 boar and 1 giant boar	1d4 boar and 1 giant boar	1d4 boar and 1 giant boar
8	2d4 needle blights	2d4 needle blights	2d4 needle blights
9	1d6 elk and 1 giant elk	1d6 elk and 1 giant elk	1d6 elk and 1 giant elk
10	1d2 hippogriffs	1d4 giant spiders	1d2 ettercaps
11	1d4 vine blights	1d4 vine blights	1d4 vine blights
12	1 troll	1 young green dragon	1 galeb duhr

In this example, let's populate an encounter table for a forest, whose primary inhabitants are an indigenous tribe of orcs. The orcs hunt the local game, as well as breed and tame the forest's **giant boar**. You can also populate the rest of such a table with scenarios that sound fun to you, or that are useful for moving a story forward.

Encounter Table

2d6	Encounter
2	A kindly old druid and their companion, a giant badger
3	1d2 pixies riding 1d2 almiraj
4	1d6 orcs
5	1d2 orcs , and 1 orc eye of Gruumsh riding a giant boar
6	1d4 orcs and 1d2 tame boar
7	1d4 boar and 1 giant boar
8	2d4 needle blights
9	1d6 elk and 1 giant elk
10	1d4 giant spiders
11	1d4 vine blights
12	1 troll

Now, suppose the same forest's inhabitants also include a tribe of kobolds, who regularly skirmish with the local orcs over hunting grounds and the best access to fresh water.

By adding two new columns, you can alter the likelihood of running into one tribe or the other, based on which tribe's territory the party is in. Each tribe's territory can also include unique inhabitants, while fostering more interest in the neutral ground between the two warring factions:

CREATURE SWARMS

A swarm of creatures can be a useful way to have more of a given creature the adventurers have outgrown, while keeping initiative, combat space and other elements that can bog down combat much simpler to resolve. Swarms of creatures can even be used to simulate large battles taking place in efficient manner, by pitting two swarms of creatures against something else, for example a **swarm of knights** against an **adult black dragon**.

Before you continue, you might wish to review the basic rules for monster statistics. You can use these guidelines to help you create a swarm of any creature you like by following these simple modifications to the initial creature's stat block.

SWARM SIZE

A swarm must be at least one size category larger than the creatures that form it—Tiny to Small, for example. You can further increase the swarm to Medium, Large, Huge or all the way to Gargantuan as you like.

First, modify the creature's size and type to include this information:

CREATURE NAME

[Swarm Size] swarm of [Creature size and type],
[alignment]

ADDITIONAL HEALTH

The size of a swarm's hit dice is increased for each size category increase in accordance with the swarm's size, and it gains $1d2 + 2$ additional hit dice for each size category increase.

RESISTANCES, IMMUNITIES, AND TRAITS

Swarms tend to be so dense that one member cannot be distinguished from another in combat effectively, which makes them harder to damage while they remain together until they become compromised by losing half their health. Swarms gain certain resistances and immunities to simulate this level of togetherness.

Damage Resistances bludgeoning, piercing and slashing damage

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

You might wish to waive some of these immunities for larger creature swarms, as with the knights fighting the adult black dragon mentioned earlier. If the dragon uses its *Frightful Presence* ability, the swarm of knights might be affected at your discretion to simulate morale, although you would not allow a warlock to target the swarm with a *cause fear*^{XGE} spell.

Next, add the *Swarm* trait to the creature:

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a [original size category and creature type]. The swarm can't regain hit points or gain temporary hit points.

You might also wish to add or modify additional traits as appropriate. Revisiting our example of a swarm of knights, we might add the following trait to simulate the clatter of armor and weapons that accompanies their movement:

Deafening Clatter. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing while in the swarm's space.

When rewriting the creature's traits, pay close attention to the story your swarm needs to tell, and keep in mind the purpose of swarms is to simplify resolution, not to introduce additional complexity.

ATTACK BONUSES

You might need to increase the Strength of the creature by $1d2$ for each size category increase to simulate the additional force created by the swarm's movement through other creature's spaces. You can ignore this increase if the swarming creature is of Tiny size and insignificant strength and would not impede an adventurer's movement, for example, an insect. Use your best judgement when modifying these statistics.

DAMAGE AND RESOLUTION SPEED

Increase the number of damage dice for the creature's attacks by 1 for each size category increase, and increase the damage dice's size for every 2 size categories.

Typically, a swarm only attacks creatures it can surround, so the nature of its attacks is changed. The reach of its attacks becomes 0, and its attacks only target creatures whose space it occupies using its *Swarm* trait.

An additional clause is also added to a swarm's attacks to simulate degrading effectiveness as its members are eliminated when the swarm reaches half its maximum hit points. The reduced damage should resemble damage equivalent to half the initial strength of the attack. Note that to aid making expedient rolls, only damage dice are used for swarm attacks, and modifiers for damage rolls are ignored entirely:

Assault. Melee Weapon Attack: +8 to hit, reach 0 ft., one target in the swarm's space. **Hit:** 32 (9d6) piercing damage, or 18 (5d6) piercing damage if the swarm has half of its hit points or fewer.

DETERMINING CHALLENGE RATING

Creating a swarm typically results in an increase of 1 to the creature's Challenge Rating for each size category increase. Review the basic rules again to determine if your changes might merit an additional increase to the swarm's proficiency bonus, which might affect its attack bonuses or saving throws.

EXAMPLE SWARM: BLIGHTBUG

An example *Tiny* creature, the *brightbug*, and a *Large* swarm follow so you can see these mechanics in action. A few additional modifications are noted below:

- The swarm's hit dice are increased to 11d10.
- The swarm is able to hover.
- *Brightbugs* are roughly the size of a human fist, so the swarm's Strength score is increased to 7.
- The *Bioluminescence* trait sheds additional light while in a swarm to simulate the many individual lights.
- The *Death Burst* trait is rewritten to simulate the swarm's members dying in rapid succession as they are defeated. For simplicity, a Dexterity saving throw is no longer required.
- The swarm does significantly more damage, but can only target creatures inside its space.
- After calculating the damage the swarm deals, the resulting swarm has a challenge rating of 5, capable of creating a significant challenge for a party that is already quite familiar with a *brightbug*'s nature.

BLIGHTBUG

Tiny Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Bioluminescence. The blightbug emits dim light in a 5-foot radius.

Death Burst. When the blightbug dies, it explodes in a burst of corrosive ichor. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Ichor Squirt. *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

SWARM OF BLIGHTBUGS

Large swarm of Tiny Beasts, Unaligned

Armor Class 15 (natural armor)

Hit Points 72 (11d10 + 11)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing and slashing damage

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Bioluminescence. The swarm emits dim light in a 10-foot radius.

Bursting Ichor. A creature that hits the swarm with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Additionally, creatures inside the swarm take 7 (2d6) acid damage whenever the swarm takes damage.

Deafening Buzzing. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing while in the swarm's space.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a *Tiny* blightbug. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Ichor Squirt. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) acid damage, or 7 (2d6) acid damage if the swarm has half of its hit points or fewer.



Illustration by Jose Arias



Illustration by João Florencio

DEALING WITH DEFEAT

This section explores ideas and constructions a DM might employ to continue a game after a harrowing defeat, losing an irreplaceable party member, or simply failing to meet the moment.

Many of these solutions involve some amount of skipping ahead in time. In all the following solutions, it's as important that the idea is fictionally plausible as it is emotionally appealing to the DM and the players.

CONTRIVANCE HAS POWER

Savor your victories. Think back to why you started this game in the first place, and why the people who are still playing it are still playing it. You, and some of those same memories are probably part of the reason why.

Now, recognize and remember the stories, plot threads and pure happenstance that made everything up to this point possible and worthwhile. Savor anything you feel proud of, and if you haven't already, write them down. These items have great power and influence over what you do next.

Understand your defeat. Take a moment to reflect where things went wrong. Whether it was an inopportune decision from the players, an undoable ruling from the DM, the roll of the dice, or something else that caused the adventure to come to an end prematurely? Did the loss of a player make it impossible to proceed in the story? The answer might be obvious, or it might not be so easy. But it's also worth considering what you might want to do differently this time.

Take your next steps—together. Players probably know and understand aspects of the world they didn't at the start, so the DM doesn't have to be alone in planning the future. Use any investment they have in things to your mutual advantage.

GETTING CLOSURE

If what caused your defeat was a string of unfortunate and unrecoverable deaths, players might need a chance to recover, a period of rest akin to mourning. This time might need to be spent both in and out of the game, and that is okay. *You don't have to rush to a conclusion!*

Epilogue. Consider giving any remaining important characters some sense of full closure in a session. What this looks like (a funeral, memorial, or just licking wounds in private, or a daring escape)—and perhaps more importantly, if this is worth doing at all—depends most on how invested each player was in their character at the time, and their appetite for pathos.

Conclude. Perhaps the campaign ends here, but there are still a lot of matters to resolve. Did any of the party's allies survive? What becomes of the world, or the parts of it that they were attached to? This is a resolution as per succeeding, but instead a story told by the GM conveying the extent of the consequences.

Look forward. Depending on how you're proceeding, these kinds of conclusions can also serve as the pitch with adventure hooks for whatever comes next. Wash out the taste of defeat with a shiny new character sheet and a thirst to continue adventuring!

Some desires should generally be given a higher priority: if someone really wants or needs a chance to rest, you should probably give them that opportunity. Right now, the most important thing is keeping lines of communication open, talking about it, and working together to find a solution that everyone can be somewhat satisfied with.

Some of remaining solutions require that the victory is possible—in some campaigns, the stakes are simply too high.



Illustration by Wang Yin

THE ADVENTURE CONTINUES

In this idea, the campaign resumes roughly from where the last campaign ended, but from a slightly different scope or angle.

The world might be changed. This campaign idea works best there is no imminent “ticking clock” type of event that was imminent before the previous party failed in their endeavor. There might be real changes to the world depending on the loss the previous party suffered.

What were the consequences of how and when the previous party failed to complete their quest? How is the world may different now? How long has it been? Political powers and alliances redrawn, landscapes laid to waste, or the world might be facing otherworldly threats. Ensure the party you’ll assemble and the players behind them are truly prepared to walk into this changed world.

New champions arise. Continuing from where we left off means that there must be a group of likely incredible individuals who were working toward the similar goals as the characters from the prior campaign. The new party might include:

- Any surviving player characters from the prior campaign whose players want to continue with their character.
- A player taking over the role of a powerful NPC ally. Where did they go after their allies fell or disappeared?
- Brand-new characters drawn from the established lore of the world, the party’s friends and allies.

It can be wise to start new characters at a slightly lower level, allowing for more time to explore and get attached to them before the story concludes.

CONSEQUENCES BELONG TO THE FUTURE

Look ahead in the world’s history. Is there viable time to tell a new story in the same world? Extrapolate the consequences from the previous scenario as far out as you like, and consider playing in the world that was inherited by the prior campaign.

There’s still adventure to be had. There still might be good times ahead and plenty of adventure to be had in the world. Are there parts of the world that would remain relatively unaffected by the prior campaign?

Most things do not last forever. Even a time of great darkness must come to an end eventually. A great evil might finally be defeated, die, retire, or transcend from the world to an unknown elsewhere. Now the question is: what sort of a world takes its place? Is that an appealing place to set the adventure in, or not?

Same threat, new world. Even if the world itself comes to ruin, there might be those who escape as refugees or as harbingers of the dangers that inhabit the infinite skies. Consider ways you can create a new frontier to explore that eventually comes under similar threats as the prior campaign.

SOMETHING FAR, FAR AWAY

What you might really be needing is a fresh start. There’s no shame in that, and sometimes it’s the best available choice.

Remember to breathe. Spend some time outdoors, read a book, watch a movie you’ve never seen, listen to your favorite music, take a break from running the game and play in a one-shot.

You are full of good ideas. Treat yourself to some short adventures using a few of your weird, wonderful ideas there was just no time or place for in the prior campaign.



Illustration by Anastasia Bulgakova

VARIANT RULES

Variant rules can be used to tailor your game for the DM and players. These few examples provide some rationale on why the rule might be used. Only use rules that make sense for the group you are playing with, and the style of game you are running. As a DM, the rules are entirely up to you, so it is on you to ensure that the rules you employ feel clear, fair, functional, and consistent to the players.

POTIONS OF HEALING

A **potion of healing** or similar items can be more accessible or potent in combat. These rules can be used in separately, or in conjunction:

FACILE HEALING POTIONS

Drinking a potion whose only effects are to restore missing hit points can be performed using a bonus action.

DEEP DRINK HEALING POTIONS.

If you use an action to drink a potion whose only effects are to restore missing hit points, the healing potion's dice automatically roll their maximum value.

POTION ADMINISTRATION

Administering such a potion to another creature still requires an action, and the potion's dice are rolled as normal.

These rules are ideal for parties without healing abilities, games where parties hoard healing potions to their own detriment, and games where you want to employ more damage volatility than usual. As always, it is also important to adjust how readily accessible *potions of healing* are, and how costly they might be to produce or obtain.



Illustration by Vyacheslav Safronov

INSPIRATION VARIANTS

Inspiration, as detailed in Chapter 4 of the *Player's Handbook* and Chapter 8 of the *Dungeon Master's Guide* provide a good way to keep the game feeling rewarding, engaging, and on track. However, the default inspiration on offer can evaporate quickly with no real effect. Here are a few alternate forms of inspiration you can use at your game.

Each player starts the game with the capacity for one inspiration point. Gaining and losing these points works much the same as the default, with the DM giving them out to reward roleplaying, heroism, victory, or genre emulation. Consider the following rules you can use when granting and using inspiration in the game.

Make the dice work for the game!

- What are your player group's tendencies in play and your general procedure for calling the rolls?
- Is the game getting bogged down in decision-making or reviewing abilities and resources?
- Have players chosen spells like *guidance*, and abilities like *Bardic Inspiration* or *Portent* that might get overshadowed?
- How comfortable are you with the idea of players having "plot points" that allow them to force a success when something is important to them?

COMPOUNDING INSPIRATION

If you already have advantage on your ability check, attack roll, or saving throw, you can expend an inspiration to roll three d20s, selecting the highest result among them.

This rule allows for more of a "sure thing" when players use their inspiration.

COUNTERBALANCING INSPIRATION

When a player character rolls a 1 on the die for an ability check, attack roll, or saving throw, they gain an inspiration.

This rule provides a player who is having a rough time with their rolls some recompense. It can also provide some counterbalance in games where you want to include catastrophic results for rolling a 1 on a d20.

Some players might try using this to make trivial rolls to generate inspiration, but remember **the DM calls the rolls**.

PARTY INSPIRATION DICE

At the start of each session, each player is assigned a Party Inspiration die: a d4, d6, d8, d10, d12, or d20. When another player character makes an ability check, attack roll, or saving throw, and the results are not yet announced, you can expend your Party Inspiration die to grant a bonus to the roll. You don't need to see, hear or know about the events. The dice expire at the end of the session.

Party Inspiration Dice as "Plot Points"

This rule encourages players to pay attention to one another's attempts and be vocal in co-signing onto actions and situations, even when their character is not present.

You might allow multiple party inspiration dice to be used at once, allowing the party to pool their collective inspiration to "buy" a success. This is the party declaring something is important to them as a team! Don't feel bad if the party starts to use these tactically, it means they are working together and communicating their plans to one another!

RELIABLE INSPIRATION

An inspiration die is expended if the results are a success or a hit. If the results are a failure or a miss, the inspiration die is not expended.

This rule ensures inspiration dice have their intended effect of altering the course of events in a more favorable direction. You can also extend this mechanic to *Bardic Inspiration* die, or the *Lucky* feat's Luck points.

TIERED INSPIRATION

At character level 6, 11, and 17, a character gains the capacity to hold another inspiration.

This rule grants additional power to the party as they begin to encounter more deadly and otherworldly situations. In addition to character level, consider ways in which these are made meaningful by the specific situation, quests and parts of the world the characters draw their inspiration from.

I have always found Luck Points incredibly frustrating. Few things drain the drama out of a moment for me more than waiting for someone to decide to use a reroll or not. Meanwhile, everyone else must hold both outcomes in their head, with no real guarantee anything will change, and nothing to do. Vital turn-planning is set aside contingent on the outcome.

Inspiration, on the other hand, is declared by the player as the die is cast, keeping the story moving forward. It should be seen by the DM as the player declaring and directing intent, interest, and desire.

~ Old Gus



Illustration by Sung Choi



Illustration by Krzysztof Porchowski Jr

MIGHTY COMBAT

These rules reinvigorate combat by adding feats of martial prowess, altering melee weapons, and forcing combatants to live each moment as if it were their last. You can use one or more of these rule sets:

Self-Defense Maneuvers. Player characters learn a few maneuvers—maybe even wizards and monsters!

Flexible Melee Weapons. Increase melee weapon damage, reward high-Strength characters, and make dual-wielding fantasies more accessible!

Worldbuilding With Weaponry. Create new and unique non-magical *Flexible Melee Weapons*!

Decisive Dueling. Play out dramatic standoffs, formal duels, or ritual combat!

Escalation Counter. Build additional tension across deadly encounters!

Exhausting Death Saving Throws. Penalize being reduced to 0 hit points and counter “the yo-yo effect”!

Team Initiative. Allow for maximum party teamwork with fully shared turn-taking!



Illustration by Anna Lakisova

SELF-DEFENSE MANEUVERS

It is unwise to underestimate the will to survive. Many—especially adventurers—are adept at defending themselves, reflected in a *Self-Defense* feature.

SELF-DEFENSE

You have learned how to handle yourself in combat, gaining the following benefits:

- You learn one maneuver of your choice from among those available to the Battle Master archetype in the fighter class detailed in Chapter 3 of the *Player's Handbook*. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$ (your choice).
- You gain a number of *Self-Defense* superiority dice equal to half your proficiency bonus, rounded up. These dice are added to any superiority dice you have from another source. The dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

SELF-DEFENSE PREREQUISITES

The DM determines perquisites for *Self-Defense*.

Class Warfare. If you gain a level in the barbarian, fighter, monk, paladin, or ranger classes, you gain the *Self-Defense* feature.

Anyone Can Learn. If you gain proficiency with at least one martial weapon, you gain the *Self-Defense* feature.

Everybody Hurts. You gain the *Self-Defense* feature at 1st level.

The DM also assigns the superiority dice a size:

Morale Boost. *Self-Defense* superiority dice are d4s.

Standard Superiority. *Self-Defense* superiority dice are d6s.

Class Hit Dice. Your *Self-Defense* superiority dice are an equivalent size to your hit dice.

Strength Score Rewards. Your *Self-Defense* superiority dice are of a size determined by your Strength score. Consult the *Self-Defense Superiority Dice Size* table:

Self-Defense Superiority Dice Size

Self-Defense Superiority Dice	Class Hit Dice	Strength Score Rewards
d4	—	12 or lower
d6	d6	13–14
d8	d8	15–16
d10	d10	17–18
d12	d12	19 or higher

The DM might also reward additional martial prowess:

MARTIAL TRAINING MANEUVER

You learn one additional *Self-Defense* maneuver the first time you meet either one of the following two conditions:

- You gain proficiency with martial weapons
- You gain a *Fighting Style* feature (for example, a *college of swords* bard at 3rd level)

MARTIAL EXPERIENCE DIE

You gain one additional *Self-Defense* superiority die when you gain the *Extra Attack* feature (for example, a *bladesinging* wizard at 6th level).

MANEUVER VERSATILITY

If you are proficient with martial weapons, or have the *Martial Arts*, *Fighting Style*, or *Extra Attack* feature, you can exchange one *Self-Defense* maneuver you know for another when you finish a long rest.

SELF-DEFENSE MANEUVER SELECTION

The DM might limit which maneuvers are available to learn through the *Self-Defense* feature, for example, eliminating *Commanding Presence*, *Commander's Strike* and *Rally*. Or the DM might rule that these options are a good way for players to foster good teamwork by expending their superiority dice.

The DM might also make any number of additional maneuvers available, including:

- Maneuvers detailed in Chapter 1 of *Tasha's Cauldron of Everything*
- The *Finesse Attack* maneuver from the Fighter class detailed in Chapter 2
- *Low Blows* from the Ruffian roguish archetype detailed in Chapter 2
- Maneuvers from the Scholar class detailed in Chapter 3

SELF-DEFENSE MANEUVER PREREQUISITES

The DM might add additional prerequisites that apply to all maneuvers, or the DM might add different prerequisites for each selected maneuver, for example:

Loose Weapon Requirement. You can perform a *Self-Defense* maneuver when you are wielding a weapon you are proficient with.

Strict Weapon Requirement. When you learn a *Self-Defense* maneuver, choose a weapon you are proficient with. You can perform that maneuver when you are wielding your chosen weapon.

Unarmed Strikes. Only unarmed strikes which deal a damage die can be used to perform a maneuver, for example, a tabaxi's claws, a minotaur's horns, a monk's *Martial Arts*, or a fighter with the *Unarmed Fighting* fighting style.

Self-Defense Size Limits. *Self-Defense* maneuvers can be performed against creatures no more than one size category larger than you.

SELF-DEFENSE AND MULTICLASSING

The DM also has additional rulings to consider regarding existing class material, and when employing optional rules like multiclassing, or pisonics, for example:

Capped Self-Defense. You can benefit from *Martial Experience Die* only once.

Uncapped Self-Defense. Each time you gain the *Extra Attack* feature, you also gain 1 additional *Self-Defense* superiority die. Additionally, each time you gain a new *Fighting Style*, you learn one additional maneuver.

Level Balance. If *Class Hit Dice* are used as the basis for *Self-Defense* superiority dice size, the superiority dice gained are determined by the class you have a plurality of levels in while multiclassing.

Superiority Dice. Superiority dice gained through levels in the *Battle Master* fighter class or the *Martial Adept* feat can't be of a size less than those gained through the *Self-Defense* feature.

Pisonic Self-Defense. A Soulknife rogue, Psi Warrior fighter, or a player character with the *Telepathic* or *Telekinetic* feats, or that meets other perquisites (for example, a minimum Intelligence score and undergoing special training) to instead add *Self-Defense* superiority dice to their Psionic Energy dice instead.

Additionally, such characters might learn psionic techniques available to the Soulknife or Psi Warrior instead of conventional maneuvers, for example *Psi-Bolstered Knack*, *Psi-Powered Leap*, or any of the additional psionic techniques for Psi Warriors fighters presented in Chapter 2. These techniques have a character level perquisite equal to the level a Soulknife or Psi Warrior would gain that ability. For example, the *Telekinetic Thrust* technique available to the Psi Warrior fighter would have a prerequisite of 7th level.

MONSTER MANEUVERS

Once the party has learned to use their maneuvers, the DM might start offering *Self-Defense* lessons to certain NPCs and monsters. To do this, select one or two maneuvers the creature might know or have prepared. A creature's maneuver save DC is $8 + \text{its Proficiency bonus} + \text{its Strength or Dexterity modifier}$. A creature's proficiency bonus is determined by its Challenge Rating, as outlined in Introduction of the *Monster Manual* and the *Basic Rules*.

Such creatures gain a number of superiority dice equal to their proficiency bonus, and the DM determines if a creature's superiority dice are a standard d6, or if they are increased according to the creature's Strength score or size category.



Illustration by Vadim Sverdlov

FLEXIBLE MELEE WEAPONS

These rules simplify melee weapons and their properties, allowing for new viable fantasies, for example, a halfling barbarian who specializes as a brutal knife-fighter, or a rogue who duels their opponents with a rapier and main gauche. The DM can use these rules to supplant the weapons and weapon properties in the *Player's Handbook*, or use them to supplement those weapons with new weapons unique to the game's world and the cultures that inhabit it.

These rules intentionally increase the amount of damage dealt by melee weapons. Certain properties—like *Light*—are no longer needed, and a few martial weapons become simple weapons. Additionally, wielding a weapon with *Finesse* rewards characters with both high Strength and Dexterity scores, dealing additional damage when wielding a weapon with two hands.

A few melee weapons—the whip and lance—don't readily fit into this system. The DM should allow player characters the ability to wield weapons using the properties as defined in the *Basic Rules* or *Player's Handbook*. The same applies to the chain whip, greatshield, and kusarigama presented in Chapter 4.

FLEXIBLE WEAPON CATEGORIES

There are three categories of melee weapons: *simple*, *versatile* and *heavy*.

Simple. The *simple* weapon type includes all simple melee weapons.

Versatile. The *versatile* weapon type includes martial melee weapons that can be wielded with one hand.

Heavy. The *heavy* weapon type includes martial melee weapons that require two hands to wield.

Under these rules, the properties of a weapon category don't refer to specific things about the weapon itself, but about *how a creature can wield them*. For example, a rogue disarmed of one of their two longswords will find it a very different weapon in the hands of a skilled knight who wields it with two hands.

SIMPLE MELEE WEAPONS

Finesse. If you are proficient with the weapon, you can use your choice of your Strength or Dexterity modifier for the attack and damage rolls.

One-Handed. When wielded with one hand, the weapon deals 1d6 damage on a hit.

Two-Handed. When wielded with two hands, the weapon deals 2d4 damage on a hit. If you are proficient with the weapon, you can also add half your Strength or Dexterity modifier (whichever one you didn't use for the attack roll, rounded up) to the damage roll.

Two-Weapon Fighting. When two-weapon fighting, the weapon deals 1d6 damage on a hit.

Thrown. You can throw a weapon held in one hand with normal range of 20 feet, and a long range of 60 feet. You can throw a weapon held in one hand with normal range of 40 feet, and a long range of 120 feet.

Example Simple Weapons: boomerang, chakram, claw, club, dagger, dart, fighting fan, greatclub, handaxe, javelin, knuckle duster, kukri, light hammer, main-gauche, nunchaku, shuriken, shortsword, spear, sickle

VERSATILE MELEE WEAPONS

Finesse. If you are proficient with the weapon, can use your choice of your Strength or Dexterity modifier for the attack and damage rolls.

One-Handed. When wielded with one hand, the weapon deals 1d8 or 2d4 damage (your choice) on a hit.

Two-Handed. When wielded with two hands, the weapon deals 1d10 damage on a hit. If you are proficient with the weapon, you can also add half your Strength or Dexterity modifier (whichever one you didn't use for the attack roll, rounded up) to the damage roll.

Two-Weapon Fighting. When two-weapon fighting, the weapon deals 1d6 damage on a hit.

Example Versatile Weapons: bastard sword, battleaxe, estoc, falchion, heavy spear, heavy mace, katana, flail, longsword, macahuitl, machete, meteor hammer, morningstar, rapier, sabre, scimitar, shotel, trident, war pick, warhammer

HEAVY MELEE WEAPONS

Two-Handed. The weapon requires two hands to wield. When you draw the weapon, and at the start your turn, you can choose to enter the *Close Combat Finesse* or *Bracing Reach* stance, provided you aren't incapacitated.

Close Combat Finesse. While in this stance, the weapon deals 2d6 damage on a hit. If you are proficient with the weapon, you can also add half your Strength or Dexterity modifier (whichever one you didn't use for the attack roll, rounded up) to the damage roll.

Bracing Reach. While in this stance, the weapon gains the *reach* property, and deals 1d12 damage on a hit.

Example Heavy Weapons: *bardiche, glaive, guisarme, greatsword, greataxe, halberd, heavy flail, maul, partisan, pike, qiang, sarissa, ranseur, war scythe*

Weapon Attacks Using Other Ability Scores

If you use your Intelligence, Wisdom, or Charisma score in place of your Strength or Dexterity score to make attack and damage rolls with a weapon, you must use your Strength score to determine additional damage granted by wielding a weapon with two hands or the *Dual Wielder* feat.

FEATS AND FLEXIBLE MELEE WEAPONS

When using these rules, consider modifying the following two feats as follows:

Defensive Duelist. This feat requires *Finesse*, which is now defined by the wielder's *proficiency* with a simple or versatile weapon they are wielding. The feat otherwise remains unchanged.

Dual Wielder. Updated language for this feat provides benefits to characters who favor two-weapon fighting:

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- When two-weapon fighting, you can choose to deal 2d4 or 1d8 damage with you hit with melee weapon attacks.
- Once on your turn when you deal damage while two-weapon fighting, you can also add half your Strength or Dexterity modifier (whichever one you didn't use for the attack roll, rounded up) to the damage roll.

The DM might allow you to wield a ranged weapon you are proficient with as an improvised *Simple* melee weapon.

FLEXIBLE MELEE WEAPON PROFICIENCIES

The DM must determine weapon proficiencies:

Proficiency Exchange. You can exchange any weapon proficiency for another weapon of the same type, for example:

- A wizard can exchange quarterstaff proficiency for the sickle, foreshadowing necromantic ambitions (both are *Simple* weapons).
- A rogue can exchange longsword proficiency for the warhammer (both are *Versatile* weapons). The rogue's new proficiency allows them to wield a warhammer with *Finesse*. This allows them to perform a *Sneak Attack* with a warhammer, but not with a shortsword, unless they gain proficiency with that weapon from another source.

Weapon Category Proficiencies. Weapon category proficiencies granted to your class are listed on following table. If you gain proficiency with martial weapons from a class feature or other source, you become proficient with *Versatile* and *Heavy* Weapons.

Exotic Emergence. You can choose a number of weapon proficiencies from the categories available to your class. For example, if you are a 1st level bard, you can select 10 weapons to become proficient with, which can be *Simple* or *Versatile* weapons. You gain an additional weapon proficiency each time your proficiency bonus increases, and certain classes gain an additional weapon proficiency each time they gain a level.

If you gain proficiency with martial weapons from a class feature or other source, you can select four new weapon proficiencies, which can be *Versatile* or *Heavy* weapons, as can any additional weapon proficiencies you gain in the future due to a proficiency bonus increase.

Flexible Melee Weapon Proficiencies by Class

Class	Weapon Category Proficiencies	Exotic Emergency Proficiencies
Artificer	<i>Simple</i>	8 + PB
Barbarian	<i>Simple, Versatile, Heavy</i>	8 + PB + level
Bard	<i>Simple, Versatile</i>	8 + PB
Cleric	<i>Simple, Versatile</i>	8 + PB
Druid	<i>Simple</i>	6 + PB
Faerie	<i>Simple</i>	6 + PB
Fighter	<i>Simple, Versatile, Heavy</i>	10 + PB + level
Monk	<i>Simple</i>	8 + PB
Paladin	<i>Simple, Versatile, Heavy</i>	8 + PB + level
Ranger	<i>Simple, Versatile, Heavy</i>	8 + PB + level
Rogue	<i>Simple, Versatile</i>	8 + PB
Scholar	<i>Simple</i>	8 + PB
Sorcerer	<i>Simple</i>	6 + PB
Warlock	<i>Simple</i>	6 + PB
Wizard	<i>Simple</i>	6 + PB

WORLDBUILDING WITH WEAPONRY

The *Self-Defense* and *Flexible Melee Weapons* rules allow players and DMs to impact the world's cultural landscape. As you make decisions, you might have a spirited discussion about which weapons have a historical significance to certain peoples, or what happens if an ogre inherits a fine gnomish longsword.

CREATING FLEXIBLE WEAPONS

Name. Every new weapon needs a name.

Category. Determine the weapon's category: *Simple*, *Versatile*, or *Heavy*. Now is also a good time to assign an appropriate cost and weight for the weapon.

Damage. Determine the damage type (or types) the weapon can deal.

Proficiency. Determine the proficiencies required for an attack to add its proficiency bonus to attack rolls made with the weapon, and by extension, to wield it with *Finesse*. For example, a "war scythe" might use the existing glaive proficiency, or a new war scythe proficiency. If you are using weapon categories to determine proficiencies by class, skip this step.

Description. Provide a short description of the weapon and what might make it significant.

Special. A weapon might have unique properties that depend on a wielder's special qualifications. These are probably not magic properties, so be conservative.

Pay attention to how many proficiencies are added to the game, especially if PCs possess a limited number of them.

WAR SCYTHE

Heavy Melee Weapon (20 gp, 6 lb.)

Damage slashing

Proficiency glaive

This polearm has a long, curved, single-edged blade on the concave side. The blade tapers toward a point.

QUARTANG

Simple Melee Weapon (8 sp, 1/4 lb.)

Damage bludgeoning

Proficiency club, boomerang

This four-pronged hardwood boomerang is the signature weapon of the Filoplume halfling tribe, who use it not just to hunt the delicious birds of their native forests, but also as a garden spade, nutcracker, and serving dish.

Special. If you have the *Thrown Weapon Fighting^{TCE}* fighting style and the target is Tiny, the weapon returns to your hand immediately after it is used to make a ranged attack.

TWIN HOOK SWORDS

Two Simple Melee Weapons (10 gp, 2 lb. each)

Damage slashing

Proficiency scimitar (monk weapon)

This pair of swords has a pronged hook at the end of each blade. When wielded using two-weapon fighting, the weapons' special properties can be used.

Special. If you can perform the *Disarming Attack* maneuver, you can use it once on your turn when you hit with these weapons, without expending a superiority die.

You can spend 1 ki point to perform the *Disarming Attack* maneuver when you hit a creature with these weapons. When you do, the maneuver uses your martial arts die instead of the superiority die, and your Ki save DC instead of your Maneuver DC. At the start of your turn, you can hook the two swords together and spend 1 ki point to give the weapons the *reach* property until the start of your next turn.

BAT'LETH

Versatile Melee Weapon (25 gp, 6 lb.)

Damage bludgeoning
piercing, or slashing

Proficiency bat'leth (requires
quarterstaff, scimitar, and trident)

This unconventional sword features two double-pointed hooks connected by a long concave blade. The other side of the weapon consists of three handholds, allowing it to be wielded with incredible variety.

Special. When you take the Attack action with this weapon and wield it with two hands, you can attack as if you were performing two-weapon fighting.

DEEPREST FAMILY ARMING SWORD

Special Melee Weapon (100 gp, 3 lb.)

Damage Special

Proficiency Special

This brightly polished sword is a masterpiece, featuring a blooming willow tree—the emblem of Clan Deeprest—in bas-relief on the pommel. The tree's leaves are inlaid in delicate mithril, and seem to flutter when viewed by firelight.

Special. This weapon's delicate gnomish proportions affect how it's wielded based on your size.

- If you are Small, the weapon uses the Versatile (Longsword) weapon, and it deals piercing or slashing damage (your choice).
- If you are Medium, the weapon uses the Simple (Shortsword) weapon, and it deals piercing damage.
- If you are Large or larger, the weapon uses the Simple (Dagger) proficiency, you have disadvantage on the attack roll, and it deals piercing damage.



Illustration by Yanmo Zhang

DYNAMIC SHIELDS

These rules are companions to the *Self-Defense Maneuvers* and *Flexible Melee Weapons* presented earlier in this Chapter, offering new benefits for those who wield shields. They are best suited to games with a high degree of lethality, or an “old school” approach to the adventuring day.

SHOVING SHIELDS

If you are proficient with and wielding a shield, you can add the shield’s AC bonus to Strength (Athletics) checks you make when shoving a creature, and to avoid being shoved by a creature.

For example, if you are shoved (or are shoved by) a creature while wielding a +1 Shield, you gain a +3 bonus to your Strength (Athletics) check for the contest.

Shields and Encumbrance

A DM might limit the number of shields a creature can comfortably carry. This presents an opportunity to introduce a hireling, sidekick, or squire as a shield and torchbearer!

SUNDER SHIELD

If you are proficient with and wielding a shield, and you aren’t incapacitated, when you are hit by a weapon attack made by a creature you can see, or you fail a Dexterity saving throw against an effect that you can see other than a spell, such as a trap or a dragon’s breath, you can use your reaction to sunder your shield. When you do, any damage that would be dealt to you is prevented, and your shield is destroyed.

If you sunder a magic shield, it is not destroyed, but it becomes useless until the following dawn. A useless shield grants no AC bonus, its magic properties can’t be used. You can stow a useless shield using an object interaction on your turn, or drop it (no action required).

You can use this feature once, and must finish a long rest before you can do so again.

Surging Sunderers. If you have the *Action Surge* feature from the fighter class, you can sunder two shields between long rests.

Sundering Magic Shields Against Spells

The DM might allow you to sunder a magic shield when you fail a Dexterity saving throw cast by a creature you can see, for example, *lightning bolt* or *disintegrate*.

FEATS AND DYNAMIC SHIELDS

A revised *Shield Master* feat allows a creature to deal damage when successfully shoving a creature:

SHIELD MASTER

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you succeed, you deal bludgeoning damage to the target equal to your Strength modifier (minimum 1). If you are wielding a magic shield, the bludgeoning damage is magic, and deals additional damage equal to the shield’s AC bonus minus 2.
- If you aren’t incapacitated, you can add your shield’s AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.



Illustration by Catan

DECISIVE DUELING

Duels are formal combats with no distractions. When two creatures begin a duel, the following rules can be employed to quicken combat and heighten tensions between the combatants. Duels are most common between two parties, but more are possible.

Face Off. As the dueling creatures take their places, each can make a display of their prowess. Each dueling creature makes a Charisma (Performance, Intimidation), Intelligence (Nature), or Wisdom (Perception, Insight) check. The creature with the highest result adds its proficiency bonus to its initiative roll.

Interruptions. If any other creature interrupts the duel (for example, attacking a dueling creature, or casting a spell that would affect the duel's outcome), once the results of the interruption are resolved, the dueling creatures and any other new participants must each roll initiative before a new combat begins. The interrupting creature automatically rolls a 1 on their initiative roll.

First Strike. The first time a dueling creature hits another dueling creature with an attack, the attack is a critical hit.

Decisive Combat. For the duration of the combat, the results of attack rolls are changed when targeting other dueling creatures:

- If the results are 10 or more below the target's AC, the target can use their reaction to make one weapon attack against the attacker.
- If the results are 5 or more below the target's AC, the attack misses as normal.
- If the results are 4 or fewer below the target's AC, the attack glances the target, dealing damage equal to $1 + \text{the ability score modifier used for the attack}$. The damage type matches one type the attack would deal.
- If the attack hits the target, it deals damage as normal.
- If the results exceed the target's AC by 2 or more, roll the attack's damage dice twice, keeping the higher result for each die.
- If the results exceed the target's AC by 5 or more, the attack is a critical hit, and the attack's damage dice automatically roll their maximum value.

Bonus damage dice from other sources (for example, *Brutal Critical*, *Maneuvers*, *Savage Attacks*, *Sneak Attack*, and *Divine Smite*, and spells like *hex* or *hunter's mark*) are unaffected by these changes.

Agony of Defeat. When a dueling creature is reduced to 0 hit points, it might gain a lingering injury (determined by the DM) as described in Chapter 9 of the *Dungeon Master's Guide*.

The *Escalation Counter* and *Exhaustive Death Saving Throws* detailed later in this section can also be used during a duel.

FORMAL DUELS

In some parts, dueling is a cultural convention that comes with history, pomp, circumstance, and no shortage of strict conventions participants are expected to abide by in a formal duel, and there are often severe penalties for breaking such rules or are found cheating.

Formal dueling rules, the reasons behind them, and how much a duelist is expected to know regarding such rules are as varied as they are interconnected.

Attendance. Who must be present for the duel?

A duel might require a certain number of witnesses of station to attend and to keep a public record. A noble or judge might be required to adjudicate a duel, or to even allow one to legally occur. Additionally, a neutral mediator might be employed to provide weapons or to enforce cultural norms surrounding dueling.

Location. When and where will the duel take place?

Duels might be required to be held in a specific time and place, for example, before a local noble's gathered courtiers, in a gladiatorial arena, or outside city walls where no one else will be disturbed.

Formal dueling spaces might be ceremonial, requiring combatants to stay within an established area or forfeit.

Other times, environmental complications might be part of such spaces, for example, strong winds, a deep pit with sharp spikes at the bottom, or the presence of a hostile monster.

Equipment and Magic. What types of weapons, attacks, and spells are used in the duel?

Formal duels might include rules regarding exactly what types of weapons, armor, or other equipment are allowed, or are even compulsory. Items might be provided to the combatants to ensure fair play, or for a more ceremonial purpose. Other times, the individual who instigated the duel must allow their opponent to select the weapons to be used.

Duels might also include restrictions about the use of magic, for example, the number of spells to be cast, the schools of magic, spell levels allowed. In some duels, the use of magic might be forbidden entirely. These rules might also extend to the use of magic abilities or magic items. Similarly, a duel might disallow the use of conventional weapons, allowing a duelist only to use weaponry they used magic to create for themselves.

Lethality. Does the duel typically end in a death?

Combatants might be compelled to stop the duel after dealing damage to their opponent, with the winner being decided by a number of successful hits.

Specialized weapons might be selected to reduce lethality while still establishing a clear victor for the duel.

Alternatively, combatants might be compelled to kill their opponent.

Consider formal dueling rules for the following:

- Two young wizards enrolled a magical academy decide to settle their rivalry with a secret duel.
- When the party demands a trial-by-combat, the queen's selects her favored knight to represent the crown's interest.
- An illegal fighting pit is famed in the criminal underworld for hosting lethal knife fights for the wealthy to gamble upon.
- A master monk challenges her insubordinate student to a duel on a floating, circular, wooden platform in the middle of a clear lake.



Illustration by Belworks

EXAMPLE DUELING WEAPON: PAIN-STICK

Weapon (club or quarterstaff), rare

These clubs are ceremonial weapons produced in pairs. The purpose of these magic weapons is to both prolong an agonizing combat, and to ensure the loser lives to suffer the humiliation of a public defeat.

Painful Strikes. When wielded within a ceremonial dueling space, the weapon deals psychic damage, instead of the bludgeoning damage normal for a club.

Additionally, a creature reduced to 0 hit points the weapon is incapacitated, stable, conscious, and wracked with painful seizures, which subsizes in 1 hour, after which the creature regains 1 hit point.

Mark of Pain. When you hit a creature with the weapon, the target becomes marked. Record the amount of psychic damage dealt, and each time you hit the marked target with the weapon again, add any additional psychic damage dealt by the attack to the total. The weapon can only mark one target at a time. If a second target is marked, the first regains hit points equal to the total and loses its mark.

Additionally, you can use a bonus action to speak the pain stick's command word, causing the marked target to regain hit points equal to the total.

ESCALATION COUNTER

Combat is difficult and tiring work, and even the finest warrior tire as combat continues. An escalation counter begins at 0, and has a limit of 10. On initiative count 0, the DM can declare *escalation*, and raising the counter's value by 1.

The escalation counter's value is added as a bonus to all attack rolls, and subtracted as a penalty to all saving throws for creatures in combat.

When combat ends, the escalation counter immediately decreases by 1. Once each minute thereafter, the counter decreases by 1 again until it reaches 0.

Escalation can be used to end protracted combat quickly, or to provide a heightened danger due to degrading environmental conditions. For example, to simulate a volcanic eruption occurring, or a lengthy and tiring battle against warring armies.



Illustration by Maliveth

EXHAUSTING DEATH SAVING THROWS

When you are reduced to 0 hit points, or start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success has no effect by itself. On your third success, you become stable. On a failure, you suffer 1 level of exhaustion.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer 1 level of exhaustion. If the damage is from a critical hit, you suffer 2 levels of exhaustion instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Under this alternate rule, characters might not be killed quite as quickly, but a greater penalty is imposed for reaching 0 hit points and failing that resulting death saving throw. Remember: reaching 3 levels of exhaustion imposes disadvantage on all saving throws, including death saving throws, and a total of six levels of exhaustion results in death.

TEAM INITIATIVE

This rule provides an alternative to *Side Initiative* detailed in Chapter 9 of the *Dungeon Master's Guide*.

Rolling Team Initiative. There are several methods the DM can choose from when it's time to roll initiative. In all of these instances, A DM can also impose advantage or disadvantage to a team's initiative based on circumstance:

- **Let Heroes be Heroes.** The DM always allows the players' team to go first.
- **Team d20.** The players roll a d20 for their initiative as a team. The DM also rolls a d20. Neither roll receives any modifiers. The team that rolls highest wins initiative. In case of a tie, reroll the contest.
- **Commander d20.** The players designate a team leader to roll initiative for their team (with all their normal class features and modifiers in play).
- **Representative d20.** The DM designates a player character who is handling dialogue to roll for initiative for their team.

In addition, the following modifications can help make up for initiative-based class features that go unused as a result of using this initiative variant:

- Any effect or feature that would grant a creature advantage to initiative rolls will instead grant advantage to the creature's first attack roll or ability check they make on their team's first turn.
- Any effect or feature that would allow a creature to add its proficiency bonus or an ability modifier other than Dexterity to their initiative rolls instead allow the creature to add that bonus to their first attack roll or ability check they make on their team's first turn.

Any other effects or features that affect initiative rolls are ignored.

Starting a Team Turn. At the start of a team's turn, any effects that would normally be resolved at the start of any members of the team are resolved immediately. This might include events triggered by where creatures are standing at the start of their turn, or saving throws creatures on that team must make at the start of their turn.

Taking Team Turns. On a team's turn, the members of the team can use any team member's actions and movement in any order they choose. A turn ends when a team has expended all their desired actions and movement. This allows the team to make tactical decisions about how they can work best together and the order in which they should proceed with their actions.

During a team's turn, if a desired effect is created that would normally take effect at the start of a fellow team member's turn (for example, additional temporary hit points granted by the *heroism* spell), those effects take effect immediately instead.

If an effect grants a bonus to a team member that normally would take effect at the start of their turn but has other conditions upon it, the target must meet those requirements. For example, a bonus granted to the first attack roll the target makes on their turn only takes effect immediately if the target has not attacked a creature during the team's current turn. Otherwise, the granted benefits do not take effect until the start of the team's next turn.

Ending a Team Turn. At the end of the team's turn, any additional resolutions (for example, saving throws against spells or other effects) that would occur at the end of any member of that team's turn are resolved at this time.

Legendary and Lair Actions. The DM decides what to do with Legendary or Lair Actions. Since there is now only one fluid *turn*, there are no longer "the end of a creature's turn" to use these types of actions.

Instead, the DM might allow creatures with Legendary Actions to interrupt an enemy team after an action of their choosing, or to spend Legendary Actions at the start, end or at any time during their team's turn.

Other Events. Events that occur on initiative count 20 occur immediately before the first team's turn. Events that occur on initiative count 0 take place immediately after the last team's turn.

This initiative variant removes the need to track individual initiative, but requires each team to account for each member's movement and the actions they have spent during their team's turn. It also means that a creature with a debilitating condition might find help from someone who can remove a condition like poisoned, unconscious or, paralyzed, resulting in fewer lost turns.

IMPROVING TURN-TAKING

Encourage players to focus on combat as a part of the story itself, your turn is your character's chance to act on what's important to them in the moment.

These questions can help DMs and players take turns quicker, while staying more in character.

- What can I see and sense?
- What am I holding and ready to use?
- What is the state of my allies?
- What is the most vital thing for me to accomplish right now?
- What is the biggest threat to me (or the situation)?
- What else do I know that's relevant?
- Is there anything I want to say to my allies or enemies?

Take bold and decisive action, animate the spectacle—even if it's not dealing damage. Avoid continuously reviewing the myriad options at your disposal!



Illustration by Justin Gerard

Tactical Roleplay Checklist for DMs

Team Initiative means the DM has opportunity to play enemy factions' turns as equally tactical! These questions can guide you toward conclusions on how an NPC or monster should behave, especially in high-pressure situations, such as combat:

- What does this creature want, and how does it plan to get it?
- How observant, intelligent, patient, planful, witty, imposing, or shrewd is it?
- How much does it know about the player characters and their capabilities?
- How much does it value its own life (or the lives of nearby allies)?
- Does it have anything it wants to say right now, to the party or to its allies?

An example scenario of team initiative appears on the following page.

EXAMPLE SCENARIO: TEAM INITIATIVE

Travalur (a cleric): Yikes... that's a 3 for my Persuasion roll. I knew I should have played a warlock.

DM: Well it looks like negotiations are going south with these orcs. At the top of the hill, through the heavy mist at the top of the knoll, you can see the chieftain reach for her greataxe. Trav, you were handling these negotiations, so you roll the d20 for the team's initiative.

Travalur: Mystra help us! Ugh, it's a 7, folks.

DM: Looks like the orcs are going to go first. With blinding speed, all three orcs rush down the grassy hills toward you. The leader's gaze is trained on you, Summer, and she is brandishing her greataxe above her head. Her two subordinates each throw a javelin at Travalur and Furlow, and Furlow is hit. Furlow, you take 4 damage. Travalur, that shield was a smart investment, you remain unscathed.

Travalur: Woo-hoo!

Furlow (a rogue): Okay, okay, that could have been worse.

DM: Okay, heroes, it's your team's turn.

Summer (a barbarian): It's go time!

Sable (a bard): I've got a bad feeling about this...



Illustration from the *Monster Manual*

Travalur: I am going to start our turn by casting *bless* on the group. So, Summer, Furlow and me, we are all blessed, and I am concentrating, *oh so hard*.

DM: Ha-ha, thank you for remembering this time.

Travalur: Yeah, I am finally getting the hang of this spellcaster thing!

Summer: I want to crack some skulls now that I'm in range of these orcs! I'm going to draw my greatsword, run over here and position myself so these two orcs are within my reach, and use my bonus action to start raging. Then I want to take a swing at this orc leader who hit me, I'm not thrilled with her. With my advantage from feral instinct... and Trav's *bless* bonus... it's a 19 to hit for the first attack, and—*oof*—a 10 for the second.

DM: Nice, well, that's first one's definitely a hit.

Summer: Okay, with rage, that's... 14 slashing damage from my greatsword. Take that!

DM: As your second attack goes wide, you realize the orc was holding her action, and she swings her greataxe it in a wide arc! Oh, the orc gets nice roll, and... that's a hit. You take 7 slashing damage, Summer. That includes your rage resistances. She got you pretty good there.

Travalur: I've already cast a leveled spell with my action this turn. Sable, can you help him out?

Sable: I will use my bonus action to cast *healing word* on Summer... healing them for 6 hit points!

Summer: Thanks!

Furlow: Awesome. With all this going on, I am going to use my cunning action to dash into position and see if I can't sneak attack this orc leader that Summer is squaring off with... 16 to hit. *Bless* is the best spell ever.

DM: Indeed! You hear a satisfying *-shuk!* as your dagger slides between the orc's splint mail plates. Let's see some weapon and sneak attack damage, Furlow.

Furlow: 17 damage! I use the rest of my movement to get away from the orc, since she used her reaction already. *See ya, sucker!*

Sable: I want to distract the chief so she can't hit Summer again. I cast *vicious mockery* on her. 4 damage if she fails her Wisdom saving throw, and my spell save DC is 13.

DM: You see a moment of fear and shame cross the orc chieftain's face (she failed her save, Sable), and then it twists and contorts in anger and newfound resolve. And now... it's the orcs' turn again! The chieftain lets out a mighty war cry, and all three orcs join her and rattle their weapons before resuming their assault!

Travalur: Uh oh. We are so dead.

As is shown in this example, concentration-based effects and spells that provide bonuses to a group have a big impact using the team initiative variant. Players and DMs will continue to evolve new strategies, including holding actions, against each other to keep combat fresh and interesting.



Illustration by Prathamesh More

*Three hooded figures surround
a circle of bloody runes,
glowing with an eldritch light.

The air is heavy
with incense and ambition.*

*Removing their hoods
and clutching the symbol of their god,
a trio of clerics prays before an altar
for holy guidance in a troubled time.*

*In the depths of the wood,
four druids turn their arms to the sky
inviting a celestial owl
who visits but once a millennium,
sharing the wisdom of worlds beyond.*

COLLABORATIVE SPELLCASTING RITUALS

These rules expand on ritual spellcasting, providing a method for narratively appropriate access for player characters and NPCs alike to unique spells and magic effects. Collaborative spellcasting could be used to manipulate magic in similar ways to a sorcerer's *metamagic*, altering one or more of a spell's properties, or bypassing its usual restrictions.

Throughout this section, a *ritual* and *ritual spell* refer to collaborative spellcasting practices that push past the boundaries of conventional spellcasting features, for example, casting a spell of a higher level than you can cast, modifying a spell to have a permanent duration, combining the properties of several spells, or creating magic items or artifacts.

The DM must take care to ensure these ritual spells are anchored to the deepest, most meaningful magic of the world. Use these rules to explore magic that is only possible in your game's specific world.

How to Use These Rules

The DM might also use these rules to help them combine spells, create new spells, define how a magic item, artifact, or golem are created, devise a ritual for the party to disrupt (and what happens next), or use the various magic mishaps provided later in the section as environmental hazards.



Illustration by Vladimir Manyukhin

RITUAL SPELL PROPERTIES

Throughout this section, elements of the ritual spell will be examined across three levels of complexity: **Simple**, **Ambitious**, and **Brutal**. These terms are a general measure of a confluence of elements:

- the amount of magical power the ritual spell projects into the world (for example, a ritual spell might be higher than 9th-level);
- the difficulty of accessing that power in the world;
- how the ritual fits within the rules of magic for the setting. Ritual spells might be a part of the common magic of a setting, or they might involve the application of magical “brute force” to bend or break conventional rules of spellcasting; and
- the magical affinities, intuitions, and capabilities of those leading and participating in the ritual.

Ritual complexity is addressed across several important properties of the ritual. Presenting the options in this way allows the DM a way to gauge a ritual’s power, requirements, and costs in a holistic way. A ritual might be *Simple* in one respect, and *Brutal* in another.

Ritual properties include the **Ritual Formula**, The ritual’s **Participants**, **Spell Slots**, **Casting Time**, **Duration**, the location or preparation of the **Ritual Site**, the spell’s **Verbal and Somatic Components**, the spell’s **Material Components**, the **Range and Area** the spell can reach, and **Delayed Casting** (for example, crafting a magic item or instilling a spell into a living creature).

Several example ritual spells and their properties are detailed later in this section.

OBTAINING A RITUAL FORMULA

A ritual formula is a written (or oral tradition) form of the requirements of a ritual spell, and how to perform it.

Rituals are often closely guarded secrets of a family, culture, religious order, or other faction, and for good reason: In the hands of the inexperienced, incompetent, or malicious, rituals can have dire consequences.

At the DMs discretion, a player character or party might succeed in devising their own ritual formula. This might require passing a difficult spellcasting ability check, special training, or other requirements, such as the completion of a quest.

Simple. The ritual is robustly studied and well-known to the magically adept. This is appropriate for a setting in which ritual magic is already a part of the magical practices of the world, for example: festivals, religious rites, and magical manufacturing may all make use of ritual magic.

Ambitious. The ritual is a closely guarded secret, requiring hard bargains, or devotion to specific knowledge keepers of that knowledge access—or a willingness to provoke the ire of those keepers by stealing it. This is appropriate for a setting in which ritual magic is only possible in a strictly controlled manner, but still accessible to those seeking great power.

Brutal. The ritual is a thing of legend, written knowledge is damaged and fragmentary, or the ritual has never been attempted before and a formula must be devised. Significant time, experimentation and research might be required to complete or devise a stable and safe ritual formula. This is appropriate for a setting in which ritual magic goes against the fundamental aspects of the world, can permanently change the landscape, or have consequences felt for generations.

RITUAL LEVEL AND DIFFICULTY

Ritual difficulty is both a measure of the effort and investment required to perform the ritual, as well as the scope of the effects the ritual creates.

Ritual Level. The ritual spell level determines the minimum amount of power required to complete the ritual. A simple ritual replicating the effects of a known and well-quantified spell might be the same level as the spell, but bypassing a spell's usual restrictions, for example, creating a permanent *wall of fire* might increase the level of the spell.

$$\text{Ritual DC} = 8 + \text{the level of the ritual spell}$$

The ritual DC determines the DC for ability checks and saving throws required by the ritual, for example, spellcasting ability checks required to complete the ritual, or saving throws to avoid a magic mishap.

Simple. Simple rituals include spells or effects just beyond the reach of what the participants can already perform, for example, casting a spell one level higher than they can currently cast, or bypassing certain targeting requirements of a spell through the clever use of material components.

Ambitious. An ambitious ritual is more difficult to achieve, but its results might have long-term effects, or create a permanent change in the world. If the ritual creates a spell, it might be several spell levels higher than the participants could cast on their own, or modify an existing spell to remove restrictions. For example, a ritual might be performed to open a permanent portal to a specific place on another plane by modifying the *plane shift* spell.

Brutal. A Brutal ritual will have permanent effects—and costs. These might include the summoning, banishment, or resurrection of great powers, or altering the course of history and time in a significant way.

PARTICIPANTS

These rules assume that at least one spellcaster and other dedicated individuals can, under certain conditions, cast spells they do not otherwise know or have access to, or create magical effects not listed in any known spell. It also assumes some level of risk and ardor to the participants pursuing these goals.

Rule of Three. The *Rule of Three* is a general principle that is the most reliable way of assuring ritual participants can safely manage the magic they are performing together. In simple terms, each successive spell level requires three times the amount of management as the last.

The *Rule of Three* allows ritual participants to extend their spellcasting ability one spell level above their usual limit, but for the ambitious—or foolish—this is only the beginning.



Illustration by Bogdan Rezunenko

For example, three spellcasters who can cast 1st-level spells can work together to create a 2nd-level spell as a ritual. As any hag coven will tell you, the *Rule of Three* keeps spellcasting stable, especially among spellcasters who trust one another, and are of equal skill. Even so, some rituals require that one of the three be designated as a lead participant.

Lead Participant. Even stable *Rule of Three* rituals require a spellcaster to perform the role of lead participant, managing unstable magical energy the ritual will pool together, and supervising the magical contributions of less experienced participants.

For example, a spellcaster who can cast 3rd-level spells could lead a 4th-level ritual. To do so, they must satisfy the *Rule of Three*. Absent two willing spellcasters whose skill equals their own, they invite participation from 3 spellcasters capable of casting 2nd-level spells (equaling a second spellcaster equal to their own power), and 9 additional spellcasters capable of casting 1st-level spells (equaling a third), to satisfy the *Rule of Three*.

Additional Participants. The *Rule of Three* sets a minimum amount of magical potential among the participants for a ritual to be undertaken, and doesn't forbid the participation of more participants than is strictly necessary. Rituals are complex and dynamic, and may require greater investment than expected to be completed, especially if a mishap occurs. Including additional participants in the ritual provides assurance that even if some participants cannot continue a ritual due to exhaustion, mishaps, or death, the ritual can still be completed.

Rule of Three satisfies the requirements to begin a ritual. Once a ritual has begun, it can continue so long as the rest of the ritual's requirements are met.

Concentration. All participants must concentrate on the ritual spell for the duration of the casting time.

If a participant is required to make a concentration check, the DC of the check can't be less than the ritual DC. Participants can cast and concentrate on other spells during the ritual, so long those spells are cast into the ritual pool toward the ritual spell's purpose.

If the lead participant or other participant performing actions vital to the ritual's success is incapacitated, dies, or otherwise are unavailable to perform their duties, another participant must assume that role, making successful spellcasting ability check against the ritual DC within 1 minute, or a mishap occurs, and the ritual fails.

Disfigurement. Magic mishaps, or the act of sacrificing hit dice during a ritual, might leave a lasting scar on a participant, or an injury as described in Chapter 9 of the *Dungeon Master's Guide*.

Simple. The ritual requires a minimal amount of practice and coordination between all participants, and investment of spell slots and material components.

Ambitious. The ritual includes formidable requirements in the form of preparation, spell slots, and specific material components to be effective.

Brutal. The ritual requires all casters involved to take steps to connect to deep magic in a narratively appropriate way, for example, soul-bonding all participants, a shared devotion to a great power, or making appropriate sacrifices.

Covens and Cults

Collaborative casting is often depicted as the domain of hag covens and cultists. In both cases, participants are unable to wield the power they seek individually, but find strength in a collective or hierarchy. This is also an intentional theme of the document. Hags also utilize the *Rule of Three*, having discovered the principle organically. Cultists have learned the value of redundancy and the usefulness of having disposable members on hand.

SPELL SLOTS AND RITUAL POOLS

Ritual spellcasting does not require the use of a spell slot when the caster is working within their own limitations. However, when reaching beyond their limits, spell slots must be collectively pooled and expended to contribute to the successful completion of a ritual. If any participant cannot expend the required spell slots or make up the shortfall required by the ritual pool with other appropriate resources, the ritual fails.

Ritual Pools. At key points during the ritual, participants must fill a pool of magic that will be used to cast the spell. The total amount required by the ritual depends on the difficulty of the ritual. Depending on the ritual's required procedures, a ritual pool might need to be filled at different times, including the ritual's opening, as part of any number of required actions during, and at its conclusion.

Spell Slots. During the ritual, participants can use an action to expend any number of spell slots to contribute an amount to the ritual pool equal to the sum of the expended spell slot levels.

Spells. A ritual formula might require that certain spells be cast into the ritual pool.

Sorcery Points. A sorcerer can also convert any number of their available sorcery points into spell slots when making a contribution to the ritual pool.

Innate Spellcasting. If a participant can cast spells without expending a spell slot, the DM might allow the expenditure of that ability as a contribution to the ritual pool. For example, a 5th-level tiefling's *Infernal Legacy* trait might provide up to two 2nd-level spell slots to a ritual pool—that is, if the *hellish rebuke* or *darkness* spells are useful contributions to the ritual. Injecting inappropriate magic into a ritual pool can cause a magic mishap. Any spellcasting expended in this way can't be used again until the participant finishes a long rest.

At-Will Spellcasting. Features that grant at-will spellcasting can also be used to contribute to a ritual pool. For example, a warlock can contribute a 1st-level spell slot by sacrificing their *Mire the Mind* eldritch invocation. Spells and abilities expended in this way cannot be used again until the participant finishes a long rest.

Setting Ritual Pool Targets and Requirements

At a minimum, a good ritual includes key moments at the opening and conclusion of the ritual, where participants must make required actions, for example, contributing to the ritual pool. Be thoughtful about how you narrate these experiences, giving them the dramatic weight they deserve. A ritual formula might require the pool be filled to a minimum number of spell slot levels at the opening, the conclusion, or somewhere in the middle of the ritual.

Hit Dice. During a ritual, the lead participant (or other participants, at the lead participant's direction) can use an action to sacrifice the hit dice of other participants to make contributions to the ritual pool. A sacrificed hit dice contributes an amount to the ritual pool equal to half the number of sacrificed hit dice (rounded up).

Hit dice sacrificed in this way are rolled, dealing an equal amount of damage to the participant they are being taken from. This damage cannot be reduced or prevented in any way, and it also reduces the participant's hit point maximum by an equal amount until the participant finishes a long rest. If this damage reduces a creature to 0 hit points, the creature dies.

If a sacrifice is unwilling, an attack roll is made to determine if the sacrifice is successful, and on a hit, the attack sacrifices one hit die instead of dealing its usual damage.

A ritual might require a certain number of hit dice be sacrificed as a material component, for example, butchering an aurochs, spilling blood from a member of a sorcerous bloodline, or delivering a willing humanoid unto death.

Simple. Over the course of the ritual, a number of spell slot levels equal to three times the level of the spell being cast must be contributed to the ritual pool. For example, a ritual to cast a 5th-level spell would require the expenditure of a total of 15 levels of spell slots to complete.

Ambitious. Over the course of the ritual, a number of spell slot levels equal to at least five times the level of the spell being cast must be contributed to the ritual pool. The ritual might require that specific spells be cast into the ritual pool instead of expending any spell slot or other contribution.

Brutal. To open the ritual pool, each participant must expend a spell slot of the highest level they can cast into the ritual pool. This spell slot remains expended for an amount of time equal to 1 week for each level of the ritual spell.

If a participant with spell slots does not have an appropriate spell slot available to expend, that spell slot is lost permanently instead. Losing a spell slot in this way deals 1d12 damage for each level of the spell slot, which cannot be reduced in any way, and the participant must succeed on a concentration check or a magic mishap occurs.

The ritual might require that specific spells be cast into the ritual pool instead of expending any spell slot or other strict requirements, for example, three participant spellcasters casting the same spell—or specific different spells—into the ritual pool simultaneously.

Additionally, innate spellcasting, at-will spellcasting, and sacrificed hit dice that are expended to contribute to the ritual pool are not recovered until the spell slots expended at the start of the ritual are recovered.



Illustration by Dakota Curry

Magical Compatibility

The compatibility of the magic contributed to the ritual pool should be considered by the DM. For instance, a wizard might normally need to work with other wizards or another arcane spellcaster, for example, a bard, sorcerer, or warlock. A cleric might be able to work with a druid or paladin if their gods and oaths are compatible, whereas a god or otherworldly patron might explicitly disapprove of their power being used in conjunction with other great powers they do not align with, even punishing the cleric or warlock for abusing their gifts.

Mixing incompatible magic might cause a magic mishap, or result in other punishments, for example, the inability to regain spell slots upon completion of a rest, utilizing spellcasting, or other class features until the participant redeems themselves to their god or patron.

Injuries, Blood Sacrifice, and Self-Harm

The arduous nature of rituals in this document is meant to test resolve in the face of obvious risk. Rituals are meant to be costly to participants. This means rituals could involve themes of sacrifice, self-harm, physical deformation (body horror), or might include coercion and manipulation to be achieved. These themes will not be acceptable at all tables.

What matters most is that **consent is critical**. If you plan to incorporate these or any other themes that may cause distress to others at the table, be sure to:

- set boundaries as a group beforehand;
- make sure everyone is aware consent can be removed at any time, and will be respected immediately; and
- be prepared to open a dialogue afterward so there is space to decompress, respond, and move forward.

Facilitating a fun, healthy, and safe game for players should always be the highest priority.



Illustration by Jake Murray

CASTING TIME

How long a ritual should take is an important consideration in ritual casting. Since these rules grant access to dangerously powerful magic, rituals should take time to accomplish, during which participants risk being interrupted.

Reducing Casting Times. Performing the ritual in a specific location, using unique material components, or employing additional participants beyond the minimum required might be able to reduce the time required to complete a ritual. Any specific determinations of this nature are left to the DM to determine.

Repeated Castings. A ritual might need to be performed more than once in order to be fully effective or achieve an effect, for example, once each day for 30 days in order to achieve a permanent duration.

Simple. The casting time is a number of hours equal to the level of the ritual spell minus the lead participant's proficiency bonus (minimum of 1 hour). For example, 5th-level ritual led by a 5th-level spellcaster whose proficiency bonus is +3 would require a casting time of two hours.

Ambitious. The casting time is a number of hours equal to the level of the ritual spell.

When the ritual pool is opened, and once each hour during the casting, the lead participant must succeed on a spellcasting ability check against the ritual DC. On a failure, the lead participant takes 1d4 damage for each level of the ritual spell, which cannot be reduced or prevented in any way. If this damage reduces the lead participant to 0 hit points, a magic mishap occurs. Otherwise, the ritual continues with no additional concentration check required at this time.

Brutal. The casting time is a number of hours equal to the level of the ritual spell.

When the ritual pool is opened, and once each hour during the casting, each participant must succeed on a spellcasting ability check against the ritual DC. On a failure, a participant takes 1d8 damage for each level of the ritual spell, which cannot be reduced or prevented in any way. If this damage reduces the participant to 0 hit points, the participant dies.

DURATION

Rituals might modify the duration of the spells they create.

Simple. The ritual's effects persist for 24 hours to 1 year.

Ambitious. The ritual's effects persist for 1–100 years. Protection, fecundity rituals, and important religious festivals often fall into this category of ritual, sometimes requiring dozens of participants.

Brutal. The ritual's effects are permanent until dispelled or some other satisfactory amount of time, for example, seven generations.

For long, complicated rituals, bards are indispensable for keeping time, managing participant morale, and providing *Bardic Inspiration* for spellcasting ability checks. Some rituals might also include musical requirements.

Lengthy rituals might even accommodate characters to complete a short rest before the next time they have to participate in the ritual.

Also consider how magic items can be used during a ritual, for example, a *headband of intellect*, *pearl of power*, or a spell scroll that contains a spell required by the ritual.



Illustration by Anndr Pazyniuk

RITUAL SITE

Where a ritual is performed can matter as much as how it is done, or it might even be a requirement for a successful ritual. The area must, at a minimum, accommodate enough space for the participants to stand, move, and to contain the ritual's magical energies.

Ritual sites require hours, even days of preparation. Use of an appropriate location for the casting of a ritual should, on its own, grant access to a single higher spell level of casting.

Simple. With some time, effort, and knowledge of the ritual requirements, almost any space of sufficient size can be prepared for a simple ritual.

Ambitious. Ritual sites need unique narrative reasons for their suitability in casting the spell, for example, the convergence of ley lines, a place of lingering magical power, a consecrated holy space, or traveling to a particular plane of existence where the ritual is possible.

Additionally, the timing of the ritual may be a requirement, for example, the ritual can only be performed under a full moon, at the solstice or equinox, or under the presence of a centennial comet.

Brutal. Ritual sites are rare and protected by great or hidden powers. Discovering appropriate locations for ritual casting is extremely time consuming, and even more dangerous.

A ritual site might require purification using spells like *ceremony^{XGE}*, *commune*, *commune with nature*, *contact other plane*, *dispel magic*, *divination*, *hallow*, or *remove curse*.

VERBAL AND SOMATIC COMPONENTS

Participants might need to recite a specific text from the ritual formula, or chant in a chorus. Other ritual actions might need to be performed by one or more of the participants, for example, drawing a dagger across one's palm, dancing, or other coordinated gestures.

At times, a participant might require a successful spellcasting ability check against the ritual DC to allow the ritual to proceed without failure. Participants without the ability to cast spells must use the lead participant's spellcasting ability.

Simple. Verbal components involve simple and repetitive chanting drawn from common spells, or recitations in the ritual formula. Somatic components are simple movements of the hands and arms, and most participants do not need to move during the ritual.

Ambitious. Verbal components are complex and shared between participants, each of whom must study and memorize their part. Somatic components might involve precise movements, weapon strikes, singing, or dancing to be performed within the ritual space. At times, a participant might require a successful spellcasting ability check against the ritual DC to allow the ritual to proceed without a mishap.

Brutal. The verbal components of the spell are manifold, especially for the lead participant, who must be present and able to speak through the duration of the casting of the ritual spell. The ritual might only provide guidance on how to wrestle with its magic, and elements of performing the spell must be improvised by an experienced lead participant.



Illustration by Natasha Nanook

MATERIAL COMPONENTS

Material components are extremely important with collaborative spellcasting. The materials might be used to prepare the ritual site, or need to be handled or placed in a particular way during the ritual, ceremonial weapons wielded, or instruments played.

Rituals as the participants involved should be proficient with required items.

Equipment. Wands, divine symbols, or other spellcasting foci are generally insufficient for most rituals, but might be included as required ritual instrumentation and apparel. Other items might also be required for the ritual, including special amulets, circlets, crowns, censers, specially dyed robes, rods, scepters, or ceremonial weapons.

Specific Materials. These materials include any material components normally used in the casting of the spell, along with any added as part of the increased difficulty of accessing higher level casting, including accommodating any multiplication of components needed to accommodate the number of participants, or expanded material requirements determined by the DM appropriate to the ritual. Specific materials should be expensive, but generally obtainable.

When selecting specific materials, the DM might include items with a strong connection to the spell school, the spell being cast, or specially prepared resources, for example, metals forged into a particular shape, gems of a particular size or cut, holy water, oil, or incense.

Rarified and expensive versions of the standard material components can also be used. For example, a *fireball* ritual might require guano from a nearby cave where giant razorbats dwell, and sulfur sourced from the Nine Hells.

Unique Materials. Unique materials are not just rare, but might be singular. These materials are difficult to obtain, or extremely costly—they may even be irreplaceable. Examples might include a specific and freshly harvested piece of monster anatomy (for example, the scale of an ancient red dragon), an abnormally large or pure specimen of a resource (for example, an exceptionally large gem, a vial of mercury purified by the arch-elemental of the plane of earth), or the bones of a particular saint who once gave their life to save the world.

Including unique materials allows a creature to lead a ritual an additional spell level above their highest level spell slot.

Additionally, a ritual's material components are consumed in different ways depending on its difficulty.

Simple. Any specific and unique materials are consumed, even if they would not normally be consumed by the spell. This is an inherent cost of accessing higher level magic.

Ambitious. Specific and unique Materials consumed, and are narratively difficult to obtain, often requiring the completion of a quest, and requiring a hefty financial investment.

Brutal. Only unique materials can meet the requirements of the ritual, and are consumed by the spell. Unique materials require hard bargains, theft, or broken promises to obtain.

RANGE AND AREA

Rituals might be made to contain the spell's effects within the ritual site, or be able to target a point, creature, object, or area far beyond the what the participants could target or effect on their own.

Simple. A simple ritual targets a creature or object within the ritual site.

Ambitious. A creature, object, or location well-known to the lead participant on the same plane of existence as the ritual site is a valid target for the ritual.

Brutal. A Brutal ritual can target other planes of existence.

DELAYED CASTING AND RITUAL TALISMANS

These rules allow the casting of spells that would not normally be accessible by ritual casting. Many spells cast through rituals may not be useful at the time and place of the ritual completion. If the participants wish to delay the casting of the spell, they require a vessel to contain it. Simple and Ambitious rituals usually place the spell into a ritual talisman.

A talisman must be of a sufficient quality to house the spell. Consult the Ritual Talisman Costs table for an approximation. The talisman must remain within the confines of the ritual for the duration. It may be in the possession of one of the participants, or at an appropriate place of power within the ritual site, for example, atop a specially prepared altar.

When the ritual is completed, the talisman becomes magical. A creature can activate the talisman by using an action and speaking its command word, releasing the spell, which uses the spell attack bonus and spell save DC of the ritual's lead participant.

Simple. Specific materials are used in the talisman's construction or preparation. Once used, the item loses its magic.

Ambitious. The talisman incorporates unique materials in its construction. Once used, the item crumbles into dust and is lost.

Brutal. Instead of placing the item into a talisman, the spell is placed into one of the ritual's participants. Most often, the lead participant is selected as the vessel, but not always. When the ritual is complete, the vessel can cast the spell using the general rules for spellcasting, using the lead participant's spell attack bonus or spell save DC. However, holding a spell one should not possess requires constant effort. Until the spell is cast, the vessel is unable to benefit from a long rest, taking any required levels of exhaustion at the DM's discretion.

Ritual Talisman Costs

Spell Level	Time	Cost
1st	1 hour	15 gp
2nd	1 day	50 gp
3rd	2 days	150 gp
4th	4 days	500 gp
5th	1 workweek	1,500 gp
6th	2 workweeks	5,000 gp
7th	4 workweeks	15,000 gp
8th	8 workweeks	50,000 gp
9th	12 workweeks	150,000 gp

Rituals Upon Rituals

Skilled use of artisan's tools provides an avenue for non-spellcasters and artificers to contribute to the success of a ritual. Remember that labor time can be divided among several qualified artisans.

Preparing for a difficult ritual might even require the completion of additional preparatory rituals, for example, an artificer, a divination wizard, and a knowledge domain cleric might perform a ritual to create a silver staff that can be used to cast a combination of the *knock* and *divination* spells. Later, in another, more complicated ritual, the staff is expended when it is used to open a temporary doorway to a divine domain, allowing an in-person audience with a deity.

Coven Casting: How Do They Do It?

Hag covens use specially prepared trinkets—ritual talismans—or other seemingly mundane objects as a mobile ritual site, allowing them to cast any of their coven spells when all coven members are present. Incorporating these kinds of special material components are detailed later in this section.



Illustration by Alexander "Minze" Thümler

MAGIC MISHAPS

A magic mishap can be caused by an error in a ritual's formulation or execution. If these (or any other appropriately disruptive situations, as determined by the DM) come to pass, a magic mishap occurs. A mishap doesn't always end the ritual, but instead might make it more difficult to complete. The exact mishaps likely to occur for a specific ritual might be known ahead of time, or they might be randomly determined by the DM.

Loss of Concentration. The DM might allow a certain number of failed concentration checks by participants before a ritual fails and a mishap occurs. A ritual might be stable so long as there are a minimum number of concentrating participants. Many ritual leaders involve more participants than are required by a ritual, allowing some of their number to falter—even die—without risking the outcome of the ritual.

Cessation of the Ritual. Sometimes a ritual will be stopped early by the participants. When ceasing the ritual in this way, each participant must succeed on a concentration check (see *Participants* earlier in this section for the ritual's concentration DC). If enough participants fail their concentration check, so that that ritual no longer meets the *Rule of Three*, a magic mishap occurs. Otherwise the ritual will end without mishap.

These mishaps to expand on the concepts like the sorcerer class' *Wild Magic Surge*, Potion Miscibility and Scroll Mishaps (detailed in Chapter 7 of the Dungeon Master's guide), and might also be triggered by unstable magic items.

Disturbing the Ritual Site. Rituals might suffer a mishap or fail entirely if vital material components or the ritual talisman are disturbed, inappropriately moved within the ritual site, or removed from the ritual site before the ritual is completed. A ritual site might become disturbed in such a way that the ritual cannot be completed. If this happens, the participants can attempt to cease the ritual.

Failure to Meet Ritual Requirements. Failure to complete a ritual's requirements in a timely manner can result in a mishap.

Interrupting the Ritual. Any successful cult leader will tell you that outside forces can end a perfectly good ritual early. Any damage not otherwise noted in this document taken by a participant during the ritual requires them to make a concentration check whose DC is the ritual concentration DC or half the damage taken (whichever is higher).

Simple. The ritual can afford a few mistakes. If a mishap would occur, the lead participant can use their reaction to make a spellcasting ability check against the ritual DC to prevent the mishap. So long as the participants can continue the ritual despite any uncorrected mishaps, the ritual can be completed.

Ambitious. As above, the lead participant can use their reaction to prevent a mishap. If a third mishap occurs, the ritual fails.

Brutal. There is no margin for error in the ritual. If a mishap occurs, the ritual fails, and the DM determines up to three additional mishap effects that occur.

MISHAP RANGES AND AREAS

When determining the area of effect, assume all participants of the ritual are possible targets of the mishap. Also, those within a close distance of the ritual (at least 10 feet for each level of the ritual spell) are considered participants even if they have not contributed to the ritual. However, depending on the nature of the effects, a larger distance or other targets might be included.

Simple. The magic mishap affects the area within the ritual site.

Ambitious. The magic mishap affects an area equal to 1d10 miles around the ritual site for each level of the ritual spell.

Brutal. The magic mishap affects an area up to 10d100 miles away, the entire world, or even further, for example, traveling along ley-lines to other places of power in the world, or other planes of existence.

DURATION OF MISHAP EFFECTS

A mishap's effects might fade over time, depending on the difficulty of the attempted ritual. The mishap's effects might linger only the next critical juncture of the ritual is completed, or they might be irreversible without undertaking another, even more dangerous ritual as a corrective action.

Simple. The mishap's effects linger for 1 hour to 1 year for each level of the ritual spell.

Ambitious. The mishap's effects linger 1 year to 10d10 years for each level of the ritual spell.

Brutal. The mishap's effects are permanent until dispelled or removed.

MISHAP CORRECTION

Mishaps that persist might be corrected by specific spells. They might also require the use of additional material components, or place a minimum on the spell level used to correct the effects.

Simple. Spells like *lesser restoration*, *dispel magic*, or *remove curse* might be required to correct the mishaps' effects. The spell might need to be cast at a level equal to the level of the ritual spell.

Ambitious. Spells like *greater restoration*, *hallow*, *raise dead*, or *reincarnation* might be required to correct the mishaps' effects. Use of specific components included in the casting of these spells may be required.

Brutal. Spells like *heal*, *regeneration*, *resurrection*, *true resurrection*, or *wish* might be required to correct the mishaps' effects. Use of unique components included in the casting of these spells may be required.

MISHAPS BY SCHOOL OF MAGIC

The DM can use the following tables to determine the consequences of a magic mishap. First is presented a general table appropriate for all rituals, and then further tables for each school of magic.

The DM should consider the ritual properties detailed previously in this section, where creatures are positioned within the ritual site, and the circumstances of what caused the mishap, for example, a loss of concentration, a brazier being knocked over, or unwanted blood spilled within the ritual site.

Not all mishaps will end a ritual, and it may be possible to continue a ritual despite a few mishaps.

Many mishaps have no listed duration or explicit resolution conditions. It is worth reviewing the ritual formula's properties to make an appropriate ruling. The DM decides when and if a participant can make a new saving throw, for example, each day at dawn.

Spells marked with an *OGE* are detailed in Chapter 4.

Ritual Magic Mishaps

d20 Ritual Magic Mishap

1 **Wild Magic Surge.** All participants must succeed on a Charisma saving throw or roll from the Wild Magic Surge table presented in Chapter 3 of the *Player's Handbook*, the Scroll Mishap table in Chapter 7 of the *Dungeon Master's Guide*, or a magical mishap table of the DM's choice.

2 **Alert a Great Power.** A great power is alerted to the existence and activities of participants. The DM determines the nature of the great power (for example, a monarch, powerful spellcaster, dragon, deity, extraplanar entity, or otherworldly patron), how the great power is alerted (for example, through a prophetic dream or vision, an attunement to the deep magic, eyewitness reports, or other evidence), and if it sees the ritual as a threat or an opportunity.

3 **Anonymous No More.** The spell simultaneously sends a mental image of one random participant and their name (followed by "the Amazing" (or other such superlative, at the DM's discretion) in a shimmering, golden script) to every single sentient creature that can speak at least one language. From this moment forward, any creature who sees the affected participant's visage recognizes them, and is more inclined to be surprised, honored, or jealous when meeting such a famous person (at the DM's discretion).

4 **Brawn for Brains.** Each participant must make a Charisma saving throw. On a failure, a participant rolls 2d6, and exchanges the values of two of their ability scores: (1) Strength; (2) Dexterity; (3) Constitution; (4) Intelligence; (5) Wisdom; or (6) Charisma. If the d6s result in identical values, the participant is unaffected.

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5	Consecration or Desecration. The DM rolls a 1d2 in secret to determine if the site becomes (1) consecrated, as if under the effects of the <i>hallow</i> spell; or (2) desecrated ground, as described in Chapter 5 of the <i>Dungeon Master's Guide</i> .	13	Muddled Magic. Each time a participant attempts to cast a spell, they must first succeed on a spellcasting ability check equal to the ritual DC or lose the spell. On a failure, the spell is lost, and instead several large gobs of wet, warm muck spring out of your hands (if the spell has somatic components) and mouth (if the spell has verbal components).
6	Cursed Cantrip. Participants must succeed on a Charisma saving throw. On a failure, the effects of a cantrip randomly erupt from and around the participant (determined by the DM). The DM rolls a d12 in secret to determine the cantrip: (1) <i>control flames</i> ^{OGE} ; (2) <i>druidcraft</i> ; (3) <i>drumble dead</i> ^{OGE} ; (4) <i>gift of the soothsayer</i> ^{OGE} ; (5) <i>gust</i> ^{XGE} ; (6) <i>frigidigitation</i> ^{OGE} ; (7) <i>minor illusion</i> ; (8) <i>mold earth</i> ^{XGE} ; (9) <i>prestidigitation</i> ; (10) <i>puff of smoke</i> ^{OGE} ; (11) <i>shape water</i> ^{XGE} ; or (12) <i>thaumaturgy</i> .	14	Plague. Swarming creatures descend from the skies, or rise up from the earth or waters, damaging objects and structures, devouring crops, and making a mess of things. The DM rolls a d10 to determine if the swarming creatures are: (1) swarms of bats and giant bats ; (2) swarms of beetles , giant fire beetles , and ankhegs ; (3) swarms of centipedes and giant centipedes ; (4) frogs , giant frogs , and froghemoths ^{VGM} ; (5) swarms of insects and stirges ; (5) swarms of rats and giant rats ; (6) swarms of ravens ; (7) swarms of spiders , giant spiders , giant wolf spiders , and phase spiders ; (8) swarms of wasps and giant wasps ; (9) swarms of poisonous snakes , giant poisonous snakes , and constrictor snakes ; or (10) scorpions and giant scorpions ; needle blights , twig blights and vine blights , and violet fungus .
7	Fey Treachery. Participants must make a Charisma saving throw. On a failure, a participant is affected by a spell, determined rolling a d4: (1) <i>anterograde amnesia</i> ^{OGE} ; (2) <i>body swap</i> ^{OGE} (swapping bodies among participants with similar results); (3) <i>budding romance</i> ^{OGE} (participants with this outcome fall in love with the first creature they see); or (4) <i>immaculate conception</i> ^{OGE} (treating all participants with this outcome as a contributing parent, and the creature who will carry the child determined at random from among them).	15	Poisonous Purge. Participants must make a Constitution saving throw. On a success, a participant becomes immune to all non-magical poisons for one month, including the effects of alcohol. On a failure, a participant becomes poisoned. If a poisoned participant fails a Constitution saving throw by 5 or more, they lose their reaction, and spend their action on their next turn retching, reeling, and can speak only falteringly until the end of their next turn.
8	Forget Me Not. Each participant must succeed on a Charisma saving throw. On a failure, the first time any of the participant's acquaintances see the participant in the future—PC and NPC alike, including other participants—must roll a Wisdom saving throw. On a failure, they forget their entire personal history with the participant.	16	The World is Changed. The geography of the world is disrupted. The DM rolls a d6 in secret to determine: (1) an island or continent rises from the bottom of the sea; (2) a great mountain arises, or a range of mountains divides two previously connected civilizations; (3) A new body of water is formed. It might be a bay, ocean, or large floodplain (at the DM's discretion); (4) nearby mountaintops, fault lines, or other volcanic sources create sudden and violent eruptions; (5) The area around the ritual site is plunged into an eternal night; or (6) a great chasm opens, which might connect the ritual area to the Underdark, the Astral Plane, the Elemental Plane of Earth, or the Nine Hells. (at the DM's discretion).
9	Hair Loss or Growth. Participants must make a Constitution saving throw. On a failure, a participant rolls a 1d2. The results determine if: (1) the participant loses all their body hair (or scales, horns, or other distinguishing features), which regrow naturally over time; or (2) the participant is affected by the <i>hirsutism</i> ^{OGE} spell.	17	Rivers of Blood. Water around the ritual site becomes a different random liquid. The DM rolls a d12 to determine if the water becomes: (1) acid; (2) basic poison; (3) beer; (4) blood; (5) honey; (6) lye; (7) mercury; (8) milk; (9) molten rock; (10) oil; (11) vinegar; or (12) wine.
10	Illusory Inversion. An illusion mimicking the expected effects is created. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against the ritual save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature. However, if the ritual spell intended to create an illusion, it creates reality instead, as if the <i>wish</i> spell were cast.		
11	Lies Become Truths. Participants must all make a Charisma saving throw. On a failure, the next lie the participant tells becomes true, as if they had cast the <i>wish</i> spell to make it so.		
12	Magical Aging. All participants must succeed on a Wisdom saving throw or be magically aged 1d20 years for each level of the ritual spell.		

d20 Ritual Magic Mishap

- 18 **Weeping Sores.** Each participant must make a Constitution saving throw. On a failure, blood constantly oozes from the participant's seams and orifices (for example, eyes, ears, nose, fingernails, toenails, horn protrusions, or exoskeleton seams). The bleeding is occasionally painful, but causes no damage. However, an affected participant has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight, and the sores and blood look a gory mess. Additionally, the smell tends to attract wild predators.

- 19 **What Have I Become?** Each participant must make a Constitution saving throw. On a failure, a participant's appearance and anatomy become disfigured, and its creature type is changed. Roll a d12 to determine the nature of the transformation: (1) Aberration; (2) Beast; (3) Celestial; (4) Dragon; (5) Elemental; (6) Fey; (7) Fiend; (8) Giant; (9) Humanoid; (10) Monstrosity; (11) Ooze; or (12) Undead. Transformed participants might take on the same transformation or different ones at the DM's discretion.

- 20 **Major Mishap.** Roll two additional mishaps from the Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation Mishap tables (determined by the DM).

Abjuration Mishaps

d8 Abjuration Mishap

- 1 **Antimagic Field.** An area within range shares the effects of the *antimagic field* spell.
- 2 **Antimagic Ki.** Participants must make an Intelligence saving throw. On a failure, all their magic is suppressed, rendering them unable to cast spells or use any other magical feature or ability. They lose any attunements to magic items they have and are unable to attune to magic items.

Additionally, any magic item worn or carried by the participant has its magic effects temporarily suppressed. Any attempt to target an affected participant with a magic spell or ability automatically fails. This doesn't stop the participant from being affected by spells that affect an area, for example, *fireball*.

- 3 **Dulling Ward.** Participants must make a Constitution saving throw. A participant that fails becomes enchanted, clearly visible to the detect magic spell, and rolls a d6 to determine a random damage type to gain resistance to: (1–2) bludgeoning; (3–4) piercing; or (5–6) slashing.

Additionally, the enchantment dulls all their senses. An affected participant has disadvantage on any ability checks that require sight, smell, hearing, or touch, and loses their sense of taste entirely. As an example, this effect might render a barbarian's *Danger Sense* feature ineffective.

d8 Abjuration Mishap

- 4 **Imprisonment.** Participants must succeed on a Wisdom saving throw or be affected by the *imprisonment* spell. The DM determines the exact conditions within the spell's listed options.

- 5 **Magic Vulnerability.** Participants must make a Constitution saving throw. On a failure, they become vulnerable to a random damage type. Roll a d10 to determine the type: (1) acid; (2) cold; (3) fire; (4) force; (5) lightning; (6) necrotic; (7) poison; (8) psychic; (9) radiant; or (10) thunder. Additionally, an affected participant makes all saving throws against magical spells and effects at disadvantage.

- 6 **Prismatic Barrier.** A dome with a 30-foot diameter springs into existence at a point within the ritual space. The dome mimics the effects of the *prismatic wall* spell. The wall has a number of layers equal to the level of the ritual spell, with the red layer being the innermost layer. The wall lasts until it is dispelled (which can only be done one layer at a time). Creatures on the outside of the radius can only affect the dome's outermost layer, while creatures on the inside can only affect the innermost layer.

- 7 **Time Dilation.** The ritual area and creatures within it experience time dilation. The DM rolls a d6 to determine if the dilation causes: (1) days to become seconds; (2) days to become minutes; (3) days to become hours; (4) days to become weeks; (5) days to become months; or (6) days to become years.

- 8 **Time Skip.** Time flows differently in the ritual site for the participants. Each creature that ends their turn within the ritual site makes a Charisma saving throw. On a failure, a participant rolls a 1d2 to determine which spell they are affected by (1) *othertime*^{OGE}; or (2) *indefinite suspension*^{OGE}.

Conjunction Mishaps

d12 Conjunction Mishap

- 1 **Awakened Shadows.** Participants must make a Charisma saving throw. On a failure, a participant's shadow gains its own mind, agenda, and agency. The change is not immediately obvious; the shadow might spend a lengthy period planning and biding its time before acting in any way. The shadow's motives, creature type (for example, Aberration, Fey, Fiend, or Undead) and other game statistics are determined by the DM.

- 2 **Banishment.** Participants must succeed on a Charisma saving throw or be sent to a random plane of existence (determined by the DM). The DM rolls a 1d2 in secret to determine if: (1) the affected participants are all sent to the same random plane of existence; or (2) The participants are each sent to a different random plane of existence.

- 3 **Beach Blanket Bingo.** Random objects appear within the ritual space, arriving through random portals from another world or random worlds. They might be familiar, unusual, or alien.

d12 Conjuration Mishap

- 4 **Bizarre Twin.** Participants must make a Charisma saving throw. On a failure, a duplicate of the participant springs into being in the nearest available space. The duplicate shares the memories and abilities as their originals (and possess identical-looking equipment, except for any magic items which only appear to be identical, and are not magic). The duplicate also has its own twisted ambitions, desires, or mustaches (determined by the DM).
- 5 **Distracting Wisps.** Wisps of animate magic move through the area of effect of the ritual. They are visible but intangible, and will reappear even if somehow moved or dispelled. Any Concentration checks made in the area of effect of the ritual are made at disadvantage.
- 6 **Maze.** Participants must succeed on Wisdom saving throw or be affected by the *maze* spell. If another mishap occurs, or the ritual fails before an affected participant escapes the maze, they are instead ejected to the Astral Plane.
- 7 **Permanent Portal.** A portal to another plane opens.
- 8 **Possession.** Participants must succeed on a Charisma saving throw or become possessed by an extraplanar spirit (for example, an Aberration, Fey, Fiend, or Undead).
- 9 **Solid Fog.** The ritual site is filled with the effects of the *solid fog* OGE spell.
- 10 **Summoning.** A number of creatures appear, they are hostile to the participants and will pursue them to the exclusion of all else until defeated. The DM rolls a d12 in secret to determine the type of creatures that appear: (1) Aberration; (2) Beast; (3) Celestial; (4) Dragon; (5) Elemental; (6) Fey; (7) Fiend; (8) Giant; (9) Humanoid; (10) Monstrosity; (11) Ooze; or (12) Undead.
- 11 **Thrown Away.** Each participant makes a Strength saving throw. On a failure, they are launched from the ritual site in a random direction.
- 12 **Variant.** Participants must make a Charisma saving throw. On a failure, a duplicate of the participant springs into being in the nearest available space. The duplicate is an Aberration. It takes the form of a potential future evolution of the participant's kind. The duplicate shares the participant's memories, but their desires and game statistics are determined by the DM. The DM rolls a d8 to determine if: (1) The duplicate is a Beast, and it takes the form of a bestial devolution of the participant; (2) The duplicate is a Celestial, and it is a better version of the participant; (3) The duplicate is a Construct, and it ignores the participant's existence entirely; (4) The duplicate is an Elemental, and it is a living statue; (5) The duplicate is a Fey, and it is a crude, cartoonish caricature of the participant; (6) The duplicate is a Fiend, and it is a malicious reflection of the participant's flaws; or (7) The duplicate is a hideous Monstrosity, and it is hostile to the participants.

Divination Mishaps

d8 Divination Mishap

- 1 **Aimless Telepathy.** Participants must make an Intelligence saving throw. On a failure, they telepathically (and unintentionally) project their surface thoughts to creatures they can see within 30 feet.
- 2 **Ancestral Vision.** Each participant rolls a d12, gaining a potent vision of an ancestor of theirs, a number of generations back equal to the value on the die. The vision lasts until a participant succeeds on a Wisdom saving throw made at the end of each of their turns. For the duration, participants experiencing visions cannot concentrate or make contributions to the ritual pool.
- 3 **Celestial Disturbance.** The sky is changed. The DM rolls a d6 to determine if: (1) an important star (or constellation) falls from the sky; (2) the moon fractures into two, potentially raining down debris onto part of the world; (3) the length of the world's days and nights are increased or decreased; or (4) The world moves closer to or further away the sun, raising or lowering the average worldwide temperature; (5) the sun unleashes and electromagnetic storm, creating a scintillating aurora in the sky, and damaging any appropriate world infrastructure; or (6) a new celestial body arrives in the form of an eclipse. It might be a second sun which alters the seasons and weather, a new moon that alters the tides, or a new neighboring world.
- 4 **Evil Eye.** Participants must make a Wisdom saving throw. On a failure, a participant becomes cursed. Once each day when a cursed participant makes eye contact with another creature, makes a Wisdom (Perception) check (chosen by the DM), the creature the cursed participant is gazing at is targeted by the *bestow curse* spell. The target is also aware of the curse, and knows the participant who cursed them was responsible. The curse lasts for a number of hours equal to the level of the ritual spell, and the cursed participant doesn't need to concentrate on the spell, nor are they able to will the curse to end early.
- 5 **Language Loss.** Participants must make a Wisdom saving throw. On a failure, a participant forgets all languages they know. They can speak in a gibberish tongue that makes sense to other participants who also failed their saving throw, but can't cast spells with a verbal component, and cannot be otherwise understood by those not affected by this mishap unless aided by magic.
- 6 **Sensory Revolt.** Each participant must make a Constitution saving throw. On a failure, the participant's bodily orifices close, covered by their skin, scales, hair, or horn. The participant is blinded, deafened, and begins suffocating.

d8 Divination Mishap

- 7 **This Isn't Your Life.** Each participant is stunned, glimpsing a vision of their life had they not made what they believe to be their greatest mistake. Consult the character's bonds and backstory before prompting each participant. The vision lasts until a participant succeeds on a Wisdom saving throw made at the end of each of their turns. For the duration, participants experiencing visions cannot concentrate or make contributions to the ritual pool. The effect ends early if a stunned participant takes damage.
- 8 **Variable Vision.** Participants must make a Constitution saving throw. On a failure, a participant's sight is altered to some other form of vision. Each participant rolls a d6 to determine how their vision is affected: (1) the participant is blinded, but can see the invisible and into the ethereal plane; (2) the participant is blinded but can see changes in relative temperature, this cannot make out fine details, for example a creature's face; (3) the participant is blinded, but can see magic or magical effects as if through the detect magic spell; (4) the participant is blinded, but can see the auras of living things, and identify their creature type with a successful Intelligence (Nature) check equal to the ritual DC; (5) the participant is blinded, but is permanently under the effects of the detect evil and good spell; or (6) the participant can see to a distance of 30 feet, including through creatures and objects. They view other creatures as bags of organs, bones, and meat through their armor, and see nails holding a fence together.

Enchantment Mishaps

d10 Enchantment Mishap

- 1 **Agoraphobic Urgency.** Participants must succeed on a Wisdom saving throw or become cursed. Immediately and once each hour while the curse persists, if a cursed participant can see 10 or more creatures, it must succeed on a Wisdom saving throw or become frightened for 1 hour. For the duration, they make any Charisma checks with disadvantage. When the fear subsides, they must succeed on a Constitution saving throw or take one level of exhaustion.
- 2 **Aura of Euphoria.** The ritual site becomes a place of unnatural calm and contentment. Creatures within the ritual site have disadvantage on attack rolls. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Wisdom saving throw. On a failure, a creature spends its turns in a euphoric stupor, spending its action doing nothing except admiring the surroundings, nearby creatures, and moving in random directions within the ritual site. On a success, the creature becomes immune to the euphoric effects for 24 hours.

Even after leaving the area, a creature that failed its saving throw will desire to return to the ritual site, dealing 1d6 psychic damage each day at dusk to the participant, unless it returns to the ritual site.

d10 Enchantment Mishap

- 3 **Aura of Hilarity.** The ritual site becomes inexplicably hilarious. Creatures that start their turn within the ritual site or enter it on a turn must succeed on Wisdom saving throw or erupt into uncontrollable laughter. A laughing creature spends its action on its turn singing, laughing, and making merry.
- 4 **Bad Luck.** Participants must make a Charisma saving throw. On a failure, the participant experiences bouts of bad luck. rolls a d6 to determine a random ability score: (1) Strength; (2) Dexterity; (3) Constitution; (4) Intelligence; (5) Wisdom; or (6) Charisma. The participant has disadvantage on ability checks, attack rolls and saving throws made with that ability score.
- 5 **Eruption of Power.** Participants each roll a d4 to determine which of the following spells randomly targets them: (1) *power word silence*^{OCGE}; (2) *power word stun*; (3) *power word pain*^{OCGE}; or (4) *power word kill*.
- 6 **Faerie Dust.** Participants are affected by the *dust dash*^{OCGE} spell. The DM decides if the participants use the same result from the spell's table, or if each participant rolls their own results.
- 7 **Illusory Speech.** Participants must make an Intelligence saving throw. On a failure, visual illusions of ideas, concepts, colors that reflect their mood, or written transcripts of words accompany any words they speak, radiating dim light in a 5-foot radius until the start of their next turn.
- 8 **Slumber.** Participants must succeed on a Wisdom saving throw or fall asleep. No matter what happens around or to a sleeping participant, they remain unconscious.
- 9 **Sorcerous Origin.** A random individual (determined by the DM) within range becomes a sorcerer. The new spellcaster's level equals twice that of the ritual spell. Their spellcasting ability is Charisma, and their Charisma score becomes a number equal to 11 + the level of the ritual spell.
- 10 **Unspeakable Experience.** Participants must make a Wisdom saving throw. On a failure, the participant becomes tongue-tied whenever the subject of the ritual comes up.

An affected attempts to name or describe the ritual, the ritual site, or any other participant, it must first succeed on a Wisdom saving throw. On a failure, the participant is stunned until the end of their next turn.

Evocation Mishaps

d8 Evocation Mishap

- 1 **Arcane Explosion.** All participants must make a Dexterity saving throw, taking $1d12$ damage for each level of the ritual spell on a failure, or half as much on a success. The DM chooses an appropriate damage type based on the ritual spell, or rolls a d10 to determine a damage type: (1) acid; (2) cold; (3) fire; (4) force; (5) lightning; (6) necrotic; (7) poison; (8) psychic; (9) radiant; or (10) thunder.
- 2 **Dampened Healing.** Until the ritual concludes or fails, spells, abilities, and other magical effects that cause a creature to regain missing hit points or grant temporary hit points restore or grant only half as many (rounded up).
- 3 **Elemental Incursion.** The ritual site becomes permanently connected to a random elemental plane. Effects might include changes in temperature, moisture level, volcanism, flooding, unexpected and strong or freezing winds, sand, steam vents, or other effects determined by the DM.

Additionally, $1d2$ elementals appear from the plane for each level of the ritual spell (determined by the DM). The lead participant can use their reaction to make a spellcasting ability check equal to the ritual DC. On a success, the elementals are indifferent to the participants. On a failure, the elementals are hostile.
- 4 **Freezing Rime.** Each creature in the ritual site must succeed on a Constitution saving throw. On a failure, the creature becomes paralyzed, encased in ice. The ice has AC 17, 10 hit points for each level of the ritual, and immunity to all damage except fire damage. On initiative count 20, the encasing ice regains any of its missing hit points.

Additionally, the ritual site becomes encased in an icy rime, and the temperature is extremely cold, as described in Chapter 5 of the *Dungeon Master's Guide*.
- 5 **Magnetism.** Participants must succeed on an Intelligence saving throw or become magnetically charged, either attracting or repelling loose iron objects within 30 feet.
- 6 **Natural Disaster.** The ritual unleashes a disaster. The DM rolls a d8 to determine if nature of the disaster mimics one of the following spells: (1) *avalanche^{XGE}*; (2) *control weather*; (3) *deadly lahar^{XGE}*; (4) *earthquake*, (5) *maddening darkness^{XGE}*; (6) *meteor swarm*; (7) *tsunami*; or (8) *whirlwind^{XGE}*. The effects permanently change the landscape within range.
- 7 **Sunlight Skin.** Participants must succeed on a Constitution saving throw. On a failure, a participant takes a number of $d4s$ in radiant damage equal to the level of the ritual spell, and begins to glow, emitting bright light in a 60-foot radius. The light is sunlight.

d8 Evocation Mishap

- 8 **Withering Radiance.** Participants experience a sickening, withering radiance. Each participant rolls $1d6$, gaining an equal number of levels of exhaustion, and their skin is withered away, breaking out into painful lesions. The sores and withered appearance remain until the participant reaches 0 levels of exhaustion.

Illusion Mishaps

d12 Illusion Mishap

- 1 **Aura of Hallucination.** The area of the ritual is covered in detailed illusions: colors change, impossible geometry manifests, strange sounds and smells fill the space.
- 2 **Color Drain.** Within the spell's area, colors fade, leaving the surroundings defined only in shades of gray. Nonmagical light and darkness within the area has no effect, and all surfaces are perpetually in an omnidirectional, gloomy dim light.
- 3 **Dampened Sound.** Sounds within the area of the ritual become muffled, distorted, and oddly pitched, and travel noticeably perceptibly slower than usual. Wisdom (Perception) checks that rely on sound made within the ritual site are made at disadvantage. Any creature that attempts to cast a spell with a verbal component must make a successful spellcasting ability check against the ritual DC or the spell fails.
- 4 **Haunting Illusions.** Participants must make an Intelligence saving throw. On a failure, a participant has disadvantage on any ability checks or saving throws they make to avoid or discern illusion spells or illusory effects. Additionally, immediately, for one minute for each level of the ritual spell, and randomly once each day thereafter for as long as a participant remains on the same plane as the ritual area, each participant that fails the saving throw experiences a shared hallucination. The hallucinations start innocuously, and increase in surreality over the course of the same number of minutes. The DM must account for any distance between party members to ensure their shared hallucinations are compatible across their relative distance.
- 5 **Illusory Ki.** Participants must make a Wisdom saving throw. On a failure, a participant gains an invisible, slightly unsettling aura. Divination spells that target the affected participant give off random, sometimes alarming results unless the creature that used them succeeds on a spellcasting ability check against the ritual DC. A failure on such a check might cause the participant's creature type to be mistaken by spells like *detect evil and good* or a paladin's *Divine Sense* ability, or appear to be under the effects of any school of magic when viewed through the effects of the *detect magic* spell.

d12 Illusion Mishap

- 6 **Quantum Sight.** Participants must make an Intelligence saving throw. On a failure, a participant gains truesight to a distance of 60 feet. In addition to this new form of vision, and begins to perceive all the elements of reality that most creatures cannot see or subconsciously ignore to maintain their sense of reality. The experience is overwhelming. Each day, the participant must repeat the saving throw. If the saving throw fails by 5 or more, the participant has disadvantage on Wisdom, Intelligence, and Charisma ability checks and saving throws for 24 hours. If the saving throw fails by 10 or more, the participant also becomes insane for 24 hours, unable to distinguish their immediate reality from the inner (or outer) workings of the universe, plagued by sensations of seemingly unrelated (but nonetheless true) phenomena, or being distracted by the experience of the interconnectedness of all things.

- 7 **Quipping Equipment.** Participants must make an Intelligence saving throw. On a failure, a participant experiences hallucinations where one piece of their equipment speaks to them. The DM rolls a d6 to determine if the object: (1) criticizes and mocks the participant's every word or action; (2) attempts to conscript the participant on a wild goose chase; (3) laments impending doom at every decision the participant makes; (4) is inconveniently desperate for validation or affection; (5) enthusiastically encourages every course of action the participants takes; or (6) asks deeply personal questions at inopportune times. As the voice is merely an illusion perceived by the participant, no one else can hear it, and it can use the participant's own knowledge against them. If they leave the possession behind, another takes its place.

- 8 **Shared Sensations.** Participants must succeed on a Constitution saving throw, or begin to affect the senses of those around them, creating unnatural noises, smells, tastes, or a noticeable change in temperature when nearby. Those affected know the participant is responsible if they can see the participant.

- 9 **Spectral Appearance.** Participants must succeed on a Wisdom saving throw or come under the effects of the *ghostly disguise*^{OGE} spell.

- 10 **Terrible Smell.** Participants that fail a Constitution saving throw emit a terrible smell. The effect is only illusory. A creature determine that it is an illusion with a successful Intelligence (Investigation) check against the ritual DC. The participant gains the *Illusory Stench* trait:

Illusory Stench. Any creature other than you that is unaware of your illusory stench that starts its turn within 10 feet of the you must succeed on a Constitution saving throw against the ritual DC or be poisoned until the start of the its's next turn. On a successful saving throw, the creature is immune to your stench for 1 hour.

d12 Illusion Mishap

- 11 **Unstable Invisibility.** Participants must make a Constitution saving throw. On a failure, they become intermittently, partially invisible, including any equipment covering those parts of their body. The effects are unpredictable and change once each hour. Roll 2d6 to determine the parts of the body affected: (1) hands and feet; (2) arms; (3) legs; (4) torso (including any tails or wings); (5) head; or (6) the entire body, and the nature of the invisibility: (1) completely invisible; (2) randomly flickering in an out of visibility; (3) slightly transparent, allowing veins, bones and other anatomy to be clearly visible; (4) ghostly wisps ; (5) refracted as if seen through a kaleidoscope; or (6) blurred away, as if by a clumsy paintbrush.

Additionally, the participant gains the *Inconvenient Invisibility* trait:

Inconvenient Invisibility. When you roll initiative or enter some other high-pressure situation (at the DM's discretion), you must make a Constitution ability check against the ritual DC. On a success, you can become invisible for up to 1 minute. The invisibility ends early if you attack or cast a spell. On a failure, you become invisible, you are blinded and deafened, and your speech becomes inaudible (preventing you from performing the verbal components of spellcasting). You can use your action on your turn to make a Constitution ability check against the ritual DC to end the effect.

- 12 **Voice Swap.** Participants that fail a Constitution saving throw randomly exchange the sounds of their voices. The effect is only illusory. A creature determine that it is an illusion with a successful Intelligence (Investigation) check against the ritual DC.

Necromancy Mishaps

d8 Necromancy Mishap

- 1 **Animate Dead.** Unburied corpses within range rise as undead. The exact nature of the creatures is left to the DM to determine. The undead are hostile to all living creatures.

- 2 **Aura of Dread.** The ritual site rumbles with disquieting ancient power. A creature that starts their turn within the ritual site or enters it on a turn must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened. While frightened, a creature must take the Dash action and move away from the ritual site by the safest available route on each of its turns, unless there is nowhere to move. On a success, the creature is immune to the effect for 24 hours.

- 3 **Blight.** Plants within rang become twisted and blighted, as if affected by the *blight* spell. Most die outright, and the surviving plants are left brittle, withered, and weak.

d8 Necromancy Mishap

- 4 **Contagion.** Beasts and Humanoids within range are afflicted as if hit with the *contagion* spell. Participants at the ritual site and any important NPCs make a Constitution saving throw to avoid the effects of the spell. The percentage of other afflicted creatures is 30 + a number of d10s equal to the spell level, which the DM rolls in secret.
- 5 **Deathly Pallor.** All participants take on a deathly pallor. Their skin appears unnaturally gaunt and desiccated.
- 6 **Putrid Miasma.** A putrid miasma fills the ritual site. Creatures in the area must make a Constitution saving throw. On a failure, a creature is poisoned for a number of hours equal to the ritual spell level.
- 7 **Vampiric Withering.** 1d2 participants for each level of the spell take 1d6 damage for each level of the ritual spell, which cannot be prevented or reduced in any way. The target's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a **vampire spawn**.
- 8 **Spirit Conflagration.** Spirits within range to the ritual spell level are drawn towards it. At the DM's discretion, the spirits approve or disapprove of the ritual, either aiding in the ritual or further disrupting its progress.

Transmutation Mishaps

d12 Transmutation Mishap

- 1 **Alchemical Chaos.** Nonmagical materials within range change their properties for another, for example, flesh to stone (and vice-versa). The DM rolls 2d12 to determine which two materials are exchanged: (1) adamantine; (2) bone; (3) copper; (4) crystal or glass; (5) flesh; (6) gold; (7) iron (including steel); (8) mithril; (9) platinum; (10) silver; (11) stone; or (12) wood.
- If the results affect a creature within the ritual area or an object it is wearing or carrying, the creature makes a Constitution saving throw to avoid the effects.
- Unattended material used for the ritual is also affected. The alteration of important ritual components might cause the ritual spell to fail.
- 2 **Animate Objects.** The material components of the ritual, as well as other nearby objects come under the effects of the *animate objects* spell, and are hostile to the participant and other nearby creatures. If the ritual involves a talisman, it comes under the effects of the *awaken object^{OGE}* spell.
- 3 **Delayed Effects.** The ritual's effects become delayed. If the ritual is successfully completed, it takes effect a number of days later (determined by the DM). If the ritual fails, another random mishap occurs at that time. The mishap's effects centered on the ritual, or the target or vessel for the ritual spell's magic (at the DM's discretion).

d12 Transmutation Mishap

- 4 **Gravity Reorientation.** Gravity within the ritual area becomes unreliable. Objects and creatures might float in midair, fall toward walls or ceilings as if affected by the *reorient^{OGE}* spell, or become unnaturally light or heavy, as if under the effects of the *mass distortion^{OGE}* spell.
- 5 **Implosion Fields.** Bubbles of disintegrating force create random craters within the ritual site. Creatures in the area are targeted by the *disintegrate* spell.
- 6 **Lycanthropy.** Participants must make Constitution saving throw. On a failure, a participant contracts a random form of lycanthropy. Roll a d6 to determine the type of lycanthropy contracted: (1) tiger; (2) bear; (3) boar; (4) wolf; (5) rat; or (6) raven. The participant transforms into their new form immediately, and is unable to leave that form until the ritual concludes or fails.
- 7 **Natural Chaos.** Beasts, Plants, insects and rocks within a number of miles of the ritual site equal to the ritual spell level are aged or enlarged as if under the effects of *age plant^{OGE}*, *enlarge/reduce*, *flourishing beanstalk^{OGE}*, *giant insect*, *plant growth*, or *wrath of nature^{OGE}* spells.
- 8 **Objectified.** Participants must succeed on a Charisma saving throw to be transformed into a random trinket (see Chapter 5 of the *Player's Handbook* for a list of trinkets). For the duration, the affected participant is incapacitated, and its movement speed is 0. The affected participant is aware of their surroundings.
- 9 **Polymorph.** Participants are targeted by the *polymorph* spell. If a participant fails their saving throw, they become a random Beast with a CR of 1/2 or lower.
- 10 **Property Discombobulation.** A random number of participants have their non-magical clothing changed into other pieces of mundane equipment. This may include cloaks turning into blankets, hats into chamber pots, shirts into paper, or any other appropriate changes as determined by the DM.
- 11 **Spontaneous Pookadom.** Participants must make a Charisma saving throw. On a failure, a participant gains physical features of a random animal (determined by the DM). The effects might include hair growth, scales, slimy skin, tail, horns, tusks, or other features.
- 12 **Transdimensional Disturbance.** Participants must succeed on a Charisma saving throw or be moved into other dimensions. The DM rolls a 1d2 to determine if the participants that fail come under the effect of the following spells: (1) *mirror stride^{OGE}*; or (2) *duodimension^{OGE}*.



Illustration by Josh Norman

EXAMPLE RITUAL SPELLS

The following five examples include rituals, their properties, and a summary of the ritual procedure. The DM can use these as a template to devise your own rituals.

CLONE

8th-level necromancy ritual

Ritual Formula Simple (a written formula of *clone* spell)

Participants 3 or more

Spell Slots Simple (24 spell slot levels)

Casting Time Simple (8 hours minus a number of hours equal lead participant's proficiency bonus, to a minimum of 1 hour)

Duration Simple (identical to the *clone* spell)

Ritual Site Simple (anywhere)

Verbal and Somatic Components Simple (identical to the *clone* spell)

Material Components Simple (identical to the *clone* spell)

Range and Area Simple (identical to the *clone* spell)

Delayed Casting None

Magic Mishaps Simple

This formula allows participants to pool their magic to cast the *clone* spell.

Preparation. The participants arrange the material components in accordance with the *clone* spell's requirements.

Opening the Ritual Pool. 8 spell slot levels are required to open the ritual pool.

Concluding the Ritual. The participants fill the remainder of the ritual pool, which causes the spell to come into effect.

As this example shows, it doesn't take much to turn any spell into a functioning ritual, especially if the simple options are used for each of the ritual's properties.

The remaining examples will look at designing ritual spells with effects that don't already exist in *Dungeons and Dragons*.

CREATE HELMED HORROR

5th-level transmutation ritual (DC 13)

Ritual Formula Simple

Participants 3 or more

Spell Slots Ambitious (25 spell slot levels)

Casting Time Simple (5 hours minus a number of hours equal to the lead participant's proficiency bonus, to a minimum of 1 hour)

Duration Brutal (Permanent)

Ritual Site Simple (a 30-foot radius, covered from the sky)

Verbal and Somatic Components Simple

Material Components Ambitious, Specific (a longsword, a suit of plate armor, a helmet, 500 gp worth of incense, a heavy lead chain with an inlaid gemstone worth at least 1,000 gp, 2,000 gp worth of adamantine dust, and the hand of a creature proficient with a longsword and heavy armor severed within the last week, all of which the ritual consumes)

Range and Area Simple (all effects remain contained within the ritual pool)

Delayed Casting None

Magic Mishaps Brutal

This ritual formula details the process of creating a **helmed horror**, which is eternally loyal to the lead participant. The DM has the creature's statistics.

Preparation. Participants place the armor and longsword at the center of the ritual site, with the participants evenly arranged around it in a circle at a distance of no more than 30 feet. The incense is placed into at least three different braziers around the armor and lit. The lead participant dons the amulet.

Opening the Ritual Pool. 10 spell slot levels are required to open the ritual pool. Once it is opened, the armor rises to one knee, perfectly still. For the remainder of the ritual, one participant must continuously cast *blade ward* into the ritual pool, using the adamantine dust as a material component. The participant gains no benefit from the spell themselves.

Selecting Spell Immunities. Halfway through the ritual, the helmed horror is given its three spell immunities (typically *fireball*, *heat metal*, and *lightning bolt*). Two participating spellcasters are required, one to cast the spell to which the horror is to be made immune, and another to simultaneously cast *dispel magic* using a spell slot of equal or greater level. Each time a pair of spells are cast in this way, the lead participant must succeed on a spellcasting ability check against the ritual DC or a mishap occurs. Once the helmed horror is given three spell immunities, it stands upright, remaining perfectly still.

The three students crept into the academy basement, each stifling a titter of laughter.

Hubert held himself at the doorway, nursing at a stitch in his side, trying to catch his breath. "I thought I was... gonna be... caught there... for sure."

"That was foolish, turning invisible like that. We're not going to be able to do this if you keep throwing your spells away. It's like the headmaster says—*Waste not, want not.*" Oona scolded him. Hubert blushed and nodded. He had so many things he wanted to tell Oona—just not with Lucy Primrose there to hear it, too.

"Oh, what does that grumpy old Gus know, anyhow?" Lucy was throwing back a white cloth, revealing a polished suit of plate armor and a gleaming longsword. A moment later, the words came charging out at a mile a minute. "Isn't this thing great? I nicked it off this knight in town. Real jerk, too. Ugh! He had it *coming*, you know what I mean? Hey, check out the sword!"

Lucy made a few foolish-looking thrusts with the weapon before losing control of its weight, dropping it. A loud clang echoed through the basement hall.

Lucy looked at the way Oona was twisting at the bag of precious dust, and Hubert seemed to be holding the leaden chain as if it were an unruly eel. Lucy recognized these as the first signs of second thoughts. Cowards. They had come too far to back out now.

"Oh, come on—*Guys*—I'm telling you, we can handle this! When have I ever steered you wrong?"

Then Lucy produced the hand. It looked drier than Hubert expected—and significantly more *green*. Lucy held it to her throat and began to make choking noises.

Oona laughed. Hubert threw up. The suit of armor said nothing and did nothing, because it was only a suit of armor.

Concluding the Ritual. The participants fill the remainder of the ritual pool, and the lead participant sacrifices the hand to the ritual pool, which causes the longsword to spring from the ground into the hands of the armor. The lead participant then names the helmed horror, and gives it a first command, which it obeys. The amulet crumbles into dust and the ritual ends.

LARRY LEGERDEMAIN'S GET LICH QUICK SCHEME

10th-level necromancy ritual (DC 18)

Ritual Formula Brutal (Larry's personal formulation)

Participants 40 or more (Larry's best guess)

Spell Slots Brutal (60 spell slot levels)

Casting Time Ambitious (10 hours)

Duration Brutal (Permanent)

Ritual Site Brutal (a convergence of at least two great ley-lines)

Verbal and Somatic Components Brutal

Material Components Brutal, Unique (the extensive list has been written and rewritten in the margins at least three times, and promises to save you fifty percent or more on your life assurance)

Range and Area Brutal

Delayed Casting Ambitious (the object to be used as a phylactery)

Magic Mishaps Simple (mishaps will occur)

This ragged, handwritten, and profanity-laden ritual formula is an excerpt from the memoirs of the wizard—and salesman—Larry Legerdemain. It details his process for becoming a lich, something he quite famously was not. Or it would be something he quite famously was not, if anybody had ever heard of Larry Legerdemain, which they haven't.

Preparation. The lead participant is seated at the center of the ritual area. Participants arrange themselves around the lead participant, who dons the ceremonial amulet.

Opening the Ritual Pool. The lead participant and two other participants open the ritual pool by drawing ceremonial daggers across their palms, spilling the blood into the ceremonial urn, and sacrificing 3 hit dice each to the ritual pool. Including these hit dice, 6 additional spell slot levels are required to open the ritual pool.

Dead Man's Party. For the next three hours, at least 9 of the participants must continuously cast the *drumble dead^{OGE}* spell into the ritual pool, while any remaining participants perform the ceremonial chant—*Yeah, it's a real banger, too. Old bard buddy of mine wrote it. I tell ya, the 90's. You could just get on your horse and ride and see where the wind takes you. Where was I? Oh right, the song. Yeah, you can do pretty much whatever you want while the mooks do their thing. Maybe do some light reading, catch up on those household chores you've been neglecting, or really get to know your fyckin' family again.*

The Disturbed Dead. At this time, the lead participant must contribute at least 10 levels of spell slots to the Ritual pool, and the participants must contribute another 10 within 1 minute, or a mishap occurs, and the ritual fails.

When the pool is filled, the *Animate Dead* mishap on the Necromancy Mishap table occurs—*Yeah, I mean, it's tragic and all, but you have to ask yourself—Do you care?*

Spirits of Vengeance. After another hour, angry spirits congregate at random unoccupied spaces within the ritual site. The DM rolls a 10d6 to determine if the spirits are a: (1) **banshee**; (2) **ghost**; (3) **poltergeist**; (3) **shadow**; (4) **specter**; or (6) **wraith**. The spirits are hostile to the participants.

Whenever one of the spirits dies, a participant must use their reaction to make a spellcasting ability check against the ritual DC, adding their proficiency bonus to the roll. On a success, the spirit shrieks in terror, and is cast into the ritual pool. On a failure, or if no participant uses their reaction in this way, a mishap occurs. If fewer than three of the spirits were cast into the pool by the lead participant, a mishap occurs and the ritual fails—*Now, stick with me, here, because this is where half these jabronis are about to pop like a fyckin' grape.*

The Withering. Once all the spirits have been defeated, the ritual pool must be filled to its capacity within 1 hour or two mishaps occur, and the ritual fails. Once the pool is filled to its capacity, the *Vampiric Withering* mishap on the Necromancy Mishap table oc—

The formula ended abruptly in a torn page. Some enterprising spellcaster might one day try to devise a new conclusion to the ritual, but at what cost? Who could possibly be so ambitious and foolish?

Oona thought of Lucy and laughed, wondering what she was up to now. Had it really been forty years? Lucy had not said a word to Oona since her expulsion after the incident. Oona sighed, lost in the memory of her friend.

The clock tower across campus chimed 8 o'clock. Oona tucked the greasy vellum back into the brittle leather scroll case and scurried toward the exit.

"Goodnight, headmaster," said the archivist.

"Goodnight, Jarvis," said Oona.

Oona pushed through the heavy double doors of the archives, breathed in the cool autumn air, and wondered what Hubert had made for dinner.



Illustration by Misha Oplev

SANCTUARY OF ILMATER

7th-level ritual (DC 15)

Ritual Formula Brutal (rite of the *High Priests of Ilmater*)

Participants 3 or more

Spell Slots Simple (21 spell slot levels)

Casting Time Brutal (3 hours each day for 30 days)

Duration Brutal (Permanent)

Ritual Site Ambitious (a stone structure with a ceiling at least 30 feet wide, 30 feet deep, and 30 feet tall with a stone altar at the center)

Verbal and Somatic Components Simple

Material Components Brutal, Unique (3,000 gp worth of holy water, 3,000 gp worth of rare incense, a ceremonial vessel inscribed with powered ruby sigils worth 10,000 gp, and the bone of a saint, all of which the spell consumes)

Range and Area Ambitious (up to 40,000 square feet of floor space to a height of 30 feet above the floor)

Delayed Casting None

Magic Mishaps Ambitious

This ritual formula details the process of dedicating a space to the service of Ilmater.

When complete, the spell prevents Aberrations, Elementals, Fey, Fiends, and Undead from entering the area using teleportation or planar travel. Such creatures that attempt to enter the area, or that cast a spell or attack another creature within the area must succeed on a DC 15 Charisma saving throw or lose the spell or attack, lose their reaction, have their movement speed reduced to 0 until the start of their next turn, and take $4d10$ radiant damage.

Additionally, Humanoids in the area cannot become charmed or possessed by Aberrations, Elementals, Fey, Fiends, and Undead while they remain in the area. If a humanoid is charmed, frightened, or possessed by such a creature, they have advantage on any new saving throw against the effect.

Preparation. The walls and surfaces of the room are anointed with holy water, and the incense is lit. The sigil is placed on an altar in the center of the space. The lead participant carries the bone around the area. The bone is then placed upon the vessel, which is laid on the stone altar, where it cannot be moved until the final casting of the ritual, or the ritual fails.

Opening the Ritual Pool. At the lead participant's direction, each of the participants sacrifices one of their hit dice to Ilmater, offering their suffering in the present and promising compassion for the wayward souls who will seek refuge in the temple for generations to come. Including these hit dice, 6 additional spell slot levels are required to open the ritual pool.

Ilmater's Sanctuary. Each of the participants casts the *detect evil and good* and *protection from evil and good* spells into the ritual pool, as heavenly voices fill the ritual site with celestial music. The lead participant casts at least one cleric spell of 1st-level or higher that deals radiant damage into the ritual pool.

Concluding the Ritual. The participants fill the remainder of the ritual pool, and the ruby sigil is consumed. The anointed walls emit a brief glowing light.

Repeating the Ritual. The ritual must be completed again once each day for 30 days. The material components listed account for the costs for all required repetitions. When the final ritual is completed on the 30th day, the bone and ceremonial vessel are consumed. If the final repetition is not completed, the spell's effects fade after a number of weeks equal to the number of successful repetitions performed.

The intensity builds with each passing hour. Tears strain from the high priest's faces—such proximity to their deity!

Afterward, an aura of comfort hangs between the temple's walls, and they slumber on the bare stone floor. By the end of the month, the saintly bone—already yellowed and visibly worn from this first casting—will be lost, the final gift from a long-dead and unnamed forebear.



Illustration by Éva Kárpáti

The grove is quiet, and the stoic faces of the gathered druids gaze at their master, resting on the rough stone plinth they stand around.

The archdruid sighed. So many empty seats in the amphitheater. Members of the circle sought druidic scriptures in the Feywild, bargained with—no, stole from—an ancient dragon.

They all know once their treachery is discovered by the dragon, they will no longer be free to tend to the lands near his mountain hold. This secret knowledge may have come too late, at too great a cost. It might only make the war worse. The archdruid could not make the council see reason. What they are about to attempt has not been done in an age.

The inexperienced among them will surely collapse. The circle may lose more members this very night if he is unfocused and unprepared to provide guidance to the circle.

"Who will bear the burden of carrying the circle's wrath to war?"

Silence. *Too much silence.*

"I will." said a young druid. A halfling, and barely an adult. Her bright, black eyes flickered in the firelight.

"Step forward, then," said the archdruid, turning toward the altar, "and let it be done."

VESSEL OF THE VENGEFUL STORM

9th-level conjuration ritual (DC 17)

Ritual Formula Brutal (secret rite of the *Keepers of the Grove*)

Participants 27 or more

Spell Slots Brutal (54 spell slot levels)

Casting Time Simple (9 hours minus a number of hours equal lead participant's proficiency bonus, to a minimum of 3 hours)

Duration Simple (1 week)

Ritual Site Ambitious (a forest clearing within a grove of healthy trees)

Verbal and Somatic Components Ambitious

Material Components Brutal, Unique (dried plant specimens from all four corners of the continent, a glass sphere containing essence of elemental air worth at least 1,000 gp, 3 piezoelectric crystals with the captured breath of a blue or bronze dragon worth 10,000 gp each)

Range and Area Ambitious (360-foot radius)

Delayed Casting Brutal (a Humanoid vessel)

Magic Mishaps Simple

This ritual formula places the *storm of vengeance* spell into a humanoid vessel.

Preparation. Before the four participants walk to the north, south, east and west of the ritual site, each seeking out four different animals (for example a deer, an owl, a snake, and a wolf). Using the *speak with animals* spell (preferably casting the spell as a ritual), the participants warn the animals of the oncoming storm, and encourage them to warn others. While this step is not strictly necessary, the druids stress the importance of giving natural creatures a chance to take shelter.

Opening the Ritual Pool. At least nine different participants must cast the *cloudburst^{OGE}*, *fog cloud*, or *gust of wind^{XGE}* spell into the ritual pool, which causes clouds to gather in the area overhead, and a cool rain to fall, lightly obscuring the site. Until the ritual's final hour, these participants must use their action each turn to extend the duration of the spell.

The lead participant designates the willing vessel, who is stripped bare, and anointed with a poultice made from the dried plants. The vessel takes their place atop a high altar, above the participants. Two of the gems are placed in each of their hands, and the orb is placed in their lap. The third gem remains in possession of the lead participant.

From this point forward, if the vessel is reduced to 0 hit points, a mishap occurs, and the lead participant must designate a new willing vessel with this process within 1 minute or a mishap occurs, and the ritual fails.

Stormfront. The participants fill the ritual pool to at least half its capacity. Over the course of the hour, the rain grows colder and colder, and the area becomes heavily obscured.

Once each hour until the ritual's final two hours, a flash of thunder and hail occurs. Each participant except the vessel must succeed on a Constitution saving throw or take 2d8 thunder damage and 3d8 cold damage. The ritual site's area becomes difficult terrain for the remainder of the ritual.

Calling the Storm. During the ritual's final two hours, at least nine different participants must continuously cast the *call lightning* spell into the ritual pool, or the ritual fails. These participants must use their action each turn to extend the duration of the spell, and direct its lightning into the ritual pool. Each individual storm coalesces over the area, funneling down from the sky and into the vessel.

Additionally, once every 10 minutes, the storm becomes unstable. The lead participant must make a spellcasting ability check against the ritual DC. On a failure, the vessel takes 10d10 lightning damage. On a success, the damage is evenly divided amongst the participants instead. This damage does not trigger concentration checks for the participants.

Concluding the Ritual. The participants fill the remainder of the ritual pool, which closes around and into the vessel's chest cavity. The effects of the spell are a visible tumult of clouds and lightning.

Casting the Spell. The *storm of vengeance* spell remains inside the vessel until it casts the spell or dies. If the vessel dies, it must make a spellcasting ability check against the ritual DC. On a success, the spell is lost without incident. On a failure, a mishap occurs (centered on the vessel's body), and the spell is lost.

When the spell is cast, the vessel gains a bonus to concentration checks they make to maintain the spell equal to the number of participants who participated in the entirety of the ritual.

More and more of the circle falter, and by the end, only the strongest among them see the spell settle into the flesh of the young druid. The carved wooden totems around the altar are little more than smoldering lumps, and the stone plinth fractures as the halfling cautiously slides off the tilted stone.

She clutches her heart and falls to one knee. The archdruid lifts her to her feet, placing his robe over her shoulders. There is lightning behind her eyes, and a painful grimace on her face. The circle's members scatter to tend to the injured. One of them looks frozen solid. She can feel the hope they've placed inside her, and yet they avert their gaze from her. The archdruid cannot help but notice.

She knows there will be no rest for her until the spell is released, and the armies that have gathered against their kind draw near. The collective power of the circle will teach them what a *storm of vengeance* truly is.

When she leaves the following morning, the archdruid resigns his post to travel with the youngling to the battlefield. No one so small should have to carry this burden alone.



Illustration Jedd Chevrier