

Adventures in Kiraki
A Dungeons and Dragons
5th Edition Campaign Book

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CHAPTER 1: NEW PLAYABLE RACES

ARBOREAN



WONDROUS SPECIES, ISOLATED BUT LOYAL.

Though their race lives in the woods not but a few miles from my home, I rarely get chance to see one up close. Outside of us tieflings, arboreans seem to be the most saddened by the treatment of the orcs. I hope to forge an alliance with them. I shall seek them out east of Belondir.

—Malmalor Lumena

The woods are a place where every sentient being knows: *I am not alone*. There are animals of all scales, some predators, and some prey. A traveler's eyes and ears will scan for dangers, for in the forest there are many. Dark magics can collect in forgotten forests, and so arboreans make sure the forests are not forgotten.

Arboreans are tree-like beings, with rough bark for skin.

MEROPE'S CHOSEN

Merope, inspired by the bountiful green life of the material plane drew heavy inspiration from trees when she developed her Chosen Race. The goddess of plants and nature drew heavy inspiration from trees when crafting Oaknaught, the first arborean. Seeing the efficient design of the bipedal forms her fellow gods had created, Merope followed suit, but made sure to preserve that which inspired her about trees: their hardy bark, their greenery, and most of all their peaceful nature.

Like the trees they were inspired from, Merope chose to make Arboreans varied, adapted to the specific environment of their creation. In the hardy deciduous forests of southern Kiraki, hardwood arboreans patrol the Belondir Glades, keeping them clear of underbrush with plenty of space for sunlight to break through. In the orchards and farmlands of central Kiraki, fruiting arboreans are plentiful and cheery. In the frigid snowy mountains where only conifers thrive, evergreen arboreans ensure that their forests do not fall prey to avalanches. In the lush jungles north of Obron Village, and in Tadau Kotoru, Palmetto arboreans sway in the breeze and enjoy the sun. Petrified wood arboreans aimlessly roam near the bogs around Barium Cemetery, a spark of (un)life that Merope did not intend.

SHEPHERDS OF THE FOREST

ARBOREAN TRAITS

Your Arborean Character has a variety of natural properties and abilities, owing to its treelike properties and close connection to nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Arboreans reach physical maturity around 25, then typically live up to 300 years old.

Alignment. Arboreans tend to neutral good alignments, though if their forests have been damaged they can venture into chaotic evil territory as they seek vengeance upon those who hurt their forests.

Size. Arboreans tend to be between 7 and 8 feet tall, and weigh between 400 and 800 pounds. Your size is Medium.

Creature Type. You count as both a humanoid and plant creature.

Speed. Your base walking speed is 25 feet.

Photosynthesis. As long as you receive four hours of sunlight in a day, you do not need to eat. Going without sunlight for longer than a week will give a level of exhaustion. An additional point of exhaustion is gained for each week spent without sunlight.

Rootsense. You can sense the location of any creature making contact with nonmagical unworked earth within 30 feet.

Bark. Your AC increases by 1, and you have resistance to non-magical bludgeoning damage. You have susceptibility to fire damage, and spells or attacks involving fire damage ignore this bonus to AC. You can still gain the normal benefits of a shield if otherwise allowed.

Languages. You can speak and read Common, Druidic, and Arborean. Arborean is a low guttural language that takes many minutes to communicate what other languages could communicate in a short sentence.

Subrace. There are several subraces of arboreans. Choose one.

HARDWOOD ARBOREAN

Hardwood Arboreans live in the southern forests of Kiraki, as well as in other hardy deciduous

PEOPLES OF THE WOODS

Arboreans are one of the seven races represented by Kiraki's Council of Seven. They are the pet creation of Merope, goddess of plants, and they act accordingly. Arboreans dedicate their lives to preserving forests. Of all of the races created by the gods of Sunday, arboreans are probably the most welcomed anywhere they are found.

forests throughout the continent of Sunday. They are in tune with the seasonal changes of the world, and can present in four different forms depending on which seasonal affect feels appropriate to them. Hardwood arboreans have extremely protective instincts over their home forest, and will go to extreme lengths to protect the ecosystems there.

Ability Score Increase. Your Strength score increases by 1.

Extra Sturdy. When you are not wearing armour, your base AC increases by an additional 1, for a total of +2, with all of the other rules of Bark applied to this bonus.

Seasonal Form. Over the course of a long rest, you can choose whether or not to advance your seasonal appearance to a different one of the four seasonal forms you can take, which each grant a different ability. Your season does not need to match the real world season, but a hardwood arborean usually chooses to present this way unless great need dictates otherwise.

Spring Form. *New Life:* You can use a bonus action to regain a number of hit points equal to your level. You can do this three times per long rest.

Summer Form. *Animal Companion:* An animal companion will take roost in your branches. You can cast Find Familiar as an action once per long rest without using a spell slot. The familiar disappears after a number of hours equal to half your level, rounded up.

Autumn Form. *Vibrant Foliage:* Your entrancing appearance causes you to gain proficiency in Persuasion, Deception, and Performance checks while you are in this seasonal form.

Winter Form. *Unburdened:* Without leaves to slow you down, your speed increases by 10 ft.

EVERGREEN ARBOREAN

Evergreen arboreans tend to live in the coniferous forests along the mountain ranges bordering Kiraki. Their needly exterior keeps others at bay, which is just the way they like it. They are the most insular type of Arborean, and are rarely found wandering into cities. They can be mistrusting, but are usually fiercely loyal once friendship is established.

Ability Score Increase. Your Wisdom score increases by 1.

Spiky. Your needled exterior causes all enemy creatures who make contact with you, or make successful melee attacks against you from within 5 feet of you to make a Dexterity saving throw (DC 10+proficiency). On a fail, they take 1d6 piercing damage. A creature can only take damage from this effect once per round.

Pitch. As an action, you spray the ground within a 30 ft radius circle of you with sticky pitch, making it difficult terrain for non-plant creatures. You can use this feature twice per long rest.

PALMETTO ARBOREAN

Guardians of the jungles and palm forests near Obron Village in Kiraki, as well as on the Island of Piva Pava, and the nation of Tadau Koturu, Palmetto arboreans are the most outgoing of the arborean subraces. They will leave their forests to party and celebrate, and are known for their elegant dancing.

Ability Score Increase. Your Dexterity score increases by 1.

Stormweathered. You are unshakeable, and can choose to be unaffected by any spells or effects involving being moved or damaged by wind. You also have resistance to force damage.

Coconut Drop. As a reaction to being hit with a melee attack, you can choose to drop a coconut from height on the attacker. The attacker takes 1d8 bludgeoning damage. Additionally, if the creature has a head and is not wearing a helmet, and the creature is of the same size or smaller than you (or its head is below yours), it must make a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be stunned for one round. You can use this feature twice, and it recharges after a long rest.

FRUITING ARBOREAN

Native to the wooded areas near the farmlands in north and central Kiraki, as well as in Sunnudagar and Nedelja, fruiting arboreans are known for their generosity and kind nature. They often shepherd small troops of animals and keep them fed from their fruit. When they wander into civilization, they are greeted with celebration and joy.

Ability Score Increase. Your Charisma score increases by 1.

Fruiting Bounty. As long as you have a long-rest over fertile soil, and have taken in at least four hours of sunlight within the last week, you can produce enough fruit to feed one person from each of your four limbs. The type of fruit is set from birth, unless you graft a limb from another fruiting arborean. The fruit eaten will grant the consumer an additional bonus. It takes one minute to eat the fruits, and the advantage the fruit grants lasts two hours.

Peach: Those who eat your fruits gain advantage on Charisma Saving throws.

Apple: Those who eat your fruits gain advantage on Intelligence Saving throws.

Pecan: Those who eat your fruits gain advantage on Constitution Saving throws.

Cherry: Those who eat your fruits gain advantage on Dexterity Saving throws.

Pear: Those who eat your fruits gain advantage on Wisdom Saving throws.

Grapefruit: Those who eat your fruits get advantage on Strength Saving throws.

Grafting. You can gain the fruiting bounties of other Fruiting Arboreans. You can do this by choosing to exchange a limb with them. The fruit off of each limb can feed one person enough to gain the benefit. The limb will take 2d4 days to heal and function properly again. If it is an arm, you will be unable to hold weapons or other items heavier than one pound until it is healed. If it is a leg, your speed is halved and you automatically fail Dexterity based saving throws until it is healed.

PETRIFIED WOOD ARBOREAN

Deep beneath the muddy bogs to the north of Barium Cemetery, dead trees became petrified, and then were resurrected as undead arboreans. These arboreans aimlessly roam Barium Cemetery looking for purpose, not accepted by most of their kind.

Ability Score Increase. Your Intelligence Score Increases by 1.

Languages. You are fluent in Undercommon rather than Druidic.

Creature Type. Rather than count as a plant creature, you count as undead, as well as humanoid.

Fossilized. You resist, rather than have susceptibility to fire damage.

Darkvision. Resurrected in the caves below sunken bogs, rather than **Rootsense**, 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.

CRYSTALLIN

Crystallin are a rare and enigmatic race of humanoid beings with ice-blue skin, giving them an ethereal and otherworldly appearance. Their most distinctive feature is the shards of a shimmering, ice-like material that protrude from their spines, glistening like diamonds in the sunlight. Crystallin are a hardy people, well-suited to the harsh and frigid mountain environments where they make their homes.

CARNIVOROUS HUNTERS

Crystallin are strict carnivores, feeding exclusively on the meat of mountain creatures that they hunt and trap. They have evolved to survive in areas where plant life is scarce, and their bodies are able to derive all the nutrients they need from the flesh of their prey. This has led them to develop a unique culture around the hunting and preparation of meat, with elaborate rituals and ceremonies surrounding the consumption of each kill.

Crystallin are a solitary people, preferring to live in small, tight-knit communities scattered across the mountains. They believe in self-sufficiency, with each individual responsible for their own survival. This has led to a culture of individualism, with each Crystallin honing their skills as hunters, trappers, and craftsmen.

Crystallin are skilled in the use of weapons made from the ice-like material that protrudes from their spines. They fashion sharp, deadly blades and spears, as well as powerful shields that can withstand even the strongest blows. They also have a deep understanding of ice, which they use to shape the frozen landscape around them.

Crystallin are wary of outsiders, preferring to keep to themselves and protect their way of life. However, those who are able to earn their trust are welcomed with open arms, and the Crystallin are fiercely loyal to their allies. They are a people of great strength and resilience, shaped by the harsh and unforgiving environment in which they live.

CRYSTALLIN TRAITS

Your Crystallin Character has a variety of abilities originating from its connection to Daled, the god of ice.

Ability Score Increase. Your Constitution score increases by 2 and your Intelligence score increases by 1.

Age. Crystallin reach physical maturity around 16, then typically live up to 80 years old.

Alignment. Crystallin often tend towards neutral alignments. They tend to value their

clan first, but are rarely outright cruel.

Size. Crystallin tend to be between 5 and a half and 6 and a half feet tall, and weigh between 180 and 260 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Hunter's Nature. You have advantage on Survival checks and Investigation or Perception checks that involve tracking creatures.

Blood of Ice. You have resistance to cold damage. Any creature that grapples you or restrains you with its body must make a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or take 1d8 cold damage for every turn it is in contact with you.

Spine Shards. The icy shards which grow from your spine erupt off of your body. When you take the Attack action, you can replace one of your attacks with your Spine Shards. All creatures in a 15 foot cone must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus), taking 1d10 cold damage on a failed save, or half as much on a successful save. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10) You can use this feature a number of times equal to your proficiency bonus, and regain use of it after a long rest.

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

FLAMEBLOODED

As I stood at the edge of the clearing, I watched with a mix of awe and trepidation as a figure emerged from a cloud of smoke. The woman's skin glowed a fiery orange, and her eyes eyes were fixed upon me with a predatory intensity, as she twirled two gleaming daggers in he hands. The flameblooded moved with a grace and fluidity that I had never seen before, as if the daggers were simply an extension of their own body.

I knew my belongings would not be mine for much longer, but still I could not help be captivated by the glow of the woman, as she approached, as fluid as smoke. Her confidence, her assertiveness, made me believe that I could have some of mine own.

—Malmalor Lumena

IONA'S CHILDREN

Iona, the goddess of fire and destruction, was believed to have infused her own divine essence into the very veins of her Chosen Race. Legend has it that Iona created the flameblooded to be her loyal followers and warriors, imbuing them with the power of fire and passion to serve as her champions.

Flameblooded are characterized by their distinct physical features, including yellow to orange skin, bright fiery eyes, and hair that shimmers like flames in the sunlight. Their veins run with a primordial fire, giving them a natural affinity for flames, and the ability to control and manipulate them to their will. They are also known for their incredible endurance and resilience to heat, which allow them to thrive in the harsh desert environment they call home.

The flameblooded have a rich cultural history, centered around their devotion to Iona and their belief in the power of fire to cleanse and purify. They are deeply connected to the land they inhabit, and view the desert as a place of spiritual renewal and transformation. They are fierce warriors and skilled craftspeople, known for their intricate metalworking and jewelry-making skills, which often feature fiery motifs and designs inspired by their connection to the flame. Despite their intense devotion to Iona and the power of fire, flameblooded are also known for their passionate and tempestuous natures.

A CHARRED SOUL

Coal holds a special significance in the rituals of the flameblooded. As a race that is inherently

connected to the power of fire, coal is seen as a symbol of transformation and purification. During important ceremonies and rituals, flameblooded will often use coal to create large fires of purification. The heat and light of the flames are believed to awaken the innate power of the flameblooded, allowing them to connect more deeply with Iona.

In addition to its symbolic importance, coal is also used practically in many aspects of flameblooded life. The harsh desert environment in which they live often makes it difficult to find reliable sources of fuel for cooking and heating, and coal provides a steady and long-lasting source of heat. It is also used in the creation of their intricate metalworking, which often features fiery motifs and designs. For the flameblooded, coal is both a practical necessity and a powerful symbol of their connection to the divine power of fire.

LIFE ON THE ROAD

The flameblooded, despite settling in cities, have a tendency to lead a life of wandering. Their wanderlust nature often leads them to reject the confines of settled society in favor of a more nomadic existence. However, their penchant for independence often leads them astray, and many of them are known to succumb to a life of piracy and other forms of roguish activity.

Their natural connection to fire and formidable strength makes the flameblooded a formidable force in combat, which often makes them attractive candidates for a life of adventure and danger. Their sense of loyalty and duty to their own people often binds them together, making them an unstoppable force that few would dare cross. This reputation has earned them admiration and respect, and many consider them to be living embodiments of the free spirit of fire.

However, this wandering lifestyle often puts them at odds with settled societies, and they may be seen as outsiders and troublemakers. The flameblooded's tendency towards banditry often puts them at odds with law enforcement and other powerful groups that seek to bring them to justice. Despite these risks, many flameblooded continue to embrace the life of a wanderer, seeing it as the only true path to freedom and independence.

FLAMEBLOODED TRAITS

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Flameblooded age in a similar manner to humans, reaching physical maturity around 18,

and then usually live from 75 to 100 years.

Alignment. Flameblooded have hot tempers, and tend to chaotic alignments.

Size. Flameblooded are of a similar size to humans, ranging from 5 to 6 feet tall, and 130 to 180 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.

Blood of Fire. You have resistance to fire damage. Any creature that grapples you or restrains you with its body must make a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or take 1d8 fire damage for every turn it is in contact with you.

Scalding Sword. Your melee weapons which are made of metal deal an extra 1d4 fire damage. You cannot gain this benefit if the weapon has wooden parts or if the handle is not made of metal.

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

LURKERS SEAFOLK

CHAPTER 2: NEW PLAYABLE CLASS AND SUBCLASSES

MENTALIST

An arborean bends down, inspecting the muddy ground. The subtle outline of imprints is all that he needs to pursue the poachers who set flame to his forest. A human woman reaches her arm out, just in time to stop the king from taking a sip. The faintest difference in hue is all it takes for this observant servant to spot the poison in the drink. An aged tiefling man lashes out with his cane, striking the orc in the weak spot between the joints of her armor that only he noticed. He predicts her retaliation, and despite his elderly body, effortlessly dodges a devastating blow.

DETECTIVES AND INVESTIGATORS

Every great Rogue Thief will eventually draw the attention of an equally great detective, determined to track them down. Some do it for the sense of justice, but many do it purely for the thrill of solving a great mystery. Mentalists, known for their exceptional cleverness, perceive the world as inherently predictable. They employ their brilliant logical skills to effectively track and pursue their targets.

Lords and sheriffs frequently extend substantial rewards for the services of a Mentalist, yet a Mentalist selectively chooses cases that captivate their interest. Financial support is seldom a concern for a Mentalist. If they prioritized wealth, their talents could be employed to discern the subtle facial cues of unsuspecting gamblers and amass substantial fortunes.

SEEING WHAT OTHERS MISS

Mentalists inherently observe their surroundings with acute awareness. Occasionally, this heightened sensitivity becomes overwhelming as their senses absorb more than the average person's. Identifying traps and ambushes pose little challenge for a Mentalist. Even during sleep, a Mentalist's body remains vigilant, discerning the slightest changes in the sounds of nearby wildlife.

In combat, many Mentalists might seem physically outmatched, but they are rarely outwitted. They possess the ability to discern a monster's vulnerabilities, enabling a well-aimed strike with a mere walking stick or cane to inflict severe damage. A Mentalist can anticipate and

counter a spellcaster's attacks or glean a target's deepest fears from their body language.

A Mentalist will never let the same enemy get the best of them twice. If an enemy escapes or bests them once, a Mentalist will replay the moment in their mind until they have determined how to prevent the same from happening again.

CREATING A MENTALIST

Mentalists are not crafted; instead, they are born with a preternatural gift, allowing them to perceive the world as it truly is. While inherently brilliant, Mentalists frequently grapple with a certain degree of antisocial tendencies. Their awareness of the flaws and secrets of those they encounter often taints their perspective of people and society with a negative hue.

Perhaps your character traverses the world in search of anything intriguing to alleviate the existential boredom of loneliness. Alternatively, they may be on a quest to find the one criminal who has successfully outwitted them. Is your Mentalist harboring anger toward the world, or are they fascinated by its intricacies? Do they revel in showcasing their talents, or do they prefer to keep their abilities private? Can your Mentalist foster close relationships with others when every secret flaw is laid bare to their heightened perception?

QUICK BUILD

You can make a Mentalist quickly by following these suggestions. First, Intelligence should be your highest score, followed by Dexterity, then Charisma. Second, if you are not choosing the Branded background in the Kiraki Campaign setting, choose the Folk Hero or Sage background.

CLASS FEATURES

As a Mentalist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Mentalist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Mentalist level after 1st

PROFICIENCIES

Armor: None

Weapons: Canes, walking sticks, or other similarly styled Mentalist Weapons

Tools: Thieves' Tools or Forgery Kit

Saving Throws: Intelligence, Charisma

Skills: Choose four from Perception, Investigation, History, Insight, Persuasion, Deception, and Intimidation

EQUIPMENT

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

- A cane, walking stick, or pointer stick, which serves as your Mentalist Weapon for striking enemies in their most vulnerable locations.
- (a) any simple weapon, or (b) 2 daggers
- (a) an adventurer's pack, or (b) a burglar's pack

STICK FIGHTING

At 1st level, your intuition and meticulous study of anatomy allow you to strike at creatures in their most vulnerable spots using a simple stick or cane. The cane is considered a light, simple Mentalist Weapon, dealing non-magical bludgeoning damage. You can only wield one Mentalist Weapon. The damage of the Mentalist Weapon is determined by the character's Mentalist level, as shown in the Mentalist table.

While wielding only your Mentalist Weapon (without a shield, other weapons, or focuses), you gain the following benefits:

- You can add your Intelligence modifier as well as your Dexterity modifier to both your attack and damage rolls.
- For creatures with no levels in Mentalist, a Mentalist Weapon deals a flat 1d4 damage.

UNARMORED DEFENSE

At 1st level, when you are not wearing any armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Intelligence modifier.

KEEN EYE

At 2nd level, your accelerated information processing grants you advantage on Perception, Investigation, and Insight checks.

ANTICIPATION

At 2nd level, you acquire the ability to take the Dodge action as a bonus action a number of times equal to your proficiency bonus. You regain all uses of this feature after a short or long rest.

LOGICAL MIND

At 4th level, you become immune to the Charmed condition.

At 9th level, you become immune to being Frightened.

THE MENTALIST

Level	Proficiency Bonus	Mentalist Weapon Damage	Features
1st	+2	1d4	Unarmored Defense, Stick Fighting
2nd	+2	1d4	Keen Eye, Anticipation
3rd	+2	1d4	Mentalist Specialty
4th	+2	1d6	Ability Score Improvement, Logical Mind
5th	+3	1d6	Extra Attack, Deduction
6th	+3	1d6	Mentalist Specialty Feature
7th	+3	1d6	Observist, Watchful Eyes
8th	+3	1d6	Ability Score Improvement
9th	+4	2d4	Logical Mind Improvement, Unavoidable presence
10th	+4	2d4	Precise Attack
11th	+4	2d4	Mentalist Specialty Feature
12th	+4	2d4	Extra Attack
13th	+5	2d4	Act Natural
14th	+5	2d4	Watchful Eyes Improvement
15th	+5	2d4	Let's Try That Again
16th	+5	2d4	Ability Score Improvement
17th	+6	1d4+1d6	Mentalist Specialty Feature
18th	+6	1d4+1d6	True Understanding
19th	+6	1d4+1d6	Ability Score Improvement
20th	+6	1d4+1d6	Predictive Master

EXTRA ATTACK

At 5th level, you gain the ability to make a second strike with your Mentalist Weapon as part of your attack action.

At 12th level, this capability increases, allowing you to make a third strike with your Mentalist Weapon as part of your attack action.

DEDUCTION

At 5th level, you can utilize your bonus action to attempt to discern all of a creature's resistances, immunities, and susceptibilities. Make an insight check with a DC equal to the creature's (CR/level + 10) to have this information revealed to you.

OBSERVIST

At 7th level, your mastery of observation and reflection grants you a significant advantage. If you have previously fought an individual or an identical enemy, you gain advantage on all attacks against that being, provided you have taken the time to reflect during a short or long rest in between encounters. Creatures are considered identical if they belong to the same

species and have an Intelligence score lower than 10.

WATCHFUL EYES

At 7th level, your passive perception cannot be lower than 18. Additionally, you automatically detect any traps with a DC lower than 16.

At 14th level, your passive perception cannot be lower than 20, irrespective of your Wisdom modifier. When you roll to detect any traps, treat any dice roll at or below a 9 as a 10. In addition, you cannot be surprised.

UNAVOIDABLE PRESENCE

At 9th level, the reach of your Mentalist Weapon extends to 10 feet. Additionally, you gain the flanking bonus if any ally is within 10 feet of the target, even if positioning would not typically grant flanking. Furthermore, your Mentalist Weapon attacks are now considered magical.

PRECISE ATTACK

At 10th level, when you score a critical hit, both the dice rolls and the flat damage modifiers are doubled.

ACT NATURAL

At 13th level, you can use a bonus action to take the Hide action.

Outside of combat, you can seamlessly blend into the environment, making it appear as if you are a natural part of the surroundings to an enemy you have not directly engaged. A creature must have a passive Perception higher than 20 or actively be on the lookout, making a successful DC 17 Wisdom (Perception) check to become aware of your presence.

LET'S TRY THAT AGAIN

At 15th level, you gain the ability to prefigure conversations before they occur. If an non-combat interaction with a creature turns unfavorable, you can designate the last minute of this conversation or interaction as a prediction and then resume the conversation or interaction from one minute earlier. You can use this feature once and regain its use after a short or long rest.

TRUE UNDERSTANDING

At 18th level, your understanding of what makes a creature tick is so profound that you can dismantle its identity with just a few words. You can take an action to compel a target within hearing range of you to make a Wisdom saving throw (DC 10 + your Charisma modifier + your Intelligence modifier). The creature takes 80 psychic damage on a failed save, or half as much on a successful one. To use this feature,

you must have observed the creature for more than one minute, the target's Intelligence score must be greater than 6, and the target must be able to hear and understand you. You regain the use of this feature after a long rest.

PREDICTIVE MASTER

At 20th level, you can utilize your reaction at the start of a round of combat to foresee the precise unfolding of the entire round. You influence the flow, causing all enemies to miss all attacks directed against you or allies within 10 feet of you for the entire round. Additionally, you effortlessly pass all saving throws during the round. You regain the use of this feature after a short rest.

MENTALIST OBSERVATION SPECIALTIES

At 3rd level, you learn to specialize in one type of observation and this gains you features at 3rd level and again at 6th, 11th, and 17th level.

OBSERVER OF BODY

You've dedicated yourself to the prediction and anticipation of attacks, investing years in studying the physiology of both humanoid and monstrous adversaries. Your expertise enhances your ability to evade and strike against non-magical creatures.

CAN'T TOUCH THIS

At 3rd level, you acquire the skill to roll with advantage against any effects stemming from a non-magical attack or contact by a creature that necessitates Strength or Dexterity-based saving throws or contested ability checks. Additionally, you gain proficiency in the Acrobatics and Athletics skills.

FIND THE WEAK POINT

At 6th level, you develop an understanding of creatures' pressure points, allowing you to inflict maximum damage. The dice roll you need to score a critical hit is reduced by 1, and you can bypass an enemy's resistance to your damage types.

UNARMORED DEFENSE IMPROVEMENT

At 11th level your unarmored AC increases by 2.

STUNNING SMACK

At 17th level, upon the first successful hit of the round with your Mentalist Weapon, the targeted creature must succeed on a Constitution saving

throw (DC 6 + your Intelligence modifier + your Dexterity modifier) or be stunned until the end of its next turn.

OBSERVER OF MIND

You have specialized in the mastery of your opponents' minds. The thoughts and fears of those around you become yours to manipulate, as the slightest micro-expressions they make reveal their weaknesses to you. Your mind becomes a fortress to others, ensuring that you never give away any of the details you use to assess them.

EXTRA PROFICIENCIES

At 3rd level, you acquire the adept skill to deftly influence creatures. You may utilize twice the standard proficiency modifier for Deception, Persuasion, and Insight checks if you are already proficient in them, or you gain proficiency if you are not. Additionally, you gain proficiency in disguise kits.

WORDS OF RECKONING

Also, at 3rd level, as a bonus action, you can scrutinize any creature. As long as it possesses an Intelligence score greater than 9 and can understand the language you speak, you can utter a sentence that inflicts pain. The target must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the target takes 1d4 psychic damage. The damage increases by 1d4 at 5th, 11th, and 17th levels. You can use this feature three times, and you regain the use of this feature after completing a short or long rest.

MIND FORTRESS

At 6th level, you gain the ability to cast the Charm Person spell at 2nd level, with Intelligence serving as your spellcasting modifier. You can use this feature to cast the spell as an action once. You regain the use of this feature after completing a short or long rest.

Furthermore, you attain immunity to psychic damage, and you gain advantage on Intelligence, Wisdom, and Charisma saving throws.

FRIGHTFUL PRESENCE

At 11th level, your sociopathic inclinations and piercing gaze enable you to instill fear in any creature within 30 feet that can see you. As an action, you can compel all creatures in this range to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or become Frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself upon a success. If a creature's saving

throw is successful or the effect ends for it, the creature becomes immune to your Frightful Presence for the next 24 hours.

PENETRATING GAZE

At 17th level, you attain the capability to effortlessly delve into the thoughts of others. As an action, you can, at will, discern the surface thoughts of any creature with an Intelligence score between 6 and 18, provided it is fully visible to you, unless a spell or effect specifically obstructs such insight..

OBSERVER OF MAGIC

You have honed your expertise in foreseeing and preempting spellcasting. Your keen observations and intellectual prowess allow you to disrupt and mitigate the impact of spellcasters. Infamous mage bandits tremble at the prospect of your inexorable approach to their very doorsteps.

WISELY DODGED

At 3rd level, you acquire the capability to roll with advantage when making saving throws against spells or magical effects that necessitate a Wisdom or Intelligence saving throw. Additionally, you gain proficiency with an alchemist's kit and in Arcana checks.

ANTI-MAGE

At 6th level, you learn the spell Counterspell, which you can cast at a spell level equivalent to half your Mentalist level, rounded down to a maximum of 7th level. Your spellcasting modifier for this feature is Intelligence. You can employ this ability a number of times equal to your proficiency bonus, and you regain all expended uses after completing a long rest.

SPELL THIEF

At 11th level, you can utilize a bonus action to gain profound insight into a creature's magical prowess. Upon successfully passing an Arcana check (DC equal to the creature's CR/level + 8), you promptly acquire knowledge of the creature's complete spellcasting repertoire. Against spells you are aware are within their capabilities, you have advantage on saving throws and experience no damage or adverse effects upon succeeding in a saving throw.

MAGI'S DEMISE

At 17th level, you effortlessly succeed on saving throws against magical effects with a DC lower than 18. Furthermore, you develop resistance to force, fire, and radiant damage from spells.

OBSERVER OF NATURE

You have specialized in study of the natural world. You are particularly adept at tracking and identifying natural phenomena. You have used your talents to become close with nature.

TOUCH GRASS

At 3rd level, you acquire proficiency in the Nature and Survival skills. Additionally, you have the option to select two cantrips from the Druid or Ranger spell lists, utilizing Intelligence as your spellcasting modifier for these chosen cantrips.

ELEMENTAL UNDERSTANDING

At 6th level, you attain resistance to a damage type of your choice: Thunder, Lightning, Cold, Fire, or Acid. At 11th level, you can select an additional damage type to gain resistance to, and once more at 17th level.

NATURAL DETECTIVE

At 11th level, you gain the ability to glean insights from your surroundings at will. By dedicating 10 minutes to this process, you can extract information from the environment as if you had cast the Commune with Nature, Speak with Plants, Speak with Animals, or Speak with Dead spells, all without employing any magic but with a range constrained by your sensory perception. While there is no physical reply, you obtain a natural understanding of events that unfolded in the designated area.

WEATHERMAN

At 17th level, your mastery over predicting natural phenomena evolves into a prescriptive capability. You can invoke the Control Weather spell, but with a casting time reduced to 1 action. You can employ this feature once, and regain its use after completing a long rest.

COLLEGE OF COLORS BARD

Most bards entertain with their voice, charming an audience with beautiful song and performance. A College of Colors bard instead works with visual mediums to entertain and express. They are masterful illustrators, and carry around canvases and paints with them to create works of art on the spot while performing. Their performances are more than just songs and stories — they are visual spectacles that leave audiences in awe.

These bards use their art to weave spells and create illusions, painting scenes that come to life before the eyes of their audience. They can create illusions that are so vivid, they can even manipulate reality, using their art to reshape the world around them. They have a deep understanding of color and form, and can use their art to evoke powerful emotions in their audience, whether it be joy, sadness, or fear. They are free spirits, traveling from place to place, seeking inspiration and new experiences.

PAINT-MARKED

When you join the College of Colors at 3rd level, you choose to use a paintbrush rather than a musical instrument as your spellcasting focus. You gain proficiency with **Painter's Supplies**.

In addition, you gain the ability to make your weapon attacks infused with a magical paint. When you make a successful weapon attack against an enemy, you can choose to spend one of your **Bardic Inspiration Dice** to mark the target with paint. The paint mark lasts one round. The color of paint they are marked with determines the effect:

- *Red:* The target is marked to bleed. Every attack the target is hit with which does any piercing, slashing, or bludgeoning damage, deals an extra amount of damage equal to your proficiency bonus.
- *Yellow:* The target is marked to cower. The target becomes frightened of you.
- *Blue:* The target is marked for despondence. The target loses motivation and has disadvantage on all saving throws.

At 14th level, you gain the ability to mix your paints. When you use your Paint-Marked feature, you can make orange paint which mixes red and yellow paints and gets both effects, or green paint which mixes blue and yellow, or purple paint which mixes red and blue.

CARICATURE

At 3rd level, as an action, you can craft a quick sketch which comes to life, as a caricature of an enemy you can see. It is created in an open space within 15 feet of you. The caricature counts as an illusion, but can be targeted by whatever effects can target the original creature. While the caricature is alive, and within 60 feet of the creature that inspired the caricature, it siphons a number of hit points off of the original, equal to your proficiency bonus at the end of each of the target's turns. The caricature has an AC of 10, and cannot move. The caricature starts with 10 hit points, and can gain temporary hitpoints up to three times the caster's bard level, by siphoning them off of the original. You can use this feature twice, and regain all uses after a long rest. You can only make one active caricature of any given creature.

PORTRAIT WALKING

At 6th level, you gain the ability to enter paintings as a bonus action. A replica of yourself in the style of the painting appears in the image. While you are in a painting, you can not be targeted. If the painting is destroyed while you are in it, you reemerge outside of the painting and suffer 5d6 force damage.

When you are inside the painting, the only actions you can take are leaving the painting, or traveling. You can travel to any other painting that you are familiar with which was made by the same artist, as long as it is on the same plane of existence as the painting you entered.

At 9th level, you can bring one other person into the painting to travel with you. You can only bring another person once per day. At 14th level, you can bring up to three people with you, or the same person on three separate travels.

DRAIN COLOR

At 14th level, you gain the ability to summon colors to your paintbrush. As a reaction, you can choose to summon all of the damage of one type dealt on an attack that hits an allied creature within 15 feet of you to be harmlessly absorbed in your paintbrush. This absorbs the damage from all targets if the damage effect multiple creatures. You can do this if the damage color is red (fire damage), orange (necrotic damage), yellow (lightning damage), green (acid damage), blue (cold damage), or purple (poison damage). You can do this a number of times equal to your Charisma modifier, and regain all uses after a long rest.

CIRCLE OF RAINBOWS DRUID

The Circle of Rainbows is a rare and enigmatic druidic order that reveres the elusive rainbow, and channels the power of color and light in their magic. They are a joyful and playful group, often seen dancing and frolicking in fields of wildflowers, surrounded by a shimmering aura of rainbow light.

These druids have a deep connection to the natural world, and use their magic to protect and preserve it. They can call forth rainbows in even the most inhospitable of environments, so vivid they seem to be made of pure magic, and use them to heal and energize those around them.

CIRCLE SPELLS

Your link to rainbows and light grants you access to certain spells. At 2nd level, you learn the Hand of Radiance cantrip.

At 3rd, 5th, 7th, 9th, and 17th level you gain access to the spells listed for that level in the Circle of Rainbows Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF RAINBOWS SPELLS

Druid Level	Circle Spells
2nd	Hand of Radiance
3rd	Color Spray, Skywrite
5th	Hypnotic Pattern, Daylight
7th	Storm Sphere, Color Wheel
9th	Wall of Light, Commune with Nature
17th	Prismatic Spray, Prismatic Wall

POT OF GOLD

At 2nd level, you can see places touched by rainbows. Once per day, as long as you are in a natural outdoor environment where rainbows could occur, you can identify a location touched by a rainbow, and find a treasure that was buried at the rainbow's end. By digging a 5 foot deep hole at that location, you can unearth a pot of treasure, with the amount of treasure determined by rolling a d100 and comparing it to the Pot of Gold Rewards Table below.

POT OF GOLD REWARDS

Dice Roll	Reward
1-40	5 Gold
41-80	10 Gold
81-90	50 Gold
91-99	100 Gold
100	1000 Gold

RAINBOW ROAD

At 2nd level, as an action, you can expend a use of your wildshape, to create a healing rainbow aura behind you as you move. Your entire path of movement for the round is traced out by a rainbow aura upon the ground. Any creatures of your choice who pass through the rainbow aura can regain a number of hit-points equal to your proficiency bonus once per round. Your rainbow aura from your most recent movement lasts until the start of your next turn. Your rainbow does not heal yourself even if you double back upon your path. Your Rainbow Road ability lasts for 1 minute.

CHASING RAINBOWS

At 6th level, you can become as elusive as a rainbow. If an enemy you can sense the location of moves toward you, you can use your reaction to simultaneously move an equal distance away from them in the same direction, so long as there is open space in the direction of motion.

COLOR BLESSING

At 10th level, as a bonus action, you can choose to prioritize one color in your Rainbow Road aura. On subsequent turns you can choose to change the color as a bonus action if your Rainbow Road is still active. When an ally passes through your Rainbow Road aura, they are granted an additional bonus to the healing depending on the color chosen. The bonus lasts for the duration of the Rainbow Road aura, or until the receiver of the bonus passes through a rainbow road of a different color.

- *Red*: Advantage on Constitution Saving Throws
- *Orange*: Advantage on Strength Saving Throws
- *Yellow*: Advantage on Dexterity Saving Throws
- *Green*: Advantage on Wisdom Saving Throws
- *Blue*: Advantage on Intelligence Saving Throws
- *Indigo*: Advantage on Charisma Saving Throws
- *Violet*: +15 Speed

COLOR BODY

At 14th level, you glow with radiance. After each long rest, you can choose a color. The color you choose grants you resistance to a type of

damage until you next choose to change your color. The options are as follows:

- *Red*: Fire
- *Orange*: Thunder
- *Yellow*: Lightning
- *Green*: Acid
- *Blue*: Cold
- *Indigo*: Radiant
- *Violet*: Poison

PUNK ROGUE

The Punk Rogue embodies a spirit of rebellion, driven by an innate desire to dismantle unjust structures and humble those who claim superiority. Their rage against authority manifests through powerful strikes toward figures in power. The Punk Rogue also channels this rage into an art form, turning their expression into a weapon against the system. The Punk Rogue's aptitude for sabotage allows them to leave a fiery mark on structures, and at the pinnacle of their rebellion, their impassioned cry disrupts even the cruelest oppressor, showcasing their enduring spirit in the quest for dismantling systems.

UPSTART

At 3rd level, you can channel your rage at authority figures such as government officials, law enforcement, boss monsters, or similar, and deal an extra d6 of damage on your sneak attacks against them.

CHANNEL YOUR RAGE

Also at 3rd level, you can Channel Your Rage into an artform of your choice. You gain proficiency with a set of Artisan's Tools, or a musical instrument. You also gain proficiency in the Performance, and Intimidation skills.

RALLYING CRY

At 9th level, as an action, you can rally your allies within 30 feet, and all of their successful melee attacks will deal an additional 1d8 Force damage for 1 round. You can use this feature twice, and regain its use after a long rest.

BURN IT DOWN

At 13th level, on any hit against vehicles and structures, you can add double your normal amount of sneak attack die to the damage, and you can choose to make the sneak attack die deal fire damage.

GLORIOUS CAUSE

At 17th level, your impassioned fury against the system is potent enough to unsettle the

convictions of even the most loyal of henchmen. As an action, you can vociferate at a creature within 30 feet that is a minion, weaker ally, or summon of an enemy, and can hear and comprehend you. The target must make a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, the target is Charmed by you for 1 hour, and will rebel against their former leader and allies, joining you if you attack them. The target can remake the saving throw every time it takes damage. You can use this feature once, and regain use of it after a long rest.

WAY OF BALANCE MONK

Monks of the Way of Balance seek to maintain the harmony between good and evil, and life and death. They wander the world in search of places where the balance is threatened, using their skills to heal and protect. Their powers originate from the chaos of imbalance, their ki yearns to rebalance this chaos and return the world to neutrality.

While a Way of Balance Monk can be of any alignment, good aligned Way of Balance Monks usually only appear in times of great evil and danger, and evil aligned ones only appear in times of great peace and harmony. Most will tend towards a more neutral alignment.

BALANCED VITALITY

At 3rd level, you acquire the ability to swap your life essence with another being. As a bonus action, you can expend a ki point when touching a friendly creature. If your current hit points exceed those of the creature, you exchange your life force with them. Both your hit points and the creature's are adjusted to the average of your previous current hit points. If this results in the creature having more hit points than their normal maximum, they can gain a number of temporary hit points, up to a maximum of 5.

If the friendly creature possesses more hit points than you, they have the option to permit you to siphon their life essence in the same manner.

BALANCED ABILITIES

At 6th level, you acquire the ability to harmonize your abilities with a target. As an action, you can expend 2 ki points to endeavor to average one of your ability scores with a creature you can see within 30 feet. Conduct a contested skill check using the stat you intend to modify against a saving throw of the same stat for the creature. If you roll higher, you and the target's

ability scores for that stat are averaged (rounding up on a half integer) for one minute.

THE BALANCE OF LIFE AND DEATH

At 11th level, whenever you roll a death saving failure, you also accumulate one success. This rule doesn't apply if you incur a failure due to damage. If you simultaneously reach three failures and three successes, your character succumbs and dies.

MIRROR OF GOOD AND EVIL

At 17th level, your ki yearns to restore balance to the world. As an action, you can expend 4 ki points to attempt an instantaneous swap of the locations of two creatures you are familiar with. The creatures must be within 1 mile of you and each other, and they must be of opposite alignment on either the good and evil spectrum, or the lawful and chaotic spectrum. Creatures have the option to make a Wisdom saving throw against your ki save DC to resist the effect. Both creatures must fail their saving throws for the ability to take effect.

This ability is thwarted by spells or area effects that prevent teleportation, scrying, or similar effects on either creature or their locations. Such effects either prevent this ability from working entirely or necessitate additional saves or skill checks as dictated by those effects. In such cases, you, rather than the targets, make any required saves or skill checks.

CHAPTER 3: SPELLS

BOLT JUMP

5th Level conjuration

Casting Time. 1 action

Range. Self

Components. V, S, M (A pinch of scorched earth)

Duration. Up to 10 minutes

You change into a bolt of lightning and leap into the sky. For the duration, you can travel in a straight line in one direction, up to a total distance of 20 miles if you use the whole 10 minutes. When you have reached the end of your leap, you slam to the ground.

You have no senses during the travel, and cannot pick your exact landing spot, only an approximate location. All creatures within 5 feet of your landing point, including yourself, must make a dexterity saving throw, on a failure taking 3d10 lightning damage.

Spell Lists. Artificer, Cleric, Druid, Paladin, Ranger

CHOIR OF ANGELS

4th-level evocation

Casting Time. 1 action

Range. 60 feet

Components. V

Duration. Instantaneous

You summon a heavenly chorus of voices to an area defined by a circle of radius 20 feet within range. All creatures in the circle with evil alignments must make a charisma saving throw, taking 8d8 psychic damage on a failed save.

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

Spell Lists. Cleric, Paladin, Wizard

COLOR WHEEL

4th-level evocation

Casting Time. 1 action

Range. 60 feet

Components. V, S, M (bristles from a paintbrush)

Duration. Concentration, up to 1 minute

Choose a target that you can see within range. A wheel of color surrounds the target. Roll a d6 to determine the starting Active Color. Refer to the color wheel chart to identify the Active Color.

While under the effects of the color wheel, the target must make a saving throw at the start of each turn corresponding to the Active Color. On a failed save, the target takes 3d12 damage of the damage type associated with the Active Color. On a successful save, the target takes half as much damage.

You can use a bonus action on each of your subsequent turns to advance the Active Color on the chart by one spot. The color progression is cyclic and continues until the spell ends or the starting color is reached again.

Note that the target can only take damage from each color once while the spell is in effect.

COLOR WHEEL CHART

Dice Roll	Active Color	Damage Type	Saving Throw
1	Red	Fire	Dexterity
2	Orange	Necrotic	Charisma
3	Yellow	Lightning	Intelligence
4	Green	Poison	Constitution
5	Blue	Cold	Strength
6	Purple	Psychic	Wisdom

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target takes an additional d12 of damage for each level above 4th.

Spell Lists. Artificer, Bard, Druid

GATHER SHADOWS

Evocation cantrip

Casting Time. 1 action

Range. Self

Components. S

Duration. Concentration, up to 1 minute

You gather shadows around yourself, making you hard to see. You have advantage on stealth checks, and enemies without darkvision have disadvantage on attack rolls against you for the duration of the spell. The shadows do not count as magical darkness.

Spell Lists. Bard, Sorcerer, Warlock

LESSER WATER WALK

2nd-level transmutation (ritual)

Casting Time. 1 action

Range. Self

Components. V, S, M (a seagull feather)

Duration. Up to 1 hour

This spell grants the ability to move across any liquid surface – such as water, acid, mud, snow, quicksand, or lava – as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). This only applies to yourself.

If you are submerged in a liquid, the spell carries you to the surface of the liquid at a rate of 60 feet per round.

Spell Lists. Artificer, Cleric, Druid, Ranger, Sorcerer

CHAPTER 4: ITEMS

THUNDER AXE SHAKARR'S POCKETWATCH

Wondrous Item, Uncommon

As a reaction, you can expend one charge of this item to turn a dial and shift to a parallel timeline. Reroll, or force the reroll of one attack, saving throw, or skill check from any creature you can see. The new roll must be used. This item has three total charges, and breaks when all three are used.

KRAMIC'S WOE RIVER GLAIVE SUPERIOR RIVER GLAIVE FRUITS OF FORGETTING

Fruits of Forgetting are one of Merope's four sacred fruits. They are small, red, banana-shaped fruits with a pleasant aroma. If a creature eats them, it must make a Constitution saving throw (DC 12+number of bites) or it will become disorientated, oblivious, forgetful, and passive. The creature will not aid any allies or attack any creature that has not attacked it, nor will it take any actions to flee. The effects will take place one minute after eating fruits of forgetting, and last for a number of hours equal to the number of bites consumed. A single fruit has five bites if entirely consumed. Seafolk are immune to the effects of Fruits of Forgetting, and consume it for a light buzz.

SACRED CHERRIES MOSS OF DOMINGO ITVARIAN CACTUS NECTAR CLOAK OF MINJA RICIC