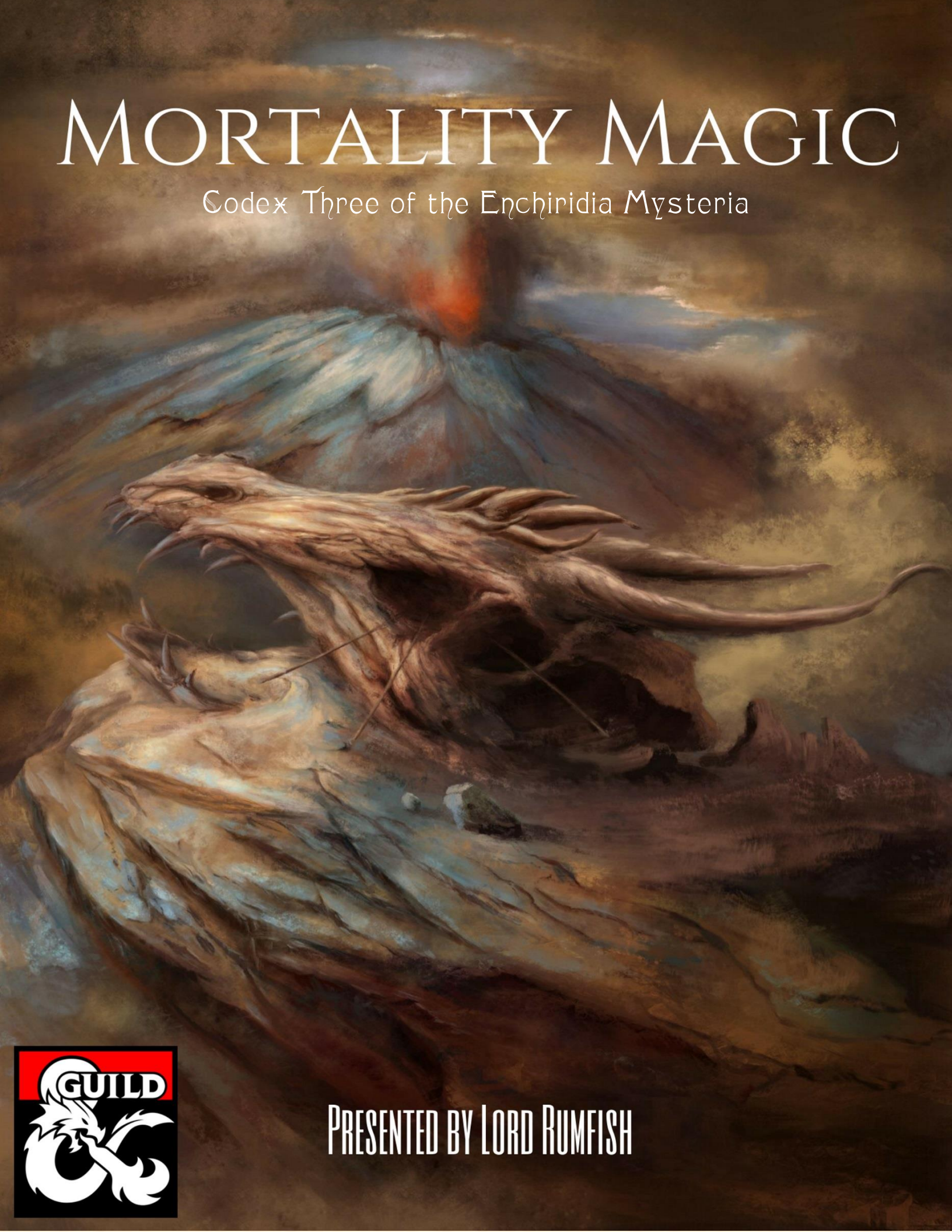


MORTALITY MAGIC

Codex Three of the *Enchiridia Mysteria*



PRESENTED BY LORD RUMFISH

LEGALESE

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Mark Burton (a.k.a. Lord Rumfish) and published under the Community Content Agreement for Dungeon Masters Guild.



Design: Mark “Lord Rumfish” Burton.

Art: DMs Guild Creator Resources presented by Wizards of the Coast, Black and White Stock Art featuring David Lewis Johns and Luigi Castellani, Character Stock Art featuring David Revoy presented by Arcana Games, Character Stock Art II featuring Christof Grobelski and Tan Ho Sim, Fantasy Art Pack featuring David Revoy, Planar Art Pack: The Planes, Spheres, and Aether presented by Arcana Games, “Arcana Games” Dungeon Masters Guild Logo Pack presented by Arcana Games, and the following artists hosted by Pixabay: account 12019.

Proofing: Lord Rumfish, Mary.

Special thanks: See Foreword.

FOREWORD

I am no stranger to death. I have personally witnessed about 30 funerals, visitations, and memorial services, and these constant reminders of my own mortality could be quite depressing and macabre if I allowed them to be. The other side, of course, is that death would not exist without life. These losses, and the cycle of growth and death, are given meaning by the perceptions allowed by life. I prefer to spend my time in celebration of this short linear time I get to be alive, in full knowledge that I must make good use of it with the inexorable approach of death.

Stated briefly: life and death are one and the same, and neither negates the other.

Welcome to *Codex Three of the Enchiridia Mysteria*. In this collection of **25 new spells about life, death, and undead** you will find both good and evil. Almost every spell is necromancy within this codex (with one conjuration), as the focus is so clearly within the domain of life and death. The classic spells *Disrupt Undead* and *Malison* have returned, and the rest are brand-new. While there are indeed foul spells of the vilest necromancy within this enchiridion, there are also selfless spells of healing that even the purest could not find fault in. This contrast is sharpest on the paladin spell list, where Oathbreaker paladins get access to terrible magic, right next to the most unrepachable healing magic. Clerics and wizards gain the most, but all spellcasting classes benefit from the options here.

Mom and Dad aren't getting any younger, and Dad has been living on borrowed time for most of my life. I've always appreciated them, but I hope I can be a comfort to them or at least of some use as they sail into their retirement and twilight years. They have always been there for me, and I hope I can do the same for them. My friends and playtesters seem to have all grown up and become adult-shaped people, and I am glad I still get to see any of them. Special mention to Tim and Rachel, two of my friends who have never met each other, for their seniority and maturity in my life. Also, they have both taught me that being an adult doesn't have to mean a lack of fun, just a lack of time.

To Mary, who has suffered so much death: life is still beautiful, and those who have died are still there in the past, cheering you on. Death isn't the most interesting part of the journey, and it is nothing to be afraid of when there is still life to be lived. It doesn't mean we don't mourn or that it has no impact, but death is one more thing among many, and it cannot change time.

Gabriel, I know it is difficult to see at your age, but death always waits nearby. Be both cautious of your own mortality, and at the same time make the best of your life. If an accident or carelessness doesn't shorten it, you'll have more time than you think, so brush your teeth! Necrotic damage to the mouth is a quick downward spiral for your Constitution score.



Table of Contents

Legalese.....	ii
FOREWORD.....	iii
SPELL LISTS.....	1
SPELLS BY SAVING THROW.....	4
SPELLS.....	5
ANNIHILATE UNDEAD.....	5
BLOODHEAL POTION.....	5
BRAMBLEBURST.....	5
CORPSE LUNGE.....	5
DISRUPT UNDEAD.....	6
DIVERT DEATH.....	6
FACE ME IN DEATH.....	6
FADE AND FEED.....	7
FINAL STAND.....	7
GIVE ME A HAND.....	7
INSTANT DEATH.....	8
KELEMVOR'S SHIELD.....	8
MALISON.....	8
MARTYR'S ABSOLUTION.....	9
NECROPROSTASIA.....	9
REVIVE ANIMAL.....	9
REMOVE CONTAGION.....	9
REVIVING TRANSFER.....	10
SEVER THE CYCLE.....	10
SOUL SHIELD.....	10
SUDDEN ILLNESS.....	11
VAMPIRIC BLADE.....	11
WARDING VIGOR.....	11
WHISPER OF DEATH.....	12
WRACKING PAIN.....	12

SPELL LISTS

BARD SPELLS

CANTRIPS

Divert Death
Remove Contagion

1st LEVEL

Bloodheal Potion
Warding Vigor

2nd LEVEL

Reviving Transfer

4th LEVEL

Malison
Necroprostasia

5th LEVEL

Wracking Pain

CLERIC SPELLS

CANTRIPS

Disrupt Undead
Divert Death
Fade and Feed
Remove Contagion

1st LEVEL

Bloodheal Potion
Corpse Lunge
Warding Vigor

2nd LEVEL

Reviving Transfer

3rd LEVEL

Soul Shield
Sudden Illness

4th LEVEL

Necroprostasia

5th LEVEL

Give Me a Hand
Wracking Pain

6th LEVEL

Kelemvor's Shield

7th LEVEL

Annihilate Undead

8th LEVEL

Sever the Cycle

9th LEVEL

Face Me in Death

DRUID SPELLS

CANTRIPS

Disrupt Undead
Divert Death
Remove Contagion

1st LEVEL

Bloodheal Potion
Brambleburst

2nd LEVEL

Reviving Transfer

3rd LEVEL

Revive Animal
Sudden Illness

4th LEVEL

Necroprostasia

7th LEVEL

Annihilate Undead

8th LEVEL

Sever the Cycle

PALADIN SPELLS

1st LEVEL

Vampiric Blade(*)
Warding Vigor

2nd LEVEL

Reviving Transfer(*)

3rd LEVEL

Final Stand
Soul Shield(*)

4th LEVEL

Necroprostasia

5th LEVEL

Give Me a Hand(*)
Martyr's Absolution

(*) Oathbreaker paladin only.

RANGER SPELLS

3rd LEVEL

Revive Animal

4th LEVEL

Necroprostasia

SORCERER SPELLS

CANTRIPS

Disrupt Undead
Divert Death
Remove Contagion

1st LEVEL

Corpse Lunge
Warding Vigor
Whisper of Death

2nd LEVEL

Reviving Transfer

3rd LEVEL

Soul Shield
Sudden Illness

4th LEVEL

Malison
Necroprostasia

5th LEVEL

Wracking Pain

6th LEVEL

Kelemvor's Shield

7th LEVEL

Annihilate Undead

8th LEVEL

Sever the Cycle

9th LEVEL

Instant Death

WARLOCK SPELLS

CANTRIPS

Divert Death
Remove Contagion

1st LEVEL

Bloodheal Potion
Corpse Lunge
Warding Vigor
Whisper of Death

2nd LEVEL

Reviving Transfer

3rd LEVEL

Soul Shield
Sudden Illness

4th LEVEL

Malison

5th LEVEL

Wracking Pain

6th LEVEL

Kelemvor's Shield

8th LEVEL

Sever the Cycle

9th LEVEL

Face Me in Death
Instant Death

WIZARD SPELLS

CANTRIPS

Disrupt Undead
Divert Death
Remove Contagion

1st LEVEL

Corpse Lunge
Warding Vigor
Whisper of Death

2nd LEVEL

Reviving Transfer

3rd LEVEL

Soul Shield
Sudden Illness

4th LEVEL

Malison
Necroprostasia

5th LEVEL

Give Me a Hand
Wracking Pain

6th LEVEL

Kelemvor's Shield

7th LEVEL

Annihilate Undead

8th LEVEL

Sever the Cycle

9th LEVEL

Face Me in Death

Instant Death



SPELLS BY SAVING THROW

STRENGTH (0)

DEXTERITY (0)

CONSTITUTION (8)

Brambleburst
Fade and Feed
Give Me a Hand
Instant Death
Remove Contagion
Sudden Illness
Whisper of Death
Wracking Pain

INTELLIGENCE (0)

WISDOM (3)

Final Stand
Reviving Transfer
Sever the Cycle

CHARISMA (2)

Annihilate Undead
Martyr's Absolution



SPELLS (25 TOTAL)

ANNIHILATE UNDEAD

7th level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You create a burst of positively-charged life energy in a 60-foot radius within range. Undead creatures in that radius must make Charisma saving throws or take 16d6 radiant damage. Undead who succeed take only half damage. Any undead brought to 0 hit points by this spell is annihilated, leaving only their possessions.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, this spell deals 3d6 additional radiant damage for each slot level above 7th.

BLOODHEAL POTION

1st level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (drops of your own blood, plus a vial or flask to hold the potion)

Duration: 30 days

You turn some of your blood into a magical potion to heal wounds. You take 1 damage and lose 1 point of your maximum hit points, which cannot be recovered if the potion is still active. In exchange, you produce a potion that heals the imbiber for 1d6 HP.

You cannot have more than 5 of these potions active, nor can you cast this spell more than 5 times in a single day.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the potion heals 1d6 more HP and you lose 1 more max HP for each slot level above 1st.

BRAMBLEBURST

1st level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A target creature you can see is suddenly afflicted with growths of thorny vines that erupt from under its skin. The target must make a Constitution saving throw, taking 2d8 magical slashing damage on a failure or half damage on a success. An undead creature is particularly susceptible to having plants take root inside it and has disadvantage on its saving throw.

A creature that fails its save has disadvantage on attacks, checks, and Dexterity saving throws until it or another creature spends an action to tear the vines away. This deals an additional 2d4 magical slashing damage to the creature unless the creature removing the vines succeeds on a Medicine check equal to your spell save DC.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, increase the initial slashing damage by 1d8 and the removal slashing damage by 1d4 for each slot level above 1st.

CORPSE LUNGE

1st level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of a dead humanoid creature)

Duration: Instantaneous

A corpse you can see suddenly lurches to make a melee attack against a creature within 5 feet of it. Roll a melee spell attack for the corpse to hit an adjacent target. Unless the creature is somehow immune to being surprised, the attack gains advantage.

On a hit, the target struck takes 1d8 plus your spell ability modifier bludgeoning damage, and 1d6 psychic damage.

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

DISRUPT UNDEAD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fire a beam of positively-charged necromantic energy towards an undead foe, disrupting its essence. Make a ranged spell attack roll against an undead target. If you hit, the target takes 2d6 radiant damage. This spell has no effect if the target is not undead.

This spell's radiant damage increases by 2d6 when you reach 5th level (4d6), 11th level (6d6), and 17th level (8d6).

DIVERT DEATH

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure the very essence of death out of a dying creature, and channel it into an attack. First, you must target a dying creature. That creature removes one failed death saving throw, if any. This does not stabilize it, but it delays death.

If you successfully remove a failed death saving throw, you must then fire a ray of sickly brown necrotic energy towards another creature. The beam must be aimed at another creature, even if that is yourself. Make a ranged spell attack roll. If you hit, the target takes 1d8 necrotic damage.

This spell's necrotic damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FACE ME IN DEATH

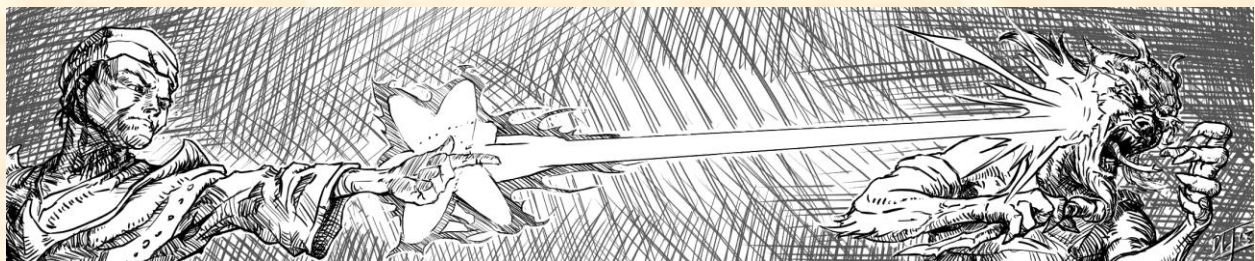
9th level necromancy

Casting Time: 1 hour

Range: Self

Components: V, S, M (black onyx gemstones worth a total of 10,000 gp, which the spell consumes)

Duration: 1 year and 1 day



You set a powerful and terrible ritual in motion, waiting to take place upon your death. The next time you die during the spell's duration, at the beginning of your next turn you return fully healed as an undead creature, zombie-like in appearance.

Your type changes to undead, you gain immunity to poison damage and the poisoned condition, and you gain a natural Strength-based slam attack you are considered proficient with. The slam attack deals 1d6 + Str modifier bludgeoning damage plus 2d8 necrotic damage.

Once you have risen as an undead being in this way, you cannot become alive again without some form of divine intervention. The change is instantaneous and cannot be dispelled.

FADE AND FEED

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell siphons life energy from a foe to heal you or an ally. A target creature within range must make a Constitution saving throw or take 1d4 necrotic damage. If the creature takes damage, you or an ally within range heal hit points for an amount equal to the damage dealt.

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

FINAL STAND

3rd level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 24 hours

You create a mighty undercurrent attached to your life essence. If you die while this spell is active, the energy of the final moments of your life and death explode outwards in necromantic energy. Enemy creatures within an 80-foot radius of the spot where you died must make Wisdom saving throws or take 10d6 necrotic damage. Those who succeed take half damage.

Allied creatures within the same radius are healed for 10d6, your final gift to them before passing beyond the veil. You are destroyed so completely by this spell that no trace of your body remains.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, increase the damage and healing done by 2d6 for each slot level above 3rd.

GIVE ME A HAND

5th level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a set of fingernails from a humanoid hand, which the spell consumes)

Duration: Instantaneous



You target a creature's hand, causing it to rot off and serve you. The target creature takes 6d10 necrotic damage, and if it took any of this damage it must make a Constitution saving throw. On a failure, one of the creature's hands rots off, or (if it has no hands) one hand-like appendage rots away, such as a tentacle. Any object held in that hand is dropped.

If the creature loses a hand, it animates into a **crawling claw** (MM p.44) which serves you faithfully until it is destroyed. The crawling claw understands spoken instructions in Common and carries them out dutifully but maliciously.

INSTANT DEATH

9th level necromancy

Casting Time: 1 reaction, which you take in response to a visible enemy attacking you or casting a spell on you

Range: 400 feet

Components: V

Duration: Instantaneous

You immediately engulf the target trying to harm you with deadly necrotic energy. The target must make a Constitution saving throw, and on a failure takes 6d10 + 50 points of necrotic damage. On a successful save, the target takes half damage. If this damage reduces the target to 0 hit points, it is dead and cannot be revived except with a *Wish* combined with *True Resurrection*.

If this damage kills the target, it stops the attack or spell that would have affected you.



KELEMVOR'S SHIELD

6th level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (one ounce of your own dead flesh, which can be hair or nail trimmings)

Duration: 24 hours

You reshape the energy of your life essence, taking a great risk to bolster yourself. For the duration, you have resistance to all damage. However, all damage that you take reduces your maximum hit points by an equal amount until you take a long rest (effectively, you lose maximum HP rather than taking normal wounds). *Greater Restoration* can restore your maximum HP, and temporary hit points can offset the effect.

MALISON

4th level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

You cause a fell curse to fall upon creatures within a 30-foot radius within range. All creatures in the area suffer -1 to AC and saving throws for the duration. This penalty does not stack with itself.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the penalty increases to -2 to AC and saving throws, and the duration extends to 1 hour.

MARTYR'S ABSOLUTION

5th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Touching an afflicted creature, you heal them of all conditions and detrimental magic, but you may be afflicted in turn. An unwilling creature requires a melee spell attack to touch.

The creature you touch has all conditions except for invisibility removed, ongoing diseases are cured, and detrimental magic with an ongoing effect that was cast by a foe is effectively dispelled.

You must make a Charisma saving throw, with disadvantage if any of the spells you dispelled were 6th level or higher. If you succeed, you have no negative effects. If you fail, you are afflicted by every condition and spell you just removed from the touched creature.

NECROPROSTASIA

4th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You grant a creature some protection against necromancy spells and undead creatures. The next time the target would be negatively affected by a necromancy spell or an undead creature, instead that spell or undead attack has no effect on the target. After this spell has protected the target in this way, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you may target one additional creature for each slot level above 4th.

REVIVE ANIMAL

3rd level necromancy

Casting Time: 30 minutes

Range: Touch

Components: V, S, M (A diamond worth at least 200 gp, which the spell consumes)

Duration: Instantaneous

You return a dead beast you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

REMOVE CONTAGION

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

One target creature within range must make a Constitution saving throw. On a failure, it takes 2d4 necrotic damage as bacteria and viruses are purged from its system, including helpful bacteria.

If the creature is suffering from a disease and took necrotic damage from this spell, that creature may make a Constitution saving throw with advantage against the DC of the disease. On a success, the disease will not progress for 24 hours. If successful saving throws against the disease remove penalties or count towards curing it, this saving throw applies towards it. Even on a failure, it will not worsen the disease.

This spell's necrotic damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4). You have the option to deal 2d4 instead of this amount.

REVIVING TRANSFER

2nd level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You drain life essence from a nearby creature and send it to another creature, although most of the energy is lost in the transfer. The first target of this spell must make a Wisdom saving throw or take 4d6 necrotic damage, or half as much on a successful save.

If the first target took any necrotic damage, a second target creature is healed for 1 HP. While not much, it can be enough to get an unconscious ally back into the fray!

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, increase the necrotic damage by 1d6 for each slot level

above 2nd, and increase the healing by 1 point for each slot level above 2nd.

SEVER THE CYCLE

8th level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of a golem)

Duration: Instantaneous

You curse the soul of a creature that you can see within range, attempting to remove it from the cycle of life. The target takes 5d8 necrotic damage and must make a Wisdom saving throw.

On a failed save, the creature cannot regain hit points, whether from short rests, by spending hit dice, long rests, magical spells, potions, innate regeneration, etc. The creature can't recover from disease naturally, and always fails death saving throws. A creature who dies while still affected by this spell cannot be raised or resurrected.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by *Greater Restoration* or *Wish*.

SOUL SHIELD

3rd level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

You bring forth a host of souls that fly around you in a sphere, protecting you from harm. The

shield has 5d6 HP and absorbs all damage that would be dealt to you. Damage from nonmagical bludgeoning, piercing, or slashing attacks do only half damage to the shield due to its ghostly nature.

If a damage source exceeds the shield's HP, it causes the spell to end and the remaining damage is dealt to you.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, increase the shield's HP by 2d6 for each slot level above 3rd.

SUDDEN ILLNESS

3rd level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A target creature you can see suddenly becomes violently ill in some way. The target must make a Constitution saving throw, and on a failure, they take 5d10 poison damage.

Additionally, roll a d10 to determine a condition that afflicts them: 1 paralyzed, 2 stunned, 3 restrained, 4 – 10 poisoned. At the end of each of the target's turns, it must make another Constitution saving throw. On a success, the spell ends.

On a successful save, the target takes half damage and does not suffer an affliction.

VAMPIRIC BLADE

1st level necromancy

Casting Time: 1 bonus action

Range: Self (one melee weapon you wield)

Components: V, S

Duration: 10 minutes

A sanguine glow surrounds your chosen melee weapon. Whenever you deal damage in melee with the imbued weapon, you are healed for 2 HP. This healing only triggers once per attack, no matter how many creatures the attack hit.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may cast this spell on a willing target within touch range rather than yourself. They are affected as if they had cast the spell on themselves.

WARDING VIGOR

1st level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You bolster yourself or an ally with false vigor that can fool even the powers of the undead. For the duration, the target gains 3d4 + 4 temporary hit points.

As long as the target has these temporary hit points, they have resistance to necrotic damage.

Necrotic damage always targets these temporary hit points first. For example, if a vampire bit the target, the necrotic damage from the bite would affect the temporary HP first, then the piercing damage would apply.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, increase the temporary hit points by 5 for each slot level above 1st.

WHISPER OF DEATH

1st level necromancy

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Instantaneous

You channel part of a fell word of power as black mist pours out of your mouth, causing weak targets to die and strong targets to suffer.

Choose one target creature within range. If that creature has a CR (Challenge Rating) of 1/8 or less, it instantly withers and dies. A target that is immune to necrotic damage is immune to this spell.

A stronger foe must make a Constitution save, and on a failure takes 2d6 necrotic damage. On a success, the target takes half damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, consult the following table:

Spell Slot	CR Killed	Necrotic Damage
2nd	1/4	3d6
3rd	1/2	4d6
4th	1	5d6
5th	2	6d6
6th	3	7d6
7th	4	8d6
8th	5	9d6
9th	6	10d6

WRACKING PAIN

5th level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a burst of necromantic energy in a 20-foot radius within range. Creatures within the area must make Constitution saving throws.

Those who fail are wracked with terrible crippling pain, and have disadvantage on attack rolls and checks, cannot take reactions, and their speed is reduced to half.

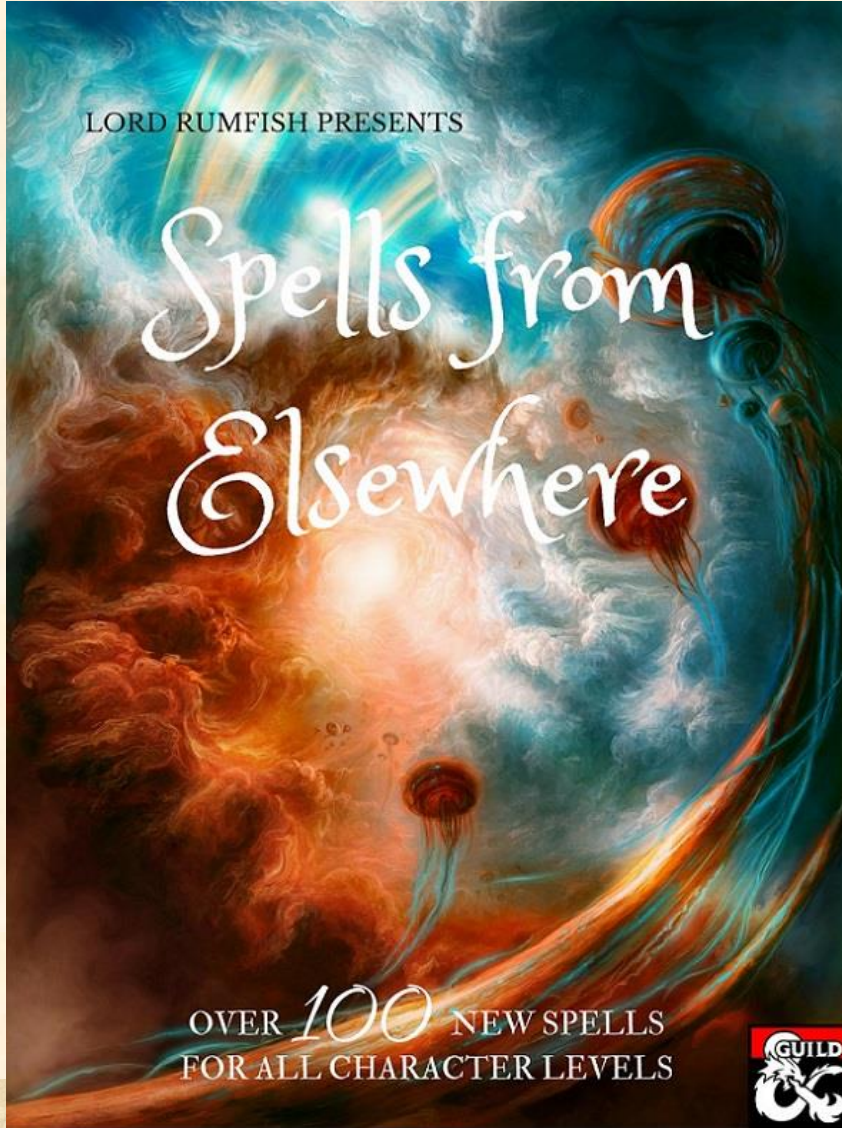
Affected targets concentrating on spells must make concentration rolls as if they had taken damage (Constitution save, DC equal to your spell save DC). Any time an affected creature tries to cast a spell, they must make the same concentration roll, or the spell is lost.

Those who succeed process the pain rapidly, taking 2d8 necrotic damage but without lingering pain. The spell then ends for them.



Works of Wonder

Check out all of my other great products for 5th edition Dungeons & Dragons, hosted by Dungeon Masters Guild!



Arcane Tradition: Magi of the Staff
by Lord Rumfish



Legalesse

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon emperand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Mark Burton (a.k.a. Lord Rumfish) and published under the Community Content Agreement for Dungeon Masters Guild.

Design: Mark "Lord Rumfish" Burton.

Art: DMs Guild Creator Resources presented by Wizards of the Coast, staff images by Parker_West hosted by Pixabay.

Proofing: Lord Rumfish.



Bard College: College of Errantry
by Lord Rumfish



Legalesse

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon emperand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Mark Burton (a.k.a. Lord Rumfish) and published under the Community Content Agreement for Dungeon Masters Guild.

Design: Mark "Lord Rumfish" Burton.

Art: DMs Guild Creator Resources hosted by Wizards of the Coast, Edmund Blair Leighton and ractapopoulos hosted by Pixabay.

Proofing: Lord Rumfish.

