

THE COMPLETE WORKS

A 5th edition expansion pack

By Henry Smith



33 subclasses, 30 spells, 15 pages of travel encounters and 100 items for the 5th Edition of the World's Greatest Roleplaying Game

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Introduction

Welcome. This book is packed with 33 subclasses, 3 new playable race options, 200 new travel encounters, and 100 new items. There is also a section on taking the subclasses provided in this book and turning them into usable items, and a plump section on worldbuilding. This has been my passion project for a little over a year now, and I hope it's as fun for you to read as it was for me to create.

One notable difference between content presented here and the content presented in official material is that these subclasses do not have access to a particularly large playtest team or a full survey on the official game's home page. If you find that a subclass is not up to your personal standards, or you have some playtesting feedback of any kind, please don't hesitate to send it the way of the discord server or twitter account linked below.

- <https://twitter.com/HenryNicholasS1>
- <https://discord.gg/36uj8r6>

I've been prioritising quality above all else, but that doesn't mean my standards match yours. If they don't I want to hear about it! Negative feedback is the foundation of every improvement: send as much as possible, and don't feel bad about it.

When you send feedback, remember to use the following format: the spell, feature, or item name, then the issues you found, then any pertinent information about your campaign (e.g your character's class levels), and finally your comments.

Art

All of the art in this book is public domain, or used from the art provided by DMsguild. I'm not currently commissioning any art, but if you want me to feature your art in exchange for a cut of my earnings, I'm interested, and you can contact me through the links above!

Formatting

You can obtain the format used in this document here:

<https://www.gmbinder.com/share/-M6JhzfsoWTl0uOGDOOI>. Feel free to use it, so long as you give credit! You can view the HTML source by clicking the `</>` icon at the top of the page.

Character Options

Below you'll find three additional racial options that cover a couple of novel capabilities.

Sprites are a tiny, nimble race, leaping from area to area and reaping the benefits of their diminutive stature with tricky innate magic, and acting as excellent judges of character.

Ghosts, on the other hand, are sluggish, drifting slowly through their foes as they while away the hours forgetting their very existence. They're especially useful when your players' schedules overlap, able to possess whichever ally didn't manage to turn up for that particular session.

Finally, Thri-Kreen are a slender limbed race of intelligent insects, known for their wisdom, quadrubrachial build, and emergent psionic powers.

You can check out the Monster Manual for additional inspiration relating to the background of these races. Or don't! A D&D race represents a species, and a species can have virtually any culture.

Subclasses

The bulk of my work went into creating and refining these subclasses, so I hope you enjoy them. I've tried to be ruthless about deleting subclasses that weren't up to scratch, so I have a repository of discarded subclass features that easily dwarfs the entire section! Someday, I will put those up on the discord server.

I could honestly talk all day about the love, time, and decisions that went into these subclasses, but my hope is that their quality speaks for themselves. With that in mind, here is some dead space with no pictures or text:

Beyond that, have fun, and don't forget to steal all the ideas presented here. They're here to be used!

PART 1

Character Options

Ghosts

Living independantly among the shattered remnants of whatever object, location, or creature that held significance to it, ghosts waste their days away in solitude, a subculture of jaded recluses trying hopelessly to recall their past.

Unfinished Business

Most ghosts yearn restlessly to complete some unresolved task from its life, a task that binds them to the mortal plane beyond their premature death. It might seek to avenge its own murder, fulfill an oath, or relay a message to a loved one. Others are driven by wickedness, spite, or even vengeance, refusing to rest until every member of a certain family or organization is dead.

Once a ghost finishes this task, it fades steadily and restfully into the peace and quiet of nothingness. Only a small minority of ghosts grow to fear this oblivion. Regardless of whether the ghost wishes to remain in existence, it is unusual that a ghost survives once it completes the unresolved task that binds its soul to ghostly existence, and the machinations that dictate which ghosts live beyond this loss of purpose are poorly understood.

Self-Pity

Most ghosts live in solitude, and on the rare occasion they do commune, it is usually done to complain. As undead remnants of a former life, ghosts retain the belief that death is a time for mourning, especially if that means mourning oneself. Hence ghosts persist, yearning to complete their given tasks and utterly lacking the motivation to do so.

Fading Memories

Ghosts struggle to keep a hold on their past memories and personalities, tragically aware that their very soul is slowly draining away under the effort of remaining in undeath. For this reason, an elderly ghost's speech becomes slow, droning, and laboured. The best antidote to a ghost's loss of personality is companionship, liveliness, and simple pleasures; these restore the ghost to its former liveliness, and aid it in regaining its full memories. Such activities are almost universally abhorred by ghosts. Once won over by companions, however, ghosts can become exceptionally quick witted, shrewd, and loyal, able to draw upon a plethora of knowledge from their long life and undeath.

Envyng the Living

Ghosts are acutely aware of the prevalence of resurrection magic, and aren't likely to be happy about it. Whether their body was abandoned, destroyed, desecrated, or simply lost, they are likely to retain some resentment against all mortals for having failed to bring them back to life, and are equally envious of those lucky enough to have proper physical form. Regardless of the source of the resentment, when matters pertaining to bodies arise, or even pertaining to tasks as simple as carrying loot, this chip on a ghost's shoulder can manifest in sulkiness, abruptness or an unusual flash of temper.

Ghost Names

Ghosts tend to refer to themselves by the names they held in life, but over time these names may be partially or totally forgotten. Ghost names become shorter and shorter the longer they live, partially through apathy at having to introduce oneself the same way over and over again, and partially due to their own fading memories. The oldest ghosts refer to themselves as single initials. Over time, the name Brendan might be contracted to Bren, then Ben, then B.

Ghost Traits

Your ghost character gains numerous helpful abilities, allowing it longevity, ethereal travel, and even the morally questionable ability to take control of another player's character if they ever fail to turn up to a session.

Ability Score Increase. Your Charisma score increases by 2.

Age. You do not age, and your body remains in the precise state you died.

Alignment. Ghosts may be any alignment they held in life, but live long enough that they can forget their personality, trending toward neutral alignments as they age. As they regain memories, their original alignment may resurface.

Size. Your size is determined by your subrace. Each ghost subrace corresponds to a race in the player's handbook.

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 grey.

Undead Nature. Hostile creatures can treat you as undead, and you no longer require air, food, drink or sleep. You can spend your short or long rests engaging in light activity such as reading a book or keeping watch.

Ethereal Dodge. When you take the Dodge action, you can use a bonus action to become incorporeal until the start of your next turn. While you are incorporeal, moving through difficult terrain costs you no extra movement, you are immune to the prone and grappled conditions, and you can move through any creature's space.

Withering Touch. You can choose to have your unarmed strikes deal necrotic damage equal to 1d4 + your Strength modifier, rather than the bludgeoning damage normally associated with an unarmed strike.

Possession. As an action, you possess one willing humanoid that you can see within 5 feet of you; you disappear, and the target becomes incapacitated and loses control of its body. You now control the body but don't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain only your alignment, personality, knowledge, and proficiencies. You otherwise use the possessed target's ability scores and class features, but don't gain access to the target's knowledge or proficiencies.

The possession lasts until you or the humanoid ends it as a bonus action, until the body drops to 0 hit points, or until you are turned or forced out by an effect like the dispel evil and good spell. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. You are unable to affect the target with Possession for 24 hours after the possession ends.

Former Species. You gain bonuses based off your former species. This former species represents the form you took in life.

FEAT: ETHEREAL MOVEMENT

Prerequisite: Ghost

You gain the following features:

Undead Resistance. You have advantage on saving throws against being charmed and frightened, and magic can't put you to sleep.

Etherealness. As an action you can enter the Ethereal Plane from the Material Plane until the start of your next turn. During this time, you can travel in any direction using your movement. You are visible on the Material Plane while you are in the Border Ethereal in this way, yet you can't affect or be affected by anything on the other plane.

Once you use this feature, you must finish a short or long rest before you do so again.



Dwarf

Dwarven ghosts have usually lived long, long lives soaked in honor and loyalty to their clans. Even as their recollections fade, dwarven ghosts continue to cling to their old loyalty and clan grudges, harking back to them over and over again.

Ability Score Increase. Your Constitution score increases by 1.

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

Languages. In most settings, Dwarf ghosts usually speak, read, and write Common and Dwarvish.

Dwarven Resilience. You have advantage on saving throws against poison.

Elf

Elven ghosts may well have lived into their seventh century, and in ghosthood their patience becomes almost neverending. They will happily wait, compromise, and usually seek the easiest peaceful resolution. Thanks to their long lifespans, however, their years as a ghost do little to dull their intellect, focus, or memory.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

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

Languages. In most settings, Elf ghosts usually speak, read, and write Common and Elvish.

Keen Senses. You have proficiency with the Perception skill.

Sprites

Protectors of Nature

Sprites are not all bright-faced, stern fairies like most folktales would have you believe. Many sprites can be aggressive and abrupt, or outright evil. train as hardy warriors in the face of external danger from relatively gigantic menaces. They use a variety of poisons and sleep darts, which they conjure to ward themselves against intrusion.

Sprite settlements are traditionally found in trees. Their diminutive size allows them to build settlements virtually anywhere, and sprites have been known to create settlements high in cliff faces sheltered from the wind, on the backs of giants, or even in unattended attics, where they leech off whatever nourishment they can steal from the occupants.

When it comes to nature, sprites will simply not suffer a tactless ally, and the sprite-held stereotype that larger creatures are indelicate, lumbering, and clumsy is one that their companions will have to work to shake off.

Legendary, Among Their Kin

The human world is considered an awe-inspiring place, the domain of only the bravest of sprite-kind: just as slaying a simple giant would inspire a regular-size human, the act of slaying even a medium-sized creature for the first time can bring about an incredible rush of power and emotion for a sprite. To come anywhere close to achieving such a feat, the sprite must have already confirmed themselves among their people, and greatly exceeded the average adventuring sprite.

Halfling

Halfling ghosts display an unusual wanderlust uncommon for most other ghosts, and are much more willing to venture beyond the confines of their old haunt. They're especially forgetful, but also uncharacteristically vibrant.

Ability Score Increase. Your Dexterity score increases by 1.

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

Languages. In most settings, Halfling ghosts usually speak, read, and write Common and Halfling.

Brave. You have advantage on saving throws against being frightened.

Human

The trademark willpower of humans makes human ghosts relatively common, inclined as they are to push on through death for an undying cause (whatever it may be). They constantly proclaim their commitment to finishing up the task that ties them to undeath, even in the face of their own total inaction.

Ability Score Increase. You increase one ability score of your choice by 1 (other than Charisma).

Size. Human ghosts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless position in that range. Your size is Medium.

Languages. Human ghosts usually learn to speak, read and write in Common and in two other languages of your choice.

Given that sprite adventurers are reasonably scarce, sprite adventurers in the human world are an even more extreme rarity. When building your sprite character, consider what drove them to abandon their old post. If sprites have to achieve incredible feats among their people to even consider entering the land of regular humanoids, what left them wanting as they rested on their laurels? What drove them to move away from a world where their fighting prowess would be lauded as incredible, to venture instead into a world where their capabilities are practically mundane, and their wealth is almost worthless?

Many sprites leave their treetop homes to seek revenge, redemption, or destiny, as with most adventurers. However, this additional dynamic can also be a driving force. Perhaps some are slaking their thirst for a greater challenge, or are justifying their skill to themselves in the face of impostor syndrome.

TINY LOOT

Tiny creatures have fittingly tiny carrying capacities. When it comes to large items, you may have to work with your GM to find an inventive way to carry your gold and adventuring gear around. For example, your character might have to badger its allies to carry the gear, magically stow gear in some wristpocket dimension, insist upon shrinking gear down to tiny trinkets (all 1/10th their usual weight), or simply cart a *Tenser's floating disk* spell around.



Sprite Traits

Your Sprite's dextrous build, tiny size, and flying ability grants it numerous benefits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Sprites age at twice the normal rate, reaching maturity by age 10, and rarely living past 45

Alignment. Sprites tend to be neutral good

Size. Sprites are usually between 10 and 14 inches tall, and weigh between 2 and 3 pounds. Your size is Tiny.

Speed. Your base walking speed is 10 feet.

Tiny Fey. Your creature type is fey, rather than humanoid. You have disadvantage on Strength checks and Strength saving throws. You can only wield specially crafted Tiny versions of weapons and armor. These are a tenth of their usual weight.

Fey Flight. You have a flying speed of 30 feet. If you end your movement in midair, and this flying speed is the only thing holding you aloft, you fall to the ground.

If your walking speed increases, you increase the flying speed you gain from this feature by the same amount.

Heart Sight. As an action you can touch a creature and use your innate divination magic to force it to make a Charisma saving throw. The DC for this saving throw is 8 + your Proficiency bonus + your Charisma modifier. On a failed save, you learn the target's current emotional state.

You have a number of uses of this feature equal to your Charisma modifier (minimum of 1), and you regain any expended uses when you finish a long rest.

Languages. In most settings, Sprites usually speak, read and write Common and Sylvan.

Subspecies. You gain additional features from your subspecies. Three such subspecies are shown below: Pixie, Common Sprite, and Wood Sprite.

Common Sprite

Common Sprites gain these features from their subspecies.

Ability Score Increase: Your Intelligence increases by 1.

Bonus Language. You can speak, read and write Elvish.

Poison Brewer. Common sprites have a sense of smell that is acutely tuned to flora, letting them seek it out more effectively. You have proficiency with the Poisoner's kit and the Nature skill.

Invisibility. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack or cast a spell, or until your concentration ends (as if concentrating on a spell). Your equipment is invisible with you. Once you use this feature, you can't use it again until you finish a long rest.

Starting at 5th level, this invisibility lasts for up to 1 minute.

Wood Sprite

Wood Sprites gain these features from their subspecies:

Ability Score Increase. Your Constitution increases by 1.

Medic. You have proficiency with the Herbalist's kit.

Sleep Dart. When you reduce a creature to 0 Hit Points with a ranged weapon attack, you can choose to have the creature fall asleep for 1 day instead of dying. When the creature awakens, it has 1 Hit Point remaining.

Poultice. At the end of a long rest, you can create a cheap, simple, and somewhat pungent poultice using your fey magic. The poultice mimics the effects of a vial of antitoxin, and spoils after 1 day or when you next finish a long rest. Starting at 3rd level, you can choose what type of poultice you make each time you use this feature. Choose from acid, antitoxin, *potion of healing*, or simple poison. The poultice mimics the effects of the chosen item.

Pixie

Pixies are an entirely different species to sprites, favouring pacifism and petulant trickery over brashness and pugilism. Pixies gain the following features in the place of a sprite's Heart Sight and Subspecies features.

Ability Score Increase. Your Charisma increases by 1.

Spell Resistance. You have advantage on Intelligence, Wisdom and Charisma saving throws against spells.

Fey Legacy. You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast the *speak with animals* spell once. Once you reach 5th level, you can cast the *entangle* spell once. You regain any expended uses of this feature at the end of a long rest. Charisma is your spellcasting ability for these spells, and your Spell Save DC is 8 + your Proficiency bonus + your Charisma modifier.

Thri-Kreen

Thri-Kreen are thoroughly intelligent humanoid mantis-people that live short lives, rendered long by the brevity of their sleep patterns. Communication is a slight struggle for Thri-Kreen, but one they can usually overcome with their natural wit and wisdom.

In the Dark Sun setting, a thri-kreen culture exists that delights in hard work, loyal tribes, and the nutritious, chicken-like taste of well-braised Elf meat. This group lives in colossal anthive colonies.

Thri-kreen tend to be a mottled yellow, but their colour varies immensely. You might be a jet-black J'ez, a green T'keech, or a dull red J'hol.

Your slim quadrubrachial build grants you these benefits.

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

Age. Thri-Kreen age exceptionally quickly, reaching maturity by age 3, and rarely living past 25

Alignment. Thri-kreen aren't as prone to emotional outbursts as humans, but treat outsiders as little more than food. They are usually chaotic, valuing the freedom of their tribe above all else.

Size. Thri-kreen have slender forms, between 6 and 7 feet tall, and weigh between 100 and 130 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You gain darkvision out to a range of 60 feet.

Quadrubrach. You have four arms, rather than two. All of your arms and hands are equally as dextrous as each other. All of them can hold objects and weapons, and perform tasks (such as somatic gestures or grapples) as usual. These extra arms grant you a great deal of swiftness and versatility in combat: you can make one additional object interaction each turn.

The sheer slenderness of your arms makes it hard to defend yourself. If you attack with a weapon using two hands, or if you use two-weapon fighting, you can't benefit from wearing a shield until the start of your next turn.

Chameleon Carapace. You can change the color of your body to match the appearance of your surroundings. While you're within natural terrain, if no hostile creatures can see you, you can use your bonus action to camouflage yourself. You remain camouflaged in this way until you move or take an action other than the Dodge, Hide, or Search action. While you're camouflaged in this way, you are invisible to all creatures that are more than 15 feet away from you.

Standing Leap. When you make a long jump or high jump, the distance you cover increases by 5 feet.

Torpor. Instead of sleeping, you enter a torpid state for 4 hours, during which you remain semiconscious of your surroundings. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. If you enter this state during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.

Additionally, spells can't put you to sleep.

Thri-Kreen Weapon Training. You become proficient with one weapon of your choice. Some Thri-Kreen cultures have special versions of weapons: the gythka (a polearm with a blade at each end, that functions as a quarterstaff and deals slashing damage) and the chatkcha (a flat triangular wedge with serrated blades, like a throwing star, that functions as a dagger).

Languages. In most settings, Thri-kreen speak, read and write Thri-Kreen and Common, although they struggle to intone syllables in Common properly.

FEAT: THRI-KREEN PSIONICS

Prerequisite: Thri-Kreen

You manifest rare psionic capabilities. You gain telepathy out to a range of 30 feet, and you learn the *mage hand* cantrip, and The hand is invisible when you cast *mage hand* with this feat.

You also learn *blur* and *detect thoughts*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

FEAT: THRI-KREEN FIGHTING

Prerequisite: Thri-Kreen

You study martial training, gaining the following benefits:

Insectile Natural Weapons. You learn to fight with your natural weaponry. Your bite and claws become natural weapons that you can use to make unarmed strikes. If you hit with them, you deal damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. The damage is of a type associated with the weapon: piercing for your bite, and slashing for your claws.

Whirling Limbs. You can use your bonus action to make up to four attacks with different weapons you are holding. You don't add your ability modifier to the damage of any of the attacks, and each of the attacks must use a different weapon. Once you use this feature, you must finish a long rest before you use it again.



Subclasses

Presented here are 33 fresh-faced subclass options. At 1st, 2nd, or 3rd level, every class receives a choice of a subclass: a defining choice that unlocks a series of three or more special features as they progress in the class. Each class has a collective term that describes its subclasses; wizard subclasses are called arcane traditions, and warlock subclasses are known as patrons. The table below lists each of the subclasses that are described in this book.

The options tabulated below are available to their respective classes in addition to those offered in the Player's Handbook. All of them are ordered by class over the next few pages, and all of them are itching for some bright colourful characters

Grab a hot drink, and dive on in! I hope you're as excited as I am.

LIST OF SUBCLASSES

Class	Subclass	Level Available	Description
Artificer	Botanist	3rd	Nurtures a verdant army of floral fury
Artificer	Gunsmith	3rd	Totes a colossal, destructive thunder cannon
Barbarian	Battle Mecha	3rd	Equips a custom power suit kitted out with chaotic weaponry
Barbarian	Path of the Primeval	3rd	Shatters their weaponry with primal force.
Barbarian	Path of the Skáld	3rd	Vocalises their rage into a furious bardic warsong
Bard	College of Art	3rd	Frees their creativity and coats the battlefield in technicolor
Bard	College of Mime	3rd	Deceives and charms foes, manifesting invisible objects
Bard	College of Rock	3rd	Amplifies their music to put on a jawdropping performance
Cleric	Annihilation Domain	1st	Banishes everything from existence, even knowledge itself
Cleric	Master's Domain	1st	Sucks up to the entity that created their world.
Druid	Circle of the Orchard	2nd	Preserves and defends nature with verdant, bark-plated blows
Druid	Shamanic Circle	2nd	Invokes and masters the spirits of nature to protect their allies
Fighter	Arcanosmith	3rd	Concocts dazzling magical inventions and enchanted ammunition
Fighter	Legionnaire	3rd	Masters sword and shield, inspired by ancient army tacticians
Fighter	Wild Frontier	3rd	Shoots from the hip, dealing out vigilante justice from afar
Monk	Way of the Benedictine	3rd	Creates zones of purity, safety, and holy consecration
Monk	Way of the Cosmonaut	3rd	Empowers their ki with orbiting celestial bodies
Paladin	Oath of Secrecy	3rd	[Redacted]
Ranger	Blink Tracker	3rd	Tracks down foes in a flurry of inescapable magic strikes
Ranger	Geomancer	3rd	Terraforms the environment to suit their whims
Ranger	Undercity	3rd	Preys upon enemies with dirty tricks and potent poisons
Rogue	Deadblade	3rd	Undoes the lifeforce of their enemies with lethalised magic
Rogue	Infiltrator	3rd	Pounces into strongholds with acrobatic ease
Rogue	Merchant	3rd	Trades, barter, and hunts their way towards uncovering riches
Rogue	Trapper	3rd	Laces the battlefield with tripwires and pitfalls to hamper their foes
Sorcerer	Blighted	1st	Dices foes with curses as potent as the one granting them magic
Sorcerer	Planar Magic	1st	Employs planar confluence to thread wormholes in reality itself
Sorcerer	Superheroism	1st	Empowers themselves with epic punches and mighty powers
Warlock	The Binder	1st	Barter deals with every warlock patron it can find
Warlock	The Invader	1st	Heralds a coming alien invasion, teeming with scouting hatchlings
Warlock	The Machine	1st	Draws upon mechanistic power from lawful constructs
Warlock	The Primordial	1st	Gathers a storm of apocalyptic elemental power
Wizard	School of Progress	2nd	Crafts entirely new spells by adapting those they have learned

Artificer Botanist

A botanist uses their herbalist's kit to nurture plants and magically empower them to fight as an ally, viewing the natural world as both their guardian and their charge.

Botanist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Botanist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

BOTANIST SPELLS

Artificer Level Spell

3rd	<i>entangle, goodberry</i>
5th	<i>locate animals or plants, spike growth</i>
9th	<i>daylight, plant growth</i>
13th	<i>conjure woodland beings, grasping vine</i>
17th	<i>commune with nature, tree stride</i>

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with the herbalism kit. If you already have this proficiency, you instead gain proficiency with one type of artisan's tools of your choice

Crop Cycle

When you reach 3rd level in this class, you gain an affinity for plants, nurturing them to grow, flourish, and blossom to your whim. As an action, you can activate one of the following effects. You have a number of uses of this feature equal to your Intelligence modifier, and you regain any expended uses at the end of a long rest.

Spring Blossom. You tend to a nonmagical plant you touch, causing it to blossom quickly into bright blooms in a color of your choice. When crushed, the blossoms yield excellent dyes.

Summer Growths. You tend to a nonmagical plant you touch, causing it to grow into a 5 foot cube of branches that surround you and grant you half cover.

Autumn Harvest. You tend to a nonmagical fruit-bearing plant you touch, making it reach harvest time. The plant fruits with 1 day's worth of rations.

Winter Frost. You tend to a nonmagical plant you touch, making it wither away. A section of the plant that fits within a 5 foot cube dies and turns to ash.

Floral Bounty

At 3rd level, you learn how to create tiny magical shrubs. With a herbalism kit in hand, you can use a bonus action to summon a magical plant in any space on a surface within 60 feet of you.

You can summon a plant in this way twice for free and must finish a short or long rest before doing so again. You can also summon a plant by expending a spell slot of 1st level or higher.

The plant is a small magical object that does not occupy its space. It has an AC of 15 and a number of hit points equal to twice your artificer level. It is immune to psychic damage and all conditions. The plant wilts if it is reduced to 0 hit points. If the *mending* spell is cast on it while it is wilted, it is restored to full health.

When you summon the plant, you decide which type it is, choosing from the options on the Botanist Plants table. The plant activates its effect immediately when it is summoned. As a bonus action, you can activate the effect of one plant you have summoned.

BOTANY PLANTS

Plant	Effect (requires your bonus action to use)
Grip weed	A 10 foot radius area centered on the plant becomes magical difficult terrain until the start of your next turn.
Razorvine	Creatures within 10 feet of the plant must make a Dexterity saving throw against your spell save DC, taking 1d10 slashing damage on a failed save, or half as much on a success.
Snare vine	Creatures within 10 feet of the plant must succeed on a Strength saving throw against your spell save DC or fall prone.
Stun Spore	If this plant is destroyed during your current turn, any creature within 10 feet of the plant whose number of current hit points is less than twice your artificer level becomes stunned until the start of your next turn.

Botanical Magic

Beginning at 5th level, you can cast the following spells at their lowest level without expending a spell slot, as long as you have them prepared: *entangle*, *false life*, *purify food and drink*, and *locate animals or plants*. You must use your herbalist's kit as the spellcasting focus for these spells.

Photosynthesis

Beginning at 9th level, you adopt some of the solar-powered properties of the plants you have studied. While you are in bright light, you can add half your proficiency bonus, rounded down, to any skill check you make that doesn't already include your proficiency bonus, and each time you summon a plant with your Floral Bounty feature, it has twice as many hit points.

Creeper Vines

Once you reach 15th level, your plants transform into a mass of tangling vines. Your plants affect the area within 20 feet of them, rather than 10 feet.

Additionally, your very presence causes nearby plants to begin to animate themselves. When you summon a plant, you can enchant any number of plants within 120 feet of you to move up to 10 feet along the ground.



Artificer Gunsmith

A gunsmith is a master of engineering, able to forge a powerful firearm infused with a concoction of arcanomechanical magic.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with the smith's tools. If you already have this proficiency, you instead gain proficiency with one type of artisan's tools of your choice.

Gunsmith Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Gunsmith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

GUNSMITH SPELLS

Artificer Level	Spell
3rd	<i>magic missile, hail of thorns</i>
5th	<i>magic weapon, scorching ray</i>
9th	<i>conjure barrage, wind wall</i>
13th	<i>dimension door, wall of fire</i>
17th	<i>antilife shell, flame strike</i>

Thunder Cannon

Beginning at 3rd level, you forge a gigantic firearm known as a thunder cannon. It is a ferocious nonmagical weapon that fires leaden bullets that can punch through armor with ease. You are proficient with the thunder cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage on a hit. Its normal range is 150 feet, and its maximum range is 500 feet. It doesn't require ammunition.

Supercharged Shots

Starting at 5th level, as a bonus action while you are wielding the thunder cannon, you can supercharge it. When you do this, you can gain the benefits of one of the following supercharge options, choosing from Blast Wave, Piercing Round, Explosive Shot, and Thunder Shot. These effects are blocked by total cover.

Blast Wave. The next time you make a ranged attack with your thunder cannon before the end of this turn, regardless of whether the attack hits, you unleash force energy in a 15-foot cone from the gun directly towards the target. Each creature in that area must make a Strength saving throw against your Spell Save DC. Each creature that fails the save takes 2d6 thunder damage and is pushed 10 feet away from you. Each creature that succeeds takes half as much damage and isn't pushed.

Piercing Round. The next time you make a ranged attack with your thunder cannon before the end of this turn, regardless of whether the attack hits, you cause the gun to unleash a bolt of lightning directly towards the attack's target, 5-foot wide and 30-foot long. Each creature in that area must make a Dexterity saving throw against your Spell Save DC, taking 2d6 lightning damage on a failed save or half as much on a success.

Explosive Shot. The next time you make a ranged attack with your thunder cannon before the end of this turn, regardless of whether the attack hits, each creature within 10 feet of the target must make a Dexterity saving throw against your Spell Save DC, taking 2d6 fire damage on a failed save or half as much on a success.

Thunder Shot. The next time you make an attack from your thunder cannon before the end of this turn, you gain advantage on the attack, and the attack deals an additional 2d6 damage if it hits.

Mechanical Friend

Beginning at 9th level, you produce a mechanical servant. The servant is not a combative type, but is a very helpful ally. Whenever you finish a long rest and your smith's supplies are with you, you can form this servant in an unoccupied space within 5 feet of you. If you already have a mechanical friend with this feature, the first one immediately vanishes.

The servant obeys your commands without hesitation and lives to assist you. See this creature's game statistics in the mechanical friend stat block. The servant appears mechanical, but you otherwise determine its appearance. You can change its appearance at the end of a long rest.

In combat, the servant 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 on your turn to command it to take the Dash or Disengage action. Even though it is not a particularly powerful ally in combat, it is doing its very best.

Whenever the servant dies, it returns to life with all its hit points restored at the end of 1 minute.

Mechanical Friend

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 30

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 10ft., passive Perception 10 + your proficiency bonus

Languages Understands Common and any other languages you speak, but can't speak.

Doing its Best The mechanical friend adds your proficiency bonus to its skill checks, and can provide help with any skill check.

Rocket Jump

Beginning at 14th level, whenever you supercharge your cannon, you can cause your cannon to emit a burst of force that propels you like a rocket, forcing yourself 10 feet in any direction without provoking opportunity attacks.

Additionally, the damage of your supercharge options increases from 2d6 to 4d6

Artificer Quirks

If you're playing an artificer character, this section offers a few ways to build upon your artificer's quirks and traits.

Unlucky Accident

Artificers disassemble the component parts of magic itself to reforge it into solid material, and this is no mean feat. The training required to reach such a level is rigorous and intense, and is peppered with guesswork and experimentation. Such experiments do not go according to plan every time, and one or two of the accidents that occurred as part of an artificer's training are likely to stick with them for a while.

When your artificer builds items, do they take certain unusual precautions? Did they learn from the disaster, or simply shut it away? Was the disaster no more than a lighthearted anecdote, or something more serious?

UNLUCKY ACCIDENTS

d6 Unlucky Accident

- 1 A weapon you built once snapped at the hilt and cost someone a dueling match
- 2 Your first foray into potion brewing gave you a foul bout of sickness
- 3 The first time people relied upon you to disarm a trap, it triggered on you and those with you.
- 4 A magic suit of armor you crafted suddenly solidified.
- 5 The charred remains of your first experimental laboratory are still the talk of your hometown.
- 6 Your first time channeling a healing spell through a weapon did much more harm than good.

Magical Trinket

Artificers focus almost entirely upon invention, and dabble feverishly in magical crafting, repair, and creation. It's no surprise that such characters will often pick up interesting tidbits along the way.

The trinkets an artificer holds most dear will reflect their desires and preferences. If your character carries a trinket, what use do they derive from it, if any, and what does it represent?

TRINKETS

d6 Trinket

- 1 A pipe lighter with a serpent carved into its side.
- 2 A bundle of wires and discarded tools, melted together into a tiny effigy of an animal.
- 3 A set of six abacus-like bangles which you use as a memory aid and thumb over when performing mental arithmetic.
- 4 A tiny and functional steel replica of a crossbow
- 5 A set of plans stolen from an old mentor, filled with designs you have yet to interpret.
- 6 A lodestone molded into a fracture in your shoulder.

Crafting Flourish

An artificer's personal design flourishes serve as their calling card; something to distinguish them from others of their ilk. Even when an artificer deems to take a back seat and watch their companions wield the powerful weaponry they have crafted, they might take some comfort in knowing that their contributions are visible for all to see.

Consider why your artificer chose to develop their particular flourish, or what source it originated from. Is it a proud display of your personal skill, the result of a bad habit that you grew fond of, or perhaps something stolen from an old mentor?

FLOURISHES

d6 Flourish

- 1 Your designs seem to be strung together tentatively from gears, strings, and leather binding, with an excessive number of scopes and reticles.
- 2 You stamp on a flamboyant crest that you think best represents you.
- 3 Your designs always incorporate an insect motif, sculpted into its handle or similar.
- 4 You can never resist embedding a shard of your favorite gem into your finest works
- 5 You weave metal like knotted ribbon, and you're a master of minute detail.
- 6 You attach slender magical displays, grips, and wires to your creations, purely for the aesthetic.



Barbarian Battle Mecha

Given the cumbersome, troublesome shape of heavy weapons, diminutive species rarely find much success as barbarians. Indeed, many would say that trying to make a small creature into a powerful barbarian would be a rather pointless endeavor.

But pointless endeavors are a gnomish specialty. In recent centuries a new breed of barbarian rage was constructed; one that came from the same primal emotion, funneled into a constructed exterior. It came in the form of a series of arcano-mechanical armor suits, piloted like an extension of the wearer's own form, that could be conjured for a brief burst of power and blown to smithereens with equal rapidity. Their wearers called them "Battle Mecha".

BATTLE MECHA FEATURES

Barbarian level Feature

3rd	Bonus Proficiencies, Mecha Pilot
6th	Walking Garrison
10th	Autotargeting Visor
14th	Megaforce Fusion

Bonus Proficiencies

When you reach 3rd level in this class, you begin delving into arcanomechanical inventions. You gain proficiency with the smith's tools, and two other tools of your choice.

Mecha Pilot

Beginning when you choose this primal path at 3rd level, when you enter your rage, you can choose to enter a Mecha Rage: you summon a magical suit of power armor known as a battle mecha, that absorbs the fervor of your Rage to empower arcanomechanical effects. When you do this, all creatures within 5 feet of you are immediately pushed 5 feet directly away from you.

Your Mecha Rage grants benefits in addition to those of your regular rage. For the duration, your size increases to Large if it isn't already greater, and you ignore difficult terrain.

The battle mecha is kitted out with all manner of crazed gizmos and weaponry. During your Mecha Rage, you can use a bonus action to roll a d4 and activate the effect from the Mecha Pilot Gizmos table corresponding to the result.

When your Mecha Rage ends, it does so with a bang. Hostile creatures within 5 feet of you take 2d4 fire damage from a rocketing shower of flames and debris. Then, your size returns to normal, and you fall prone.

The Mecha Rage lasts for 1 minute, and ends early only if you fall unconscious. You can also end your mecha rage on your turn as a bonus action.

ABSOLUTE UNITS

In the Player's Handbook, being Large affects several capabilities: you can grapple or shove Huge creatures, you can't be grappled or shoved by creatures that are Small or smaller, and you can move through spaces occupied by hostile creatures of Small size or smaller. For the purposes of this subclass, size doesn't affect damage.

MECHA RAGE GIZMOS

d4 Gizmo Effect

1	Circle Throw	You can choose any number of creatures within your reach. The targets can't be more than one size larger than you. You move each target into any unoccupied space on the ground within your reach.
2	Flame Thrower	Creatures in a 20-foot cone originating from you must succeed on a Dexterity saving throw against a DC of 8 + your Proficiency bonus + your Constitution modifier or take 1d8 fire damage.
3	Swarm Missiles	You create two missiles, which each hit a creature of your choice that you can see within 30 feet. A missile deals 1d4 thunder damage to its target. The missiles hit simultaneously, and you can direct them to hit one creature or many.
4	Whirlwind Thrusters	Until the start of your next turn, ranged attacks against friendly creatures within 10 feet of you have disadvantage, and you have a flying speed of 10 feet.

Walking Garrison

When you reach 6th level, you upgrade your mech with potent defensive capabilities. Once per mecha rage, you can use one of these abilities:

Blast Shields. When you see one or more creatures within 30 feet of you make a saving throw against an effect that deals damage, you can use your reaction to grant all of those creatures resistance to that damage.

Ejector Seat. When a creature hits you with a melee weapon attack, you can use your reaction to detonate your mech and hurl yourself away. The attack misses, your mecha range ends, and you jump up to 30 feet in a direction of your choice without provoking opportunity attacks, landing prone.

Autotargeting Visor

Once you reach 10th level in this class, you begin work on augmenting yourself with a targeting visor that allows you to locate and identify well-hidden threats. You are aware of the location of any hidden or invisible creature within 10 feet of you. Additionally, you can cast *detect magic* as a ritual.

Megaforce Fusion

Beginning at 14th level, when you enter a Mecha Rage, you can choose to fuse your battle mecha with your allies to form a colossal moving fortress. Your size becomes Gargantuan, your speed increases by 20 feet, and you can then choose up to three willing creatures within 30 feet of you. Those targets are instantly teleported into a location of your choice within your space, and remain aboard you for the duration of the rage or until they use their movement to leave your space.

Creatures aboard you are carried with you as you move, can end their movement in your space, and can't be moved from your space unwillingly. Those creatures have resistance to bludgeoning, slashing, and piercing damage, and can use a bonus action to roll a d4 and activate the effect from the Mecha Pilot Gizmos table corresponding to the result.

Once you use this feature, you must finish a long rest before you use it again.

Barbarian

Path of the Primeval

A barbarian who follows the Path of the Primeval is not a nihilist, but finds devotion to material wealth bizarre. The primeval preach no religion, but are zealous in their worship of the glorious law of entropy. Material possessions become ash, temples become dust, and the blight of order raised by civilization collapses in great hecatombs of its own trinkets, giving way to wilderness, chaos and nature. These destroyers just try to nurture that glorious process as best they can.

PATH OF THE PRIMEVAL FEATURES

Barbarian Level Feature

3rd	Camouflage, Shattering (3 options)
6th	Caber Hurling, Shattering (4 options)
10th	Primeval Call, Shattering (5 options)
14th	Great Shatter

Shattering

Starting at 3rd level, you draw power from reducing objects to rubble. You gain access to three Shattering Ability options of your choice (see "Shattering Ability Options" below). You gain access to additional shattering abilities when you gain certain levels in this class, at 6th and 10th level.

You can only use one Shattering Ability per turn. The object you use for this ability must be solid, and it must be either small or medium in size. When you shatter an object, you exert great force on it. If it is nonmagical, it breaks in an incredible display of might, splitting into pieces.

You have four uses of this feature, and you regain any expended uses when you finish a short or long rest.

Camouflage

Also at 3rd level, you can lay in perfect wait for an ambush. By spending 1 minute creating a guise for a creature hiding within 5 feet of you, you camouflage the chosen creature. Until you use this feature again, other creatures have a -5 penalty to Wisdom (Perception) checks to spot the target.

Caber Hurling

Starting at 6th level, you become a master of hurling objects. While you're raging, you treat all simple and martial melee weapons as if they have the thrown (20/60) property. Whenever you use an improvised weapon while you're raging, you can now treat it as a nonmagical warhammer with the thrown (20/60) property, instead of as an improvised weapon.

Primeval Call

Once you reach 10th level, you help hunt in a pack as you rage. While you're raging, other friendly creatures within 10 feet of you have a +1 bonus to damage rolls. Additionally, friendly beasts within 10 feet of you have advantage on all saving throws against magic. Friendly creatures in the form of beasts also gain this extra benefit.

Great Shatter

Starting at 14th level, you gain access to one of the following Great Shatter Abilities: Bloodbath, Defense, or Devastation.

When you shatter an object using one of these features, you must finish a long rest before you do so again.

Bloodbath. You ignore the restriction on shattering non-solid objects when attempting to shatter a corpse, and you can use creatures you are grappling as improvised weapons.

Additionally, when you make a successful weapon attack using a grappled creature, you can attempt to shatter the creature, damaging it. The creature takes damage equal to the attack's damage roll. If this kills it, its body is destroyed.

Devastation. You gain two additional uses of your Shattering Ability feature.

Additionally, when you make a successful attack against a creature, you can shatter a medium-sized object you used in the attack. If you do, the attack roll becomes a critical hit.

Impenetrability. While you're holding a weapon in both hands, you gain the benefits of wielding a shield.

Additionally, as a reaction when a creature within 5 feet of you is hit by an attack, you can intercept the blow with a medium-sized object you are holding, shattering the object and reducing the damage from the attack by 4d6.

Shattering Ability Options

The Shattering Ability options are presented here in alphabetical order. Some of the shattering abilities require your target to make a saving throw to resist the ability's effects. The saving throw DC is calculated as follows:

$$\text{Shattering Ability save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

Battle Parry. As a reaction when you are hit by a weapon attack, you can shatter a shield you are wearing to reduce the damage by an amount equal to your Strength modifier + your barbarian level (to a minimum of 1 damage).

Crushing Splinters. When you hit a target with an attack, you can shatter an object you used in the attack. Creatures within 5 feet of the target must succeed on a Dexterity saving throw or take piercing damage equal to your Strength modifier.

Primeval Disarm. You must be raging to use this ability. When you make a successful melee attack against a creature within 5 feet of you, you can shatter an object you used in the attack. The target must make a Strength saving throw. On a failed save, it drops all weapons it is holding and falls prone.

Primeval Grab. You must be raging to use this ability. When you make a successful melee attack against a creature within 5 feet of you, you can shatter an object you used in the attack to attempt to grapple the target as part of the attack. If you succeed, you can use this grappled target as an improvised weapon.

Primeval Stun. You must be raging to use this ability. When you make a successful attack against a creature, you can shatter an object you used in the attack. The target takes an additional 1d6 damage and must succeed on a Constitution saving throw or become stunned until the end of your current turn.

Shattering Ram. When you attack an object or structure, you can shatter an object you used in the attack. The object becomes vulnerable to all damage for 1 minute.

Terrifying Display. When you take the attack action on your turn, you can replace one of the attacks with an attempt to horrify your foes. You shatter an object, and attempt to intimidate any creatures you choose within 5 feet of you. Each target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Barbarian Path of the Skáld

Skálds are warrior poets, carrying on a tradition of warsong and storytelling, a weaver of tales and carrier of music.

Skálds, like bards, draw power from music, lore, and the power of artistry and creativity. But rather than employing precision, Skálds use pure vocal force, bellowing so forcefully that their singing takes on supernatural might.

PATH OF THE SKÁLD FEATURES

Fighter Level Feature

3rd	Spellcasting, Song of Blood and Bravery
6th	Furious Roar, Ritual Caster
10th	Lore Expertise
14th	Spell Kenning

Spellcasting

When you choose this tradition at 3rd level, you learn an ancient tradition of vocal performance that allows you to enact magical effects through the power of your own voice.

Cantrips. You learn three cantrips from the bard spell list. You learn an additional cantrip once you reach 10th level in this class.

Spell Slots. The Path of the Skáld Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

Spells Known of 1st-Level and Higher. You know three 1st level bard spells of your choice, two of which you must choose from the abjuration, divination and evocation schools on the bard spell list.

The Spells Known column of the Path of the Skáld Spellcasting table shows when you learn more bard spells of 1st level or higher. Each of these spells must be abjuration, divination or evocation spells of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the bard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration, divination or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Constitution is your spellcasting ability for any spells you learn using this feature, since you learn and cast spells using the guttural resonance of your booming voice. Quite literally, the louder you are able to shout, the stronger the spell is.

You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a spell you cast using this feature, and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

Barbaric Magic. You can use your voice as a spellcasting focus for your bard spells. Additionally, you barely engage your mind to create your magical effects, so you can cast and concentrate on spells you have learned from this subclass while you are raging.

PATH OF THE SKÁLD SPELLCASTING

Barbarian Level	Cantrips known	Spells Known	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	12	4	3	2	—
15th	4	12	4	3	2	—
16th	4	13	4	3	3	—
17th	4	13	4	3	3	—
18th	4	13	4	3	3	—
19th	4	14	4	3	3	1
20th	4	15	4	3	3	1

Song of Blood and Bravery

At 3rd level, you learn a mix of ancient legends and rich war stories of passed down through generations of other Skálds.

On each of your turns where you use your action to cast a spell, you can use a bonus action to begin your warsong, which lasts until the end of your next turn and affects friendly creatures within 10 feet of you that can hear you. Affected creatures have advantage on saving throws against being frightened, and can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee weapon attack.

Once you gain the Brutal Critical feature when you reach 9th level, other affected creatures also gain the benefits of that feature, which increase as you gain levels in this class.

The warsong ends early if you are incapacitated or silenced, or if you voluntarily end it (no action required).

Furious Roar

Beginning at 6th level, you gain an incredibly impressive ability to project your voice. When you speak, you can choose to yell so loudly that your voice can be heard clearly up to 300 feet away.

Additionally, the raucous noise of your song grants you resistance to thunder damage while you are raging.

Ritual Caster

Once you reach 6th level, you can cast any bard spell you know as a ritual if that spell has the ritual tag.

Lore Expertise

When you reach 10th level, you master the history of the Skáldic tradition. Choose one of the following skills: Arcana, History, Nature, Religion. You become proficient in the chosen skill if you aren't already, and your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

Spell Kenning

Beginning at 14th level, you choose two additional spells of 1st, 2nd, or 3rd level from any classes, including the bard class. The chosen spells count as bard spells for you and are included in the Spells Known column of the Path of the Skáld Spellcasting table.

Once you cast a spell you learned in this way, you can't cast that same spell again until you finish a long rest.

Bard Cantrips and Abjuration, Divination and Evocation spells

Player's Handbook 3RD LEVEL

CANTRIPS

Blade Ward
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
True Strike
Vicious Mockery

1ST LEVEL

Comprehend Languages (Ritual)
Cure Wounds
Detect Magic (Ritual)
Faerie Fire
Healing Word
Identify (Ritual)
Speak with Animals
Thunderwave

2ND LEVEL

Detect Thoughts
Lesser Restoration
Locate Animals or Plants (Ritual)
Locate Object
See Invisibility
Shatter

Clairvoyance
Dispell Magic
Glyph of Warding
Leomund's Tiny Hut (Ritual)
Nondetection
Sending
Tongues

4TH LEVEL

Freedom of Movement
Locate Creature

Xanathar's Guide to Everything

CANTRIPS

Thunderclap

1ST LEVEL

Earth Tremor

2ND LEVEL

Warding Wind

The Works

CANTRIPS (0 LEVEL)

Minor Mishap
Sure Shot

1ST LEVEL

Minor Disjunction



Barbarian Totem Warrior

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you also have access to the options presented below.

The noble and spiritual totem warriors can find spirit animals from all walks of nature. Tribes that follow the path of an aquatic spirit might live as nomadic islanders, travelling across the waves among tropical archipelagos. Alternately, tribes following an insectile spirit might be forest dwellers with treetop encampments that require serious climbing skill to navigate, or in open burrows in the earth.

Totem Spirit

These options are available to you when you choose a totem animal at 3rd level.

As with the spirits in the *Player's Handbook*, the options here require a physical object incorporating some part of the totem beast. You might also acquire minor physical attributes associated with your totem spirit, such as jagged, interlocking teeth if you have a shark spirit, or slender, delicate limbs if you have a spider spirit.

Also, your totem spirit might be an animal similar to one listed here but more suitable to your homeland, such as a dolphin, pike, or leopard seal rather than a shark, or a scorpion or poisonous frog rather than a spider.

Shark. The spirit of the shark attunes your hunting senses. When you use your Reckless Attack while raging, you ignore all sources of disadvantage on the attack roll. Additionally, while you're raging or underwater, you know the location of any hidden or invisible creature within 10 feet of you.

Spider. The spirit of the spider grants you a venomous strike. When you hit a creature with a melee weapon attack while you're raging, you can cause the target to suffer poison damage equal to $2d4 +$ your Constitution modifier and become poisoned until the start of your next turn. Once you use this feature, you must finish a short or long rest before you use it again.

Aspect of the Beast

These options are available to you when you choose a totem animal at 6th level.

Shark. You gain the undersea agility of a shark. You have a swimming speed of 20 feet, and you can hold your breath for 10 minutes.

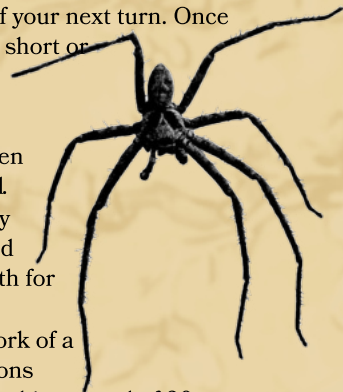
Spider. You gain the delicate footwork of a spider. You ignore movement restrictions caused by webbing, and you have a climbing speed of 20 feet.

Totemic Attunement

These options are available to you when you choose a totem animal at 14th level.

Shark. While you're raging, when you make a weapon attack against a creature that is below its hit point maximum, you score a critical hit on a roll of 19 or 20.

Spider. You can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, as part of the bonus action you use to begin your rage, you can cast the *web* spell without expending a spell slot, with a duration of 1 minute (no concentration required). Once you cast *web* in this way, you must finish a short or long rest before you do so again.



Bard College of Art

Music is the most common source of bardic magic, but such arcane energy exists in any great work of art. The vibrant, excitable bards that follow the College of Art convert their music into bright magical pigments and smother everything they touch in illusory creativity and glamour. They conjure inspiration easily, imbuing everything they can get their hands on with an explosion of rich, glorious technicolour.

COLLEGE OF ART FEATURES

Bard level Feature

3rd	Artistic Endeavors, Mixed Media, Inspirational Fragments
6th	Paint Spatter
14th	Warp Painting

Artistic Endeavors

When you choose this college at 3rd level, you gain proficiency with the painter's supplies, the stonemason's tools, and the calligrapher's supplies. Additionally, you learn the *minor illusion* and *shillelagh* cantrips. They count as bard spells for you, and they do not count against your number of cantrips known.

When you cast *shillelagh*, you can make the weapon you affect take the appearance of a paintbrush, sculptor's chisel, or another object of a similar shape, and you may use it as a spellcasting focus for your bard spells.

Mixed Media

Beginning at 3rd level, you can use your action to paint or carve an illusory glamour onto the surface of an object. The glamour must fit within a 1 foot square of the surface.

The glamour can take any visible appearance you like. The glamoured object also has a surface texture and sound conductivity befitting of its appearance. For example, a rough-hewn rock glamoured to look like an ornate bell will be cold and smooth to the touch, and will ring when struck. A creature can make an Intelligence (Investigation) check against your spell save DC to discern that the appearance is artificial. The glamour persists for 1 day.

Tattoo Inspiration

Beginning at 3rd level, while a creature has one of your bardic inspiration dice, they gain a tattoo - a glyph you draw on their skin to grant them agility and protection.

A creature with one of your bardic inspiration dice can use its bonus action to activate the tattoo's magic. Until the end of their turn, they gain temporary hit points equal to the die's maximum result, and their speed is increased by 10 feet.

Paint Spatter

At 6th level, you learn to smear the world in bold bursts of technicolour. When you cast a spell with an area of effect, you can use a bonus action to stain everything you can see within the spell's area of effect with a bright, opaque pigment. The pigment lasts until the end of your next turn, and you choose its appearance, colour, and pattern.



Hostile creatures treat the stained area as difficult terrain. For friendly creatures within the area, every two feet of movement on the stained area costs no more than one foot, and whenever they make a high jump or long jump, they increase the distance they cover by 5 feet. Additionally, friendly creatures take no falling damage from landing on the area.

You have a number of uses of this feature equal to your Charisma modifier, and you regain any expended uses when you finish a short or long rest.

Warp Painting

Beginning at 14th level, you can create images so enchanting that you can literally dive into them. By spending 1 day painting a medium-sized fragment of fine parchment and expending fine paints and dyes worth at least 200 gp, you can choose an outdoor location you have visited on any plane of existence, and create a beautiful landscape painting of a view from that location, working from memory.

You can activate the painting as an action. When you do this, you choose up to 10 friendly creatures. Until the end of your next turn, any designated creature that moves through the front of the painting is instantly transported to the location you chose, arriving in the nearest unoccupied space. The painting is one way only, and can't be damaged or dispelled.

Once you activate a painting, you must finish a long rest before you activate one of your paintings again.



Bard College of Mime

Bards of this college are actors and performers, focused upon empowering their spells with their own mischievous, deceptive skill. Members of this college are twisted harlequins: even the most powerful bards known to have studied it were said to use their creations for pranks, creating luxurious invisible chairs before dismissing the effect and watching their compatriots fall about on the floor, or mimicking their allies' mishaps with an unsettling precision.

Members of this college focus on bedazzling and befuddling their foes with their powerful enchantments and charms. It's all smoke and mirrors, so the rumour goes: the devastating jinxes of the College of Mime are entirely manifest in their victims' imagination.

Whether or not that rumour is true, their combative potency is more than real enough. They play foes like fools.

COLLEGE OF MIME FEATURES

Bard Level Feature

3rd	Copycat, Silent Casting, Magical Hoodwink
6th	Mental Conjunction
14th	Spell Ventriloquy

Copycat

When you choose this college at 3rd level, you become a dab hand with mimicry and costuming. You become proficient with the Disguise Kit, and you can copy the mannerisms of any person you have spent at least 1 hour observing.

Additionally, when you see a creature complete a skill check, you can use your reaction to memorise their moves exactly. The next time you make a skill check using the same skill before the end of your next turn, you can replace your total result with the creature's total. Once you use this feature, you must finish a long rest before you use it again.

Silent Casting

Beginning at 3rd level, when you cast a bard spell with a verbal component, you can replace that component with a somatic component instead.

Magical Hoodwink

Beginning at 3rd level, your thespian skill lets you convince, con, charm, and confuse your foes with ease. As a reaction when you see a creature within 60 feet of you make a successful Intelligence, Wisdom, or Charisma saving throw, you can expend two uses of your Bardic Inspiration at once, rolling both dice. You deal psychic damage to the target equal to the highest number rolled, and you reduce the target's saving throw result by the lowest number rolled, potentially causing the attempt to fail.

Mental Conjunction

At 6th level, your performance has become so perfect that when you simply pretend to interact with an object, you can make it real.

By gesturing as if a certain object exists over the course of 1 minute, you can create a nonliving object of vegetable matter within 5 feet of you: food, rope, lumber, furniture, or similar. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before. An object created in this way is invisible and vanishes after 1 hour or if you dismiss it as a bonus action. Using the object as a spell's material component causes that spell to fail.

You have a number of uses of this feature equal to your Charisma modifier, and you regain any expended uses when you finish a long rest.

Spell Ventriloquy

Beginning at 14th level, whenever you cast a spell that doesn't have a range of self, you can choose a point within 10 feet of you. The spell's effects originate from that point, and its range is calculated accordingly.

Additionally, if the point you choose is occupied by a creature, you can make a Charisma (Deception) check as part of the casting of the spell, contested by observers' Wisdom (Perception) checks. Each creature that saw the spell and failed the contest doesn't see you cast the spell, and sees that the spell's visible effects appear to originate directly from that creature.



Bard College of Rock

Even prior to the invention of amplifiers, electric guitars, and rock and roll, there have always been bards that belonged in a rockstar's hall of fame. The sheer volume of the College of Rock's warsongs batters upon the eardrums, earning the college a (perhaps unfair) reputation for rowdiness and pugnacity. In reality it's fairer to say that this college is surrendered wholeheartedly to the sheer aural force of song and story. Music is everything to these bards, and the louder that music is, the better.

COLLEGE OF ROCK FEATURES

Bard Level	Feature
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3rd	Thrill of the Stage, Bass Boost
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6th	Rock Solo
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14th	Stage Dive
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Thrill of the Stage

When you choose this college at 3rd level, you learn to showboat and enrich your concerts with daring feats and musical mastery. While you're in front of a crowd of 10 or more onlookers, you have advantage on Charisma (Performance) checks and Dexterity (Acrobatics) checks.

Additionally, while you are holding an instrument in both hands, it grants you a +1 bonus to AC.

Bass Boost

Also beginning at 3rd level, you learn to empower your music with noise. Once on each of your turns, when you cast a bard spell that affects one or more creatures, you can expend a use of your Bardic Inspiration and choose one of the spell's targets. All creatures within 5 feet of the target take 1d6 thunder damage. The damage increases as you gain levels in this class, to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

Rock Solo

Once you gain the Countercharm feature when you reach 6th level in this class, you can start and maintain your countercharm as a bonus action, constantly energising your allies with your raucous, heart-pounding music.

While you are performing your countercharm, you start showboating, and you may use your reaction in any of the following ways: Power Slide, Power Chord, or Power Amp.

Power Slide. As a reaction when a hostile creature ends its turn within 5 feet of you, you slide on your knees, moving up to 5 feet without provoking opportunity attacks.

Power Chord. As a reaction when another creature ends its turn within 5 feet of you, you can strike a deafening power chord. Other creatures within 5 feet of you must make a Constitution saving throw. A creature that fails the save takes 1d6 thunder damage and becomes deafened until the start of your next turn.

Power Amp. As a reaction when you see another creature within 60 feet of you make a saving throw against being charmed or frightened, you pump up the volume, giving the creature advantage on that saving throw. You must choose to use this feature before the target makes the roll. Additionally, the range of your countercharm increases by 30 feet until the end of your next turn.

Stage Dive

At 14th level, you take your one man show on the road. As an action, you can slam your fist into a point the ground to create an ornate stage rising from that point. The stage is a square platform, 20 feet on each side, that rises up to a height of 5 feet above the ground and lifts you on top of it. You customise the stage with pyrotechnics, lights, and blaring magical amplifiers when you create it. The amplifiers make your instruments audible in a 300-foot radius round the stage. The stage vanishes after 1 hour, and can't be dispelled.

You can choose any number of creatures that are within the stage's area as it rises. Those targets fall prone, and must make a Dexterity saving throw against your Spell save DC, taking 4d8 bludgeoning damage on a failed save or half as much on a success.

When you use your Countercharm or Song of Rest features within 30 feet of the center of the stage, the features affect all friendly creatures within 300 feet of you.

As a bonus action, you can choose a creature within 30 feet of the center of the stage. The target must make a Constitution saving throw against your spell save DC. On a failed save, you force the target up to 10 feet directly away from the center of the stage.

Once you create a stage with this feature, you must finish a long rest before you do so again.



Cleric Annihilation Domain

The annihilation domain seeks to destroy far more than just material possessions. Simply turning some trinket to dust is a dull party trick: by destroying teaching, whole histories can be annihilated from existence. They are at war with knowledge itself, able to silence all discussion on a certain subject and simply allow the world to slowly forget about it. That is the apotheosis of worship in this domain: an apocalypse not of objects, but of ideas.

Deities of this domain include Shar, Tharidzun, Groomsh, Laogzed, Loviatar, The Devourer, and Uller

ANNIHILATION DOMAIN FEATURES

Cleric Level Feature

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Rush of Destruction
2nd	Channel Divinity: Dust to Dust
6th	Death of the Self
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Annihilation

Domain Spells

You gain domain spells at the cleric levels listed in the Annihilation Domain Spells table. See the Divine Domain class feature for how domain spells work.

ANNIHILATION DOMAIN SPELLS

Level Spell

1st	<i>bane, sleep</i>
3rd	<i>shatter, silence</i>
5th	<i>dispel magic, hunger of Hadar</i>
7th	<i>blight, banishment</i>
9th	<i>banishing smite, modify memory</i>

Bonus Proficiencies

At 1st level when you choose this domain, you gain proficiency with martial weapons.

Rush of Destruction

At 1st level, you learn to guarantee your foes' doom. Whenever you deal damage, you can choose to have the damage ignore all resistances.

You can use this feature once, and you regain the use of this feature when you reduce a creature or object to 0 Hit Points, or when you finish a long rest.

Channel Divinity: Dust to Dust

Beginning at 2nd level, you can expend a use of your channel divinity feature to invoke destruction.

As a bonus action, you can cast a weakened form of the *disintegrate* spell without expending a spell slot. Rather than dealing its usual damage, the spell deals damage equal to your Wisdom modifier + your level in this class.

Death of the Self

At 6th level, all creatures become unable to talk or write any information about your appearance. Such failed attempts to communicate are obscured by mist and white noise, and you can use an action to learn whether any creature within 5 feet of you has made such an attempt.

Creatures within an antimagic field ignore this effect, and creatures may still use pictograms or other such means to communicate information about you.

When you finish a long rest, you can designate a number of creatures or objects up to your Wisdom modifier. Those targets also gain the same benefits. This effect lasts until you next finish a long rest.

Additionally, you adopt an empty appearance, devoid of facial features or emotion, blending your personality away into the crowds. You appear neutral, imprecise, and indistinguishable, and you gain advantage on all Charisma (Deception) checks.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with destructive 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Annihilation

At 17th level, whenever you successfully disintegrate a creature or object, all memory of the target fades completely from creatures on your current plane of existence over the course of the next hour. The memory loss then persists until the target's existence is restored.

Additionally, you learn the *disintegrate* spell, and you always have it prepared. The spell does not count against the number of spells you can prepare each day.

Cleric

Master's Domain

Clerics of the master's domain are devoted to an unusual variant of a creator god: an involved one. To them, the world is not an abandoned creation of some distant, omnipotent craftsman: it is in a constant state of *being* created. When one turns over a leaf, the underside has been crafted fresh. When one uncovers the long lost temples of some forgotten age, its ancient walls have been made personally for its new beholder. And to them, the greatest gift one can give such a creator is to set forth on adventure, seek out the unseen, and pursue as much untouched ground as possible.

MASTER'S DOMAIN FEATURES

Level Feature

1st	Commune With Player, Domain Spells, Weighted Dice
2nd	Channel Divinity: Meta-Divination
6th	Dungeon Mastery
8th	Divine Strike (1d8)
14th	Divine Strike (1d20)
17th	Body Swap

Commune With Player

Starting at 1st level, whenever your character finishes a long rest, it can cast the *augury* spell without expending a spell slot. You as a player choose which omen your character sees, drawing upon any knowledge that you so wish.

Domain Spells

You gain domain spells at the cleric levels listed in the Master's Domain Spells table. See the Divine Domain class feature for how domain spells work.

MASTER'S DOMAIN SPELLS

Level Spell

1st	<i>identify, detect magic</i>
3rd	<i>find traps, locate object</i>
5th	<i>dispel magic, glyph of warding</i>
7th	<i>divination, stone shape</i>
9th	<i>legend lore, telekinesis</i>

Weighted Dice

Beginning at 1st level, you can choose to gain advantage on any attack roll, ability check, or saving throw. You must choose to use this feature after you make a roll but before its outcome is determined. You have two uses of this feature, and you regain them whenever you finish a long rest.

While you have no remaining uses, the DM can impose disadvantage on one of your attack rolls, ability checks, or saving throws. You then regain both uses of this feature.

Channel Divinity: Meta-Divination

Starting at 2nd level, you can use your Channel Divinity to harness the knowledge of your deity. As a bonus action, you speak the name of a type of monster. You learn all of the information in its monster stat block, and whether any such monsters are within 30 feet of you.



Dungeon Mastery

Starting at 6th level, you gain the following benefits:

- While you're holding a lit torch, the radius of light it sheds is doubled, it never burns out, and nothing can smother, quench, or dim the flame unless you allow it.
- You can accurately recall the layout of any dungeon you have explored.
- You gain proficiency with thieves' tools and the Investigation skill.

Divine Strike

At 8th level, 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 1d20.

Body Swap

Starting at 17th level, as a bonus action, you can force a creature within 30 feet of you to make a Charisma saving throw against your Spell Save DC. On a failed save, you briefly 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.

While your character is controlling the targeted creature, the DM briefly takes total and precise control of your character's body. Until the end of your next turn, your character takes only the actions the DM chooses, and doesn't do anything that the DM doesn't allow it to do.

Once you use this feature, you must finish a long rest before you use it again.

Druid

Circle of the Orchard

Druids hailing from this circle are as kindly and vibrant as summer; blossom-covered, bright-faced souls that weave their hair with flowers, and fit perfectly among dryads or other such seelie fey. Such tenderness is in stark contrast to their brawn: these druids are mighty and resilient, and inescapable in hand-to-hand combat. They seek to cure the ills of nature with delicate touch, but they will fight its aggressors with thorn whips and fists of solid wood.

CIRCLE OF THE ORCHARD FEATURES

Druid Level Feature

2nd	Crop Yield, Ingrain, Verdant Strike
6th	Wood Form
10th	Living Orchard
14th	Grappling Branches

Crop Yield

Beginning at 2nd level, you become able to produce fruit that you can eat, tending and harvesting enough natural forage from your own blooms to nourish yourself without need of any rations. You no longer require food or water.

Additionally, you can emit an aura that regenerates all plants within 10 feet of you. You restore them to complete health if they are dead, diseased or withered. A plant that can take actions is unaffected.

Ingrain

Also beginning at 2nd level, you are able to call upon natural regenerative forces to recover your full vigor.

As a bonus action while you're standing on a surface, you can recover a number of missing hit points equal to thrice your level in this class and tether yourself to the surface with roots until the end of your next turn. While the tether persists, your speed becomes 0, and you can't be knocked prone or moved.

Once you use this feature, you must finish a short or long rest before you use it again.

Verdant Strike

Beginning at 2nd level, once on each of your turns when you hit a creature with a melee attack, you can expend a spell slot of 1st level or higher to batter the target with vines. The attack deals an additional 1d6 magical bludgeoning damage to the creature for each level of spell slot expended, up to a maximum of 5d6, and you can attempt to grapple the target if it is within your reach (with an escape DC that is equal to your spell save DC).

You don't require a free hand to grapple a target in this way: you use vines to bind them to you. A creature grappled in this way has disadvantage on attack rolls against creatures other than you. You can end the grapple as a bonus action.

Wood Form

Starting from 6th level, you can use a bonus action to enter your wood form, adopting a verdant appearance bedecked in flora. The wood form lasts 10 minutes, or until you dismiss it as a bonus action. It grants the following benefits:



Blessings of Ironwood. Your skin takes on the texture and appearance of bark, and vines and branches extend from your arms. Your AC can't be less than 16, and when you make a melee attack on your turn, your reach is increased by 5 feet.

Oaken Brawn. You have advantage on Strength checks and Constitution saving throws.

Extra Attack. You gain the benefits of the Extra Attack feature if you don't already have it: you can attack twice, instead of once, whenever you take the Attack action on your turn.

Once you enter your wood form, you must finish a long rest before you do so again.

Living Orchard

Starting at 10th level, you can produce three pieces of delicious fruit in your palm at the end of a long rest. Any creature can eat this fruit. Consuming the fruit while it is magical restores hit points equal to 1d8 + your Wisdom modifier, and provides enough nourishment to sustain a creature for 1 day. The fruit loses its magic when you next finish a long rest.

When you produce this fruit, you can choose one ability score that the fruit will provide protection for. A creature that consumes the fruit gains a +2 bonus to saving throws with the chosen ability score, unless the creature is already proficient in those saving throws. This benefit lasts until the fruit loses its magic.

Grappling Branches

Beginning at 14th level, you become one with the woodland itself, and your form is permanently enrobed in entwining vines. As a bonus action, you can launch one of these vines using your free hand. Make a melee spell attack against a creature or object that is Large or smaller within 30 feet of you. On a hit, you can activate one of the following effects:

Leashing. The target is pulled up to 15 feet towards you.

Reeling. You are pulled up to 15 feet towards the target.

Druid

Shamanic Circle

Druids from the Shamanic Circle seek to deepen their contact with their ancestors, looking to them for guidance, protection, and power. They study the elements of the natural world extensively, amassing an arsenal of different cures, curses, spells, and oddities.

SHAMANIC CIRCLE FEATURES

Druid Level	Feature
2nd	Circle Spells, Elemental Warden
6th	Curio Collector
10th	Spirit Animals
14th	Shamanic Mastery

Circle Spells

Your versatile shamanic magic allows you to cast a plethora of elemental, curative, and spiritual spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells, as shown in the Shamanic Spells Table.

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.

SHAMANIC SPELLS TABLE

Level	Spells Learned
3rd	<i>gentle repose, rope trick</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>divination, guardian of faith</i>
9th	<i>commune with nature, dream</i>

Elemental Warden

Beginning at 2nd level, you master the elements you wield, protecting your allies from some of their most powerful effects by converting the spell's energy into healing.

When you cast a druid spell that forces creatures to make a saving throw, you can choose any number of those creatures. The chosen creatures automatically succeed on their saving throws against the spell. Additionally, each target regains a number of hit points equal to $1d4 + \text{half your druid level}$.

Once you use this feature, you must finish a short or long rest before you use it again.

Curio Collector

Once you reach 6th level in this class, you start to accrue a repository of curses and effects, bottling them up inside a menagerie of objects you keep about your person.

You can use your action to choose a creature within 30 feet of you and perform a ritual. You learn of any curses or diseases affecting the target, and you may cure it of one of these curses or diseases.

When you do this, you may extract the curse or disease and seal it permanently within an object that you are holding, as long as the object doesn't already contain a curse or disease. Your allies have advantage on saving throws against that same curse or disease while they are within 10 feet of the object.

A creature that speaks your name while it is holding an affected object must make a Wisdom saving throw against your spell save DC. On a failed save, it becomes affected by the curse or disease stored in that object for 1 minute.

Once you use this feature, you must finish a long rest before you use it again.

Spirit Animals

At 10th level, you come under the guardianship of natural spirits. As a reaction when a hostile creature damages you, you can call forth a spirit animal to appear in an unoccupied space within 5 feet of the hostile target. The spirit animal you call forth can take the form of any beast with a CR of 1 or lower. You can also choose to call forth a displacer beast, owlbear, or winter wolf.

The spirit animal you call forth takes its turn immediately, and uses its action to make a single weapon attack against the target. The attack is treated as magical for the purposes of overcoming resistance and immunity. The spirit animal vanishes at the end of the target's turn.

You have a number of uses of this feature equal to your Wisdom modifier, and you regain any expended uses when you finish a long rest.

Shamanic Mastery

Once you reach 14th level, the additional time it takes you to cast a ritual is 1 minute, rather than the usual 10.

Additionally, you can cast *speak with dead*, *rope trick*, and *lesser restoration* as rituals if you have them prepared, despite them lacking the ritual tag. You can cast each spell once in this way, and you regain any expended uses of this feature when you finish a long rest.



Fighter

Arcanosmith

Arcanosmiths are well-learned (and often short lived) explosive inventors of madcap magical armaments. The more deafening and dangerous, the better.

While the effects of an arcanosmith's arsenal of inventions appear magical, all of their power arises from mundane effects, achieved through a potent cocktail of alchemical meddling and mechanical tinkering. A little fertiliser here, a little poison there, and a little delivery mechanism to top it all off, and arcanosmiths are able to replicate the effects of spells through hard work and experimentation alone.

ARCANOSMITH FEATURES

Fighter Level Feature

3rd	Arcanosmithing (4 points), Object Bomb
7th	Arcanosmithing (5 points), Pyrotechnician
10th	Arcane Inventor
15th	Arcanosmithing (6 points)
18th	Arcanosmithing (7 points), Bolstered Munitions

Arcanosmithing

At 3rd level, you gain proficiency with the smith's tools and the alchemist's supplies, and you learn to craft ammunition.

Tinkering Points. You have four tinkering points, and you recover them at the end of a short or long rest. As you gain levels in this class, your number of tinkering points increases, to five at 7th level, six at 15th level, and seven at 18th level.

Munition Options. You can spend 1 minute using a set of tools you are proficient with and expend the required number of tinkering points to create a piece of ammunition with the effects of any one munition option you have access to at your current level. The ammunition is treated as magical for the purposes of overcoming resistance and immunity.

When you first gain this feature at 3rd level, you can expend 1 tinkering point to craft any one of the munition options that are shown in the 3rd-level Arcanosmithing table. Once you reach 7th level in this class, you can also expend 2 tinkering points to craft one of the munition options that are shown in the 7th-level Arcanosmithing table. Finally, once you reach 15th level in this class, you can also expend 2 tinkering points to craft one of the munition options that are shown in the 15th-level Arcanosmithing table.

Ammunition created in this way loses its effect when it hits a creature, but can otherwise be scavenged from the ground easily after each combat. The ammunition also loses its effect when you finish a short or long rest.

Munition Effects When a creature is hit by a ranged attack made using ammunition created with this feature, the target suffers an additional effect depending upon the chosen munition option, as shown in the Munition Effect column of each Arcanosmithing table.

Saving Throws. Certain munition option effects call for a saving throw. The saving throw DC for these effects is calculated as follows:

$$\text{Munition Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$



Object Bomb

Upon choosing this archetype at 3rd level, you learn to create tiny explosive charges that safely demolish structures. As an action, you can touch an object or surface to set a bomb on it. The bomb detonates after 1 minute or if you use another action to detonate it early. When the bomb detonates, objects within 10 feet of it take 2d6 thunder damage.

Pyrotechnician

Beginning 7th level, you master the creation of fireworks and rocket flares. As an action, you can use a ranged weapon to fire a piece of ammunition directly upwards. Once the ammunition reaches its maximum range, it explodes, creating a shower of bright colours within a 30 foot radius of it that lasts until the end of your turn.

Once you use this feature, you must finish a long rest before you use it again.

Arcane Inventor

Once you reach 10th level, you can design your own similar munition options. Creating a new design for a piece of ammunition requires 1 week of work and the expenditure of 25gp worth of materials. You determine all the effects of your new design, and the GM determines the number of tinkering points that your new munition option costs. The GM can adjust the number of tinkering points that you must expend for a munition option at any time as they see fit, and they may determine that the effect costs more tinkering points than you have access to.

The maximum number of new munition options you can create in this way is equal to your Intelligence modifier. If you already have that many munition options, you must forget a munition option you created with this feature before you create another.

Bolstered Munitions

Starting at 18th level, whenever you expend tinkering points to create ammunition, it becomes +1 magical ammunition: you have a +1 bonus to any attack roll and damage roll you make with it.

3RD-LEVEL ARCANOSMITHING (1 TINKERING POINT)

Munition Option

Munition Effect

Message	As you fire this ammunition, you whisper a message. If the attack hits, the target (and only the target) hears the message and can reply in a whisper that only you can hear. Attacks using this magical ammunition ignore half and three-quarters cover.
Produce flame	This ammunition constantly sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The target takes an additional 1d8 fire damage and sheds this light until the start of your next turn.
Ray of frost	The target takes an additional 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. This ammunition is cold to the touch.
Shocking grasp	The target takes an additional 1d8 lightning damage, and it can't take reactions until the start of its next turn. This ammunition crackles quietly.
Spare the dying	If the target has 0 hit points, it suffers no damage from this attack and becomes stable.
Thorn whip	The target takes an additional 1d6 piercing damage, and if the target is of large size or smaller, it is pulled up to 10 feet towards you.
True strike	You gain advantage on the next attack roll you make against the target before the end of your next turn.

7TH-LEVEL ARCANOSMITHING (2 TINKERING POINTS)

Munition Option

Munition Effect

Burning hands	Each creature in a 15-foot cone originating from anywhere you like within 5 feet of the target must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Entangle	Grasping weeds and vines germinate from the ground in a 10-foot radius around the target. These plants turn the ground in the area into difficult terrain for the next minute, or until you lose concentration (as if concentrating on a spell). A creature in the area when the effect begins must succeed on a Strength saving throw or be restrained by the entangling plants until the effect ends. A creature restrained by the plants can use its action to make a Strength check against your Munition save DC. On a success, it frees itself.
Ray of sickness	The target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.
Thundering smite	The target takes 2d6 thunder damage, as the air rings with a thunderclap that is audible within 300 feet of it. Additionally, the target must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

15TH-LEVEL ARCANOSMITHING (2 TINKERING POINTS)

Munition Option

Munition Effect

Chromatic orb	Choose acid, cold, fire, lightning, poison, or thunder. The target takes 3d8 damage of the type you chose.
Magic missile	Three magical darts launch at creatures of your choice within 120 feet of the target. A dart deals 1d4 + 1 force damage to a creature it hits. The darts all strike simultaneously, and you can direct them to hit one creature or several.
Cure wounds	The target suffers no damage from the attack and regains a number of hit points equal to 1d8 + your Intelligence modifier.
Hex	The target becomes cursed for 1 minute. You deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you hit the creature. The target has disadvantage on ability checks made with the chosen ability. This effect ends if you lose concentration (as if concentrating on a spell).

Fighter Legionnaire

You are a ruthless conqueror, part of an empire's well-oiled military machine, rising up the ranks from a lowly underclass of pit fighters to become a heavily trained soldier. Legionnaire fighters might be trainees in the ancient techniques and tactics of a historical superpower, or they might be the pinnacle of contemporary strength in a pre-classical setting.

LEGIONNAIRE FEATURES

Fighter Level	Feature
3rd	Gladiatorial Display, Romanic Fighting Style
7th	Phalanx Ward
10th	Interval Fighting
15th	Scorched Earth
18th	Relentless Endurance

Gladiatorial Display

At 3rd level, your abilities in combat grant you some repute, and you can quickly draw a crowd that allows you lodging and food in exchange for a spectator's seat watching you showboat in the arena. During your downtime, regardless of what activity you undertake, you can maintain a comfortable lifestyle without having to pay 4 gp per day. Additionally, when you reduce a hostile creature to 0 hit points, you gain advantage on Charisma (Intimidation) checks and Charisma (Performance) checks until the end of your next turn.

Romanic Fighting Style

Starting at 3rd level, you become a gladiator or member of the light infantry. You choose one of the following romanic fighting styles to emulate.

Additionally, you can quickly retrain yourself. Whenever you finish a short or long rest, you can change the choice of fighting style you made at 1st level in this class, or you can change your choice of romanic fighting style.

HOPLITE TRAINING

When you take the Attack action while holding a shield, you can make one additional attack with a spear or a weapon with the light property. You don't add your ability modifier to the damage of this attack, unless that modifier is negative.

RETIARUS

You gain the following benefits:

- Tridents you wield gain the reach property.
- When you attack with a net, you no longer have to make only one attack per action.
- When you hit a creature with an attack made with a net, the target takes 1d4 bludgeoning damage.

SECUTOR

At the end of your turn, if you are wearing medium or heavy armor and haven't moved, you gain a +1 bonus to AC and melee weapon attack rolls until the end of your next turn.

SPEAR MASTERY

You gain a +2 bonus to thrown weapon attack rolls.

TESTUDO

You interlock your shields with your allies to form an impregnable wall. While you're within 5 feet of a friendly creature, you and any other friendly creatures within 5 feet of you gain a +3 bonus to AC from wielding a shield, rather than a +2 bonus.

Phalanx Ward

At 7th level, you master the roman phalanx. As a bonus action, you can target a 5-foot long, 15-foot wide line originating from you. You constantly sweep your weapon across the area, defending it from entry until you move or use this feature again. When a hostile creature willingly moves into the chosen area for the first time on a turn, it takes 3 damage of that weapon's type.

The damage increases as you gain levels in this class, to 4 at 9th level, 5 at 13th level, and 6 at 17th level.

Interval Fighting

Beginning at 10th level, you learn how to hold and force the line of combat in tandem with an army of allies. When you move at least 20 feet directly towards a creature on your turn, and end this movement within 5 feet of the target, you can make a Strength (Athletics) check contested by the target's Strength (Athletics) check as part of your movement. If you succeed, you shove the target 10 feet directly away from you.

Once you use this feature, you can't use it again until you end your turn without taking the Attack action.

Scorched Earth

Once you reach 15th level, you have terrifying military prowess with roman scorched earth tactics. When you make a weapon attack against a creature with a CR of 1/2 or lower, you can forego the attack roll to simply kill the target outright.

Additionally, you deal double damage to objects and structures.

Relentless Endurance

Beginning at 18th level, you ignore the effects of the exhausted condition while you have three or fewer levels of exhaustion, and when you take damage while you have 30 hit points or fewer, you have resistance to that damage.

OPTIONAL RULE: ROMANIC FIGHTING STYLES

The fighting styles presented can be used as substitute for certain other fighting styles where they appear in D&D.

- Spear Mastery replaces Archery where it appears
- Secutor replaces Defense where it appears
- Retiarus replaces Two-Weapon Fighting where it appears
- Hoplite Training replaces Dueling where it appears
- Testudo replaces Protection where it appears
- Great Weapon Fighting is removed.

These changes are designed to represent roman combat, making shields an integral part of fighting, and removing archers and great weapon fighters.

ALEXANDER M. DARIUM VIT. SVPERAT
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Fighter Wild Frontier

Wild Frontier fighters are outlaws, roaming from settlement to settlement. They are nomads who spend their time gambling, fighting, working as farmhands, and dealing out justice under their own rules of right and wrong. They follow no creed and require no introduction, living a largely solitary lifestyle and relying on their jawdropping skill with ranged weaponry to speak for itself.

WILD FRONTIER FEATURES

Fighter Level Feature

3rd	Outlander, Beast Wrangler, Snake Eyes
7th	Lone Ranger
10th	Quickdraw
15th	Renegade Justice
18th	Fan The Hammer

Outlander

At 3rd level, you become adept at traveling through hostile environments. Difficult terrain doesn't slow your group's travel when traveling for an hour or more, and your group has advantage on saving throws to resist the effects of extreme temperatures.

Lone Ranger

Beginning at 3rd level, you ignore the loading property of ranged weapons with which you are proficient, and you become proficient with all ranged weapons (such as firearms) that you aren't already proficient with.

Additionally, your aim becomes unbeatable when you are given space to focus on it. As long as you haven't used your movement yet on your turn, and there are no hostile creatures within 15 feet of you, you can use a bonus action to concentrate intently on your next attack. When you do this, you gain one of the following benefits of your choice.

Deadeye. You slow your breathing, and line up an impossible shot over an incredible distance. Until the end of your turn, you ignore all effects that would cause you to suffer disadvantage on ranged weapon attack rolls, and you gain a +2 bonus to ranged weapon attack rolls.

Headshot. You charge your shots to momentarily daze the target. Until the end of your turn, each time you hit a creature with a ranged weapon attack, the target is pushed 5 feet away from you, and can't take reactions until the start of its next turn.

Ricochet. You align your shot to attack creatures behind cover, striking them on the rebound. Until the end of your turn, each time you hit a target with a ranged weapon attack, you can choose one other creature you can sense within 20 feet of the target and deal 1d6 piercing damage to that creature.

Snake Eyes

Beginning at 3rd level, you can push your luck with your shots. After you roll damage dice for an attack you make with a ranged weapon, you can reroll all of the weapon's damage dice and must use the new result. If any of the new rolls is a 1, however, your attack misses as your shot goes wide.



Beast Wrangler

Beginning at 7th level, you can lasso and tame wild animals. You gain proficiency with the Animal Handling skill, and while you're mounted on a willing beast, you can control it even if it hasn't been trained to accept a rider.

Additionally, your skill with rope tricks helps you chase down pets to use as mounts. Whenever you hit a creature with a melee attack using a whip, you can move the target up to 10 feet in any direction.

Quickdraw

Beginning at 10th level, you can't be surprised while you are conscious, and when you roll initiative, you treat a roll of 7 or lower as an 8.

Renegade Justice

At 15th level, your eye for precision lets you discern deceivers with ease. You gain advantage on Wisdom (Insight) checks.

Your zeal for personal justice also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Fan The Hammer

At 18th level, you gain the ability to unload your weapon against an overwhelming number of foes. As long as you haven't moved yet on your turn, as an action you can reduce your speed to 0 until the end of your turn and choose up to six creatures you can see within a 120-foot cone originating from you. You make a separate ranged weapon attack against each target.

Once you use this feature, you must finish a short or long rest before you use it again.

Monk

Way of the Benedictine

Monks following this monastic tradition spend their lives in the confines of their monastery, following the strict, constant routine of their horarium in devotion to chastity, poverty, and obedience, in the name of their gods. They are emissaries of grace and peace, ones that draw comfort and ki from ancient monastic tradition and the annals of religious text.

With time, these monks can convert any new location into a place of worship, but the strength they are brought by simply confining themselves within their monastic homes often tempts them to adopt a sedantary life. When they leave their monastery, they sever a much greater bond than many of their monk fellows.

WAY OF THE BENEDICTINE FEATURES

Monk Level	Feature
3rd	Holy Ordain
6th	Consecration
11th	Blessed Restoration
17th	Hallowed Ground

Holy Ordain

At 3rd level, you learn to channel divine energy to fuel magical effects. You start with one use of your Channel Divinity, and two such effects: Refresh Spirit and Pacify.

If you have any other sources of Channel Divinity, this feature grants you one additional use. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from any of your classes. When you finish a short or long rest, you regain all your expended uses.

Refresh Spirit. You can use your Channel Divinity to kindle your spirit as an action. You regain 2 expended ki points and gain 5 temporary hit points.

Pacify. You can use your Channel Divinity as an action to blunt the fighting spirit of a creature within 30 feet of you. The target must succeed on a Charisma saving throw against your Ki Save DC. On a failed save, the creature can't target any creature with harmful effects until the end of your next turn. The effect ends early if the target takes damage from you or your allies.

Consecration

Starting at 6th level, you can choose to sing a gentle hymn as you meditate. When you finish a short or long rest where you meditated in this way, you touch a point on the ground to bless the area within 60 feet of it with your consecration.

Whenever you consecrate an area, you can choose a number of creatures within that area equal to your Wisdom modifier. Each of those creatures rolls your martial arts die and gains a number of hit points equal to the result. Additionally, while you are in this consecrated area, you can invoke its ambient magic to take lair actions. On initiative count 20 (losing initiative ties), you can activate one of the following effects:

Monastic Shield. The next time a hostile creature hits you with an attack before the end of your next turn, you reduce the damage by your Wisdom modifier + your level in this class.



Pilgrimage. You can speak the name of any monastery or other consecrated site, and immediately learn its direction.

Blessed Favour. Once before the end of your next turn, you can roll a martial arts die and add the result to an attack roll or ability check that you make. You can roll the martial arts die after you see the result, but before determining its outcome.

Excommunicate. Choose a creature you can see within your consecrated site. The target must succeed on a Wisdom saving throw or spend all of its movement on its next turn attempting to leave your consecrated site by the fastest available means.

The consecrated area loses its magic if the area is targeted by *dispel magic* or another similar effect, or if you use this feature to consecrate a different area.

Blessed Restoration

At 11th level, you can perform curative miracles with the touch of your hand. You strike medicinal pressure points with precision, relieving your allies of pain. As a bonus action you can touch a creature and spend 3 ki points to end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or stunned. If the target is unconscious, you also stabilise it.

Hallowed Ground

At 17th level, all locations become holy to you when you require them most. When you roll initiative, you can instantly bless the surrounding area within 60 feet of the point on which you stand with your consecration.

Monk

Way of the Cosmonaut

Monks that follow the Way of the Cosmonaut use their connection to the astral plane to extend their ki to the stars. They study and nurture energy from the twinkle of long dead constellations, from the motions planets whole eternities away, bringing powers from beyond the reaches of light itself directly into the hearts of their opposition.

WAY OF THE COSMONAUT FEATURES

Monk Level	Feature
3rd	Firmament
6th	Meteor Dive
11th	Asteroid Belt
17th	Space Walk

Firmament

At 3rd level, you learn to create and control tiny orbiting spheres of cosmic energy. As a bonus action, you can expend 2 ki points and create up to five intangible celestial bodies that begin to orbit within 5 feet of you. You can have no more than five celestial bodies at a time, and you choose what types of celestial body are created each time you use this feature. Your celestial bodies determine the damage type inflicted by your Firmament options, as shown in the damage type column of the Celestial Bodies table.

CELESTIAL BODIES

Celestial Body	Damage Type
Gas giants	Acid
Comet	Bludgeoning
Ice giants	Cold
Stars	Fire
Black Hole	Necrotic

A celestial body vanishes when you finish a short or long rest, or when you use it for one of your Firmament options: Orbital Strike, Cosmic Pulse, or Supernova. You can also dismiss any number of celestial bodies as a bonus action.

Orbital Strike. When a creature you can see moves into a space within 5 feet of you on a turn or starts its turn there, you can use your reaction to expend a celestial body, dealing damage to the target equal to your martial arts die as the body whirls into it.

Cosmic Pulse. When you use an action or bonus action to make one or more melee weapon attacks, you can forego one such attack and expend a celestial body to launch a cosmic pulse. Each creature in a 20-foot long, 1-foot wide line originating from you must make a Dexterity saving throw, taking damage equal to 1d4 + your Wisdom modifier on a failed save or half as much on a success. This die increases as you gain levels, matching your martial arts die.

Supernova. When an effect would reduce you to 0 hit points, or otherwise incapacitate you against your will, you can immediately use your reaction to detonate all your remaining celestial bodies. Other creatures within 10 feet of you must make a Dexterity saving throw, taking 2d4 damage for each detonated body on a failed save, or half as much on a success. Each d4 die increases as you gain levels, matching your martial arts die.

Meteor Dive

You rocket towards your foes, and dive into combat. Beginning at 6th level, when you fall at least 30 feet and use your Slow Fall feature to reduce the damage, you can spend 1 ki point to enter into a meteoric dive. When you do this, you can move up to 1 foot horizontally for every 1 foot you fall, and each creature within 5 feet of you when you land must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be forced 10 feet directly away from you.

Asteroid Belt

You can choose to emit an aura of concealing space debris within 10 feet of you while you are not incapacitated.

Friendly creatures within the aura become lightly obscured. Additionally, you may activate your Deflect Missiles feature whenever any creature within the aura is hit by a ranged weapon attack, using the asteroid belt to bounce and rebound the missile into your hand.

Space Walk

Beginning at 17th level, you gain a flying speed of 10 feet, and you can hover. You can increase this speed with your Unarmored Movement. While you're using this speed, you can choose to start or stop falling at will (no action or movement required).

Additionally, you suffer no harm from the freezing vacuum of space.

Paladin Oath of Secrecy

There's no need to ask about the origin, identity, or aims of the Oath of Secrecy. It's never been known, nor revealed. It is often opined, optimistically, that these paladins are all quietly guarding us against some unseen threat.

Perhaps they are themself-

Tenets of Secrecy

The tenets of the Oath of Secrecy, and indeed its very existence, go unspoken by those bound by it. The oath does not sway toward any particular alignment, though often the powers it grants are used for evil. Its four central principles are simple.

Blend with the Masses. Draw as little attention to yourself as possible, and try to appear unremarkable to outsiders. Try to avoid open combat, and dispatch your foes quietly instead. Listen to others, and don't put yourself on a stage.

Keep your Lair Guarded. Should you feel the need, maintain a safe house where you can speak freely without fear of being seen or heard by anyone. If you make one, keep that safe house warded against all possible intrusion.

Keep your Actions Secret. If your actions would give away your power or aims, attempt to conceal them or pass them off as something else.

Keep your Aims Secret. Let nobody know the extent of your true motivations and goals, unless they are your trusted allies. If any else should find out, silence them before they can pass on such information.

OATH OF SECRECY FEATURES

Paladin Level	Feature
3rd	Bonus Proficiency, Oath Spells, Channel Divinity
7th	Aura of Mystery (10ft)
15th	Choking Blow
18th	Aura of Mystery (30ft)
20th	Vanishing Point

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Secrecy table. See the Sacred Oath class feature for how oath spells work.

OATH OF SECRECY SPELLS

Paladin Level	Spell
3rd	<i>alarm, illusory script</i>
5th	<i>detect thoughts, silence</i>
9th	<i>sending, glyph of warding</i>
13th	<i>mordenkainen's private sanctum, greater invisibility</i>
17th	<i>modify memory, rary's telepathic bond</i>

Bonus Proficiency

At 3rd level, you gain proficiency in one skill of your choice from Deception, Investigation, Sleight of Hand or Stealth.

choose deception

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Vanish. As an action, you can designate a 20 foot cube on your current plane of existence. You attempt to conceal all creatures and objects within that area that are familiar to you. The targets, alongside anything they are wearing or carrying, become invisible for the next 24 hours, and can't be heard by creatures outside the area. This effect ends for a target if it leaves the area, makes an attack, forces a creature to make a saving throw, or willingly damages a creature.

Shoot The Messenger. As an action, you describe an object or event, and you use your Channel Divinity to learn the names and locations of the creatures that most recently spoke about that object or event. The number of creatures you learn about is equal to your Charisma modifier (minimum of 1).

Aura of Mystery

Beginning at 7th level, you can choose to emit an aura that hijacks all divination spells within 10 feet of you and melloes and blurs the area around you. Divination spells return random readings and visions about any creature or object within this aura, unless they are cast by you or your allies. The aura also turns bright light in the area to dim light.

At 18th level, the range of this aura increases to 30 feet.

Choking Blow

Beginning at 15th level, whenever you hit a surprised creature with a melee weapon attack, the target must succeed on a Constitution saving throw against your spell save DC or lose its ability to speak or vocalize for 1 minute. The target may not cast spells that include a verbal component during this time. An affected creature can use its action to repeat the saving throw, ending the effect on a success.

Vanishing Point

At 20th level, you can embody the subtlety of your oath. For 1 hour, you gain the following benefits:

- Your speed is doubled.
- You don't create sound unless you willingly choose to do so, and you can cast spells and activate items without using any of their verbal components or command words.
- You have advantage on all Charisma checks, and magic that would determine if you are telling the truth indicates that you are being truthful.

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

WHAT ARE YOU HIDING?

Representatives of this oath usually adopt it because they are hiding something. Perhaps they're part of a government agency devoted to eliminating extraplanar demonic threats, a lone political assassin, a mercenary guarding a smuggling operation, or an obsessive conspiracy theorist that uncovered a terrifying truth.

You can design the exact nature of this secret, and you have all the tools you need to create and defend your own personal hideout. Have fun!

Ranger Blink Tracker

Teleportation magic is the bane of any hunter. It forces a tracker to scour the ground for cues in a 500 foot radius, and use no small amount of guesswork. So, long ago, a few such hunters decided to subvert the art of teleportation for their own means instead. News of the conclave they founded spread slowly (for their enemies rarely escaped long enough to speak of them), but soon they were known everywhere.

Today, any expert wishing to master the art of the hunt will first seek to join its wide-reaching ranks. Blink trackers can keep close watch over their quarry no matter where they go, follow across any distance, and stop every teleport in the spellbook: they are a retreating foe's nightmare.

Flee to whatever plane you wish: once you're affected by the mark of a blink tracker, there is simply no way to escape.

BLINK TRACKER FEATURES

Ranger Level Feature

3rd	Blink Tracker Magic, Ethereal Sight, Blink Mark
7th	Fading Dodge
11th	Infallible Sentinel
15th	Binding Mark

Blink Tracker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Blink Tracker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BLINK TRACKER SPELLS

Ranger Level Spell

3rd	<i>zephyr strike</i> (XGtE)
5th	<i>hold person</i>
9th	<i>counterspell</i>
13th	<i>dimension door</i>
17th	<i>wall of force</i>

Ethereal Sight

Starting at 3rd level, you can see into the ethereal plane within 10 feet of you.

Blink Mark

Upon reaching 3rd level, you learn to use the blink mark, a powerful magical tracking tag that renders foes unable to escape. Whenever you hit a creature with a weapon attack, and that creature isn't already affected by your blink mark, you can deal 1d6 force damage to the target and affect it with your blink mark for 1 minute. You gain the following benefits against an affected target:

Faultless Tracking. While the target is on the same plane of existence as you, you know its direction, and you ignore half and three quarters cover when attacking the target.

Tracker's Defenses. While you aren't incapacitated, the target can't gain advantage on attack rolls against you.



Blink Step. You can use a bonus action to teleport to the creature's side if it is anywhere more than 10 feet away from you on your current plane of existence. The blink mark is removed from the target, and you teleport into an unoccupied space within 10 feet of it.

Fading Dodge

Beginning at 7th level, you have attuned your reflexes to teleport out of harm's way whenever you are physically endangered. You have advantage on all Dexterity saving throws. Whenever you succeed on a Dexterity saving throw against an effect that deals damage, you can use your reaction to reduce the damage to 0 and teleport up to 10 feet into an unoccupied space you can see.

Infallible Sentinel

Beginning at 11th level, creatures provoke opportunity attacks from you any time they willingly attempt to leave your reach, even if they teleport or take the Disengage action. Additionally, whenever a creature within 10 feet of you makes a weapon attack, you can use your reaction to make a weapon attack against the target.

Binding Mark

Beginning at 15th level, you can immobilise whole hordes of foes. You can cast *hold monster* without expending a spell slot, targeting any number of valid targets you can see within 90 feet that are affected by your blink mark. When you do this, the blink mark is removed from all of the spell's targets.

At the start of your next turn, the spell ends. Once you use this feature, you must finish a long rest before using it again.



Ranger Geomancer

Geomancers draw power from the land itself, using their connection to the terrain to enhance their spells and abilities. They can shape the very lands, and the lands in turn shape them, raising them as fierce masters of spell and blade.

Geomancers can become so connected to the natural world that their physiology alters, through a phenomenon known as "drift". Drift can manifest physically in a variety of ways, some of which are suggested below.

1d6 Drift effect

- 1 Downy fur and leopard spots appear on your body
- 2 You grow a cat's tail.
- 3 You sprout feathers.
- 4 Your hair becomes a tangle of short vines.
- 5 Your skin turns green and scaly.
- 6 Your touch causes flowers to wilt.

GEOMANCER FEATURES

Ranger Level Feature

3rd	Geomancer Magic, Geomancy, Improved Spellcasting
7th	Natural Barricade, Leyline Walker
11th	Terraform
15th	Adaptive Armor

Geomancy

At 3rd level, as long as you are outdoors, you can cast any ranger spell you know as a ritual if the spell has the ritual tag.

Geomancer Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Geomancer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

GEOMANCER SPELLS

Ranger Level	Spell
3rd	<i>entangle</i>
4th	<i>alter self</i>
7th	<i>meld into stone</i>
10th	<i>fabricate</i>
13th	<i>awaken</i>

Improved Spellcasting

You gain spell slots and learned spells more quickly than an ordinary ranger, as shown in the table below.

GEOMANCER SPELLCASTING

Ranger Level	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
3rd	4	3	—	—	—	—	—	—
4th	5	4	2	—	—	—	—	—
5th	6	4	3	—	—	—	—	—
6th	7	4	3	—	—	—	—	—
7th	8	4	3	2	—	—	—	—
8th	9	4	3	3	—	—	—	—
9th	10	4	3	3	—	—	—	—
10th	11	4	3	3	1	—	—	—
11th	12	4	3	3	2	—	—	—
12th	12	4	3	3	2	—	—	—
13th	13	4	3	3	3	1	—	—
14th	14	4	3	3	3	2	—	—
15th	14	4	3	3	3	2	—	—
16th	15	4	3	3	3	2	1	—
17th	15	4	3	3	3	2	1	—
18th	15	4	3	3	3	2	1	—
19th	16	4	3	3	3	2	1	1
20th	16	4	3	3	3	2	1	1

The following spells of 6th and 7th level are also added to the Ranger spell list for you. You can learn these spells once they are of a level for which you have spell slots.

6TH LEVEL

Blade Barrier (*evocation*)
 Conjure Fey (*conjunction*)
 Find The Path (*divination*)
 Guards and Wards (*abjuration*)
 Move Earth (*transmutation*)
 Primordial Ward (*abjuration*)
 (XGtE)
 Tenser's Transformation
 (*transmutation*) (XGtE)
 Transport Via Plants
 (*conjunction*)

True Seeing (*divination*)
 Wall of Thorns (*conjunction*)

7TH LEVEL

Etherealness (*transmutation*)
 Mirage Arcane (*illusion*)
 Plane Shift (*conjunction*)
 Regenerate (*transmutation*)
 Reverse Gravity
 (*transmutation*)

Natural Barricade

Beginning at 7th level, when a creature that you can see within 30 feet of you is hit with an attack, you can use your reaction to conjure a rock, tree, or other natural object into existence in unoccupied space within 10 feet of the target. The object must be no larger than a 5 foot diameter, 10 foot tall cylinder. The object partially blocks the path of the melee or ranged attack, and grants the target three-quarters cover from the attack, potentially causing it to miss.

Objects created by this feature are visibly magical, can't be dispelled, and crumble back into the ground after 1 minute.

You have a number of uses of this feature equal to your Wisdom modifier, and you regain any expended uses when you finish a long rest.

Leyline Walker

Beginning at 7th level, you are able to interpret leylines, using these buried seams of magic to navigate. You always know whether magic is present within 30 feet of you, and you can use your action to magically learn the direction of true north.

Terraform

Beginning at 11th level, you gain the ability to alter the surrounding area at will. You can choose to emit an aura that enchants the ground and all natural objects such as rocks and plants within a 30-foot radius centered on you, granting them a vivid, bright appearance. Additionally, your aura grants one of the following effects. You can change your choice of effect as a bonus action.

Earth Glide: All difficult terrain affected by this aura is treated as normal terrain. Your movement increases by 10 feet, and doesn't provoke opportunity attacks.

Rugged Ground: Normal terrain affected by this aura is treated as nonmagical difficult terrain. At the end of your turn, if you haven't moved, you gain a 1d4 bonus to attack rolls and damage rolls until the start of your next turn.

Adaptive Armor

Beginning at 15th level, geomantic drift makes your skin constantly shift and adapt to incoming damage. Immediately after you take damage of a certain type, you can use your reaction to gain resistance to damage of that type until the end of your next turn.



Ranger Undercity

While most rangers draw from their connection to nature, it's possible to favour any terrain, even that of the seediest metropolis. Undercity rangers take this to an extreme, becoming embroiled in street gossip, black market goods, and back-alley fights.

Undercity rangers fight fast, toxic, and dirty. They're masters of sourcing illicit ingredients, using their natural knowledge to brew potent poisons, and exploiting magical concealment to outwit their marks and foes.

UNDERCITY RANGER FEATURES

Ranger Level Feature

3rd	Underground Knowledge, Poison Mastery, Undercity Venom
7th	Rumour Mill, Back-Alley Brawl
11th	Underhand Action
15th	Dirty Fighting

Underground Knowledge

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Undercity Ranger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

UNDERCITY RANGER SPELLS

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>darkness</i>
9th	<i>tongues</i>
13th	<i>freedom of movement</i>
17th	<i>mislead</i>

Your street smarts also grant you proficiency in two of the following skills of your choice: Athletics, Acrobatics, Deception, Persuasion, Sleight of Hand, Stealth.

Poison Mastery

Starting at 3rd level, you gain a series of benefits that let you master all forms of envenoming endeavors. You gain proficiency with the poisoner's kit. The gold and time you must spend to craft poison using your poisoner's kit is halved, and poison you craft in this way can't be detected by the *detect poison and disease* spell.

Additionally, you can apply poison to a weapon or piece of ammunition as a bonus action.

Undercity Venom

Starting at 3rd level, as a bonus action, you can temporarily infuse all of your attacks with conjured venom. For the next minute, whenever you hit a creature with a weapon attack, the target takes an additional 1d4 poison damage.

You have a number of uses of this venom equal to your Wisdom modifier, and you regain any expended uses when you finish a long rest.

While the venom persists, when you damage a creature with a weapon attack, you can use your reaction to administer the venom as a crippling poison. When you do this, your undercity venom ends early, and the attack's target must succeed on a Constitution saving throw against your Spell Save DC or become poisoned for 10 minutes. The target can repeat the saving throw at the end of each of its turns, ending the poison on a success.

Back-Alley Brawl

Beginning at 7th level, you become a master of street altercations and bar fights, using claustrophobic city environments to your advantage. You gain the following benefits.

- You use your cunning to scupper your foes, inferring their weaknesses as they fight. When you make a contested Strength (Athletics) check, you can gain a bonus to the check equal to your Wisdom modifier.
- When you push a creature by using a shove attack, you push it an additional 15 feet, to a maximum of 20 feet. If the target is shoved into a solid surface, it falls prone.
- Whenever you successfully grapple a creature, you can put it into a sleeper hold, preventing it from breathing until the grapple ends. While you are preventing a creature from breathing in this way, it has disadvantage on attack rolls against you.

Rumour Mill

Beginning at 7th level, you know settlements like the back of your hand, and can extract what makes them tick in extreme detail. By spending 8 hours in a city, you can produce a near-complete map of its layout, outlets, and landmarks, and learn the most prominent rumours in the town. The maximum number of rumours you learn is equal to your Wisdom modifier.

You can also use your network of connections to street urchins and guilds to disseminate information quickly. It takes half as much time and gold for you to spread rumours.

Underhand Action

Beginning at 11th level, you can take one additional bonus action on each of your turns. Additionally, you can attempt to grapple or shove a creature as a bonus action.

Dirty Fighting

Starting at 15th level, whenever a creature that is affected by one or more conditions (and isn't solely affected by invisibility) forces you to make a saving throw, you have advantage on that saving throw.

Rogue Deadblade

Deadblades are a cult sect versed in a necromantic magic that cuts down prey at its most vulnerable. The source of the magic's brutality is their own silvertongued deception: they're armed by a sharp wit, and sharpen the blow further with concealment and subterfuge. The most powerful deadblades ascend to a point where they carve the lifeforce out from their foes and disperse it into their ever-growing army of undead.

DEADBLADE FEATURES

Rogue Level Feature

3rd	Spellcasting, Deadblade Magic
9th	Ignis Fatuus, Improved Deadblade Magic
13th	Life Link
17th	Grim Metabolite

Spellcasting

When you choose this tradition at 3rd level, you learn an ancient tradition of vocal performance that allows you to enact magical effects through the power of your own voice.

Cantrips. You learn three cantrips from the wizard spell list. You learn an additional cantrip once you reach 10th level in this class.

Spell Slots. The Deadblade Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a 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 *ray of sickness* and have a 1st level and a 2nd level spell slot available, you can cast *ray of sickness* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st level wizard spells of your choice, two of which you must choose from the illusion or necromancy schools on the wizard spell list.

The Spells Known column of the Deadblade Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be illusion or necromancy spells of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an illusion or necromancy spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for any spells you learn using this feature, since you learn and cast spells using the force of your own soul.

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 spell you cast using this feature, and when making an attack roll with one.

$$\text{Spell Save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

DEADBLADE SPELLCASTING

Rogue Level	Cantrips known	Spells Known	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



Deadblade Magic

Starting at 3rd level, you can use your Sneak Attack even if you're not using a ranged or finesse weapon, as long as you are making a spell attack roll with a wizard cantrip. All other restrictions for your Sneak Attack still apply.

If the spell doesn't ordinarily deal damage when it hits the target, you may still add your Sneak Attack damage, and its damage type is necrotic.

Ignis Fatuus

Starting at 9th level, you gain the ability to extract the final spirits of corpses into baleful, flickering flames. You can touch a corpse that has been dead no longer than ten days and use your action to bind the essence of soul into a ball of soulfire, that hangs above it. The soulfire manifests as a mote of candleflame, and sheds bright light out to 30 feet and dim light for an additional 30 feet. Only you can interact with the soulfire, and you can hold and carry it.

You can communicate telepathically with the soulfire, though it can only communicate with you in single words or short phrases. The soulfire can remember only the hour before its body died, but maintains the creature's full personality. The soulfire lasts for 1 minute or until you use your action to dismiss the effect.

Once you use this feature, you must finish a long rest before you use it again.

Improved Deadblade Magic

Once you reach 9th level in this class, you can also use your Deadblade Magic feature to add sneak attack to your spell attack rolls with wizard spells of 1st level or higher.

Life Link

Beginning at 13th level, when an effect would cause you to regain hit points while you aren't incapacitated, you can choose to siphon off any number of those hit points (no action required). Rather than recovering those hit points, you divide the siphoned hit points among any conscious creatures you can see within 90 feet of you.

Grim Metabolite

Beginning at 17th level, your soul's exertions congeal into a contorted shield that strengthens your corporeal form.

At the end of each of your turns while you're concentrating on a spell, you gain a number of temporary hit points equal to 2 + your Charisma modifier (minimum of 1). These temporary hit points last until your concentration ends. Temporary hit points don't stack.

Wizard Cantrips, and Illusion & Necromancy spells

An asterisk indicates the spell uses a spell attack roll.

CANTRIPS

Acid Splash
Blade Ward
Booming Blade (SCAG)
Chill Touch *
Control Flames
Create Bonfire (XGtE)
Dancing Lights
Displacement (TCW)
Fire Bolt *
Friends
Frostbite (XGtE)
Green-Flame Blade (SCAG)
Gust (XGtE)
Infestation (XGtE)
Light
Lightning Lure
Mage Hand
Mending
Message
Minor Illusion
Minor Mishap (TCW)
Mold Earth
Poison Spray
Prestidigitation
Ray of Frost *
Shape Water (XGtE)
Shocking Grasp *
Sword Burst (SCAG)
Sure Shot (TCW)
Thunderclap (XGtE)
Toll the Dead (XGtE)
True Strike

1ST LEVEL

Cause Fear

Wizard Spells with Spell Attack Rolls

CANTRIPS

Chill Touch
Fire Bolt
Ray of Frost
Shocking Grasp

1ST LEVEL

Chromatic Orb
Ice Knife
Ray of Sickness
Witch Bolt

Color Spray
Disguise Self
False Life
Illusory Script
Ray of Sickness *
Silent Image

2ND LEVEL

Blindness/Deafness
Blur
Gentle Repose
Invisibility
Magic Mouth
Mirror Image
Nystul's Magic Aura
Phantasmal Force
Ray of Enfeeblement *
Shadow Blade (XGtE)

3RD LEVEL

Animate Dead
Bestow Curse
Bladeweave (TCW) *
Fear
Feign Death
Hypnotic Pattern
Life Transference (XGtE)
Major image
Phantom Steed
Vampiric Touch *

4TH LEVEL

Blight
Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer
Wall of Phantasm (TCW)

2ND LEVEL

Melf's Acid Arrow
Ray of Enfeeblement
Scorching Ray

3RD LEVEL

Vampiric Touch

4TH LEVEL

Storm Sphere (XGtE)

Rogue Infiltrator

Infiltrators like to break into places they should not, and wield an arsenal fit for the most daring of heists. When breaking in unseen, they become impossibly nimble: slipping through walls, foiling locks, and vaulting impossible gaps.

Outside the most heavily guarded secret vaults of the realms, the patrolling guardsmen fear only the arrival of an infiltrator. Inside the vault, the infiltrator has been, and gone.

INFILTRATOR FEATURES

Rogue Level Feature

3rd	Catfall, Obfuscate, Shadow Pounce
9th	Implausible Infiltration
13th	Delicate Footwork
17th	Armor Pierce

Catfall

Beginning at 3rd level, when you take fall damage, you can attempt a DC 10 Dexterity saving throw. On a success, you take half damage from the fall.

Obfuscate

At 3rd level, you gain the ability to snuff out light at will. As a bonus action, you target one object or effect that you can see within 120 feet of you creating bright or dim light. You magically quash the light source, and it stops shedding any light temporarily. The effect lasts for 10 minutes or until you dismiss it as a bonus action.

Shadow Pounce

Beginning at 3rd level, you become especially swift and deadly when you are undetected behind enemy lines. At the start of your turn, if you are hidden from one or more foes within 120 feet of you, you gain the following benefits until the start of your next turn:

- Your movement speed increases by 10 feet, and you gain a jump distance equal to half your movement.
- You have advantage on Dexterity-based ability checks.
- You have advantage on Dexterity-based attack rolls against any creature that isn't within 5 feet of one of its allies.

Implausible Infiltration

Beginning at 9th level, you can infiltrate even the most secure locations. As a bonus action, you choose a point within 10 feet of you, such as directly above you or behind a locked door, and you magically teleport into that space. If the point you chose is occupied, you are immediately shunted into the nearest unoccupied space to that point.

You have three uses of this feature, and you regain any expended uses when you finish a long rest.

Delicate Footwork

Beginning at 13th level, you are invisible to creatures that rely on blindsight or tremorsense to see you. Additionally, if you make an attack that reduces a target to 0 hit points, the target makes no sound.



Armor Pierce

Beginning at 17th level, your strikes take a shadowy form that phases through your foes' defenses. All damage from your attacks ignores resistances and immunities.

Additionally, when you make a weapon attack against a creature, you can force the target to make a DC 20 Dexterity saving throw before you make the attack roll. On a failed save, your attack hits the target regardless of the attack roll's result. On a success, your attack automatically misses.

If you have advantage or disadvantage on the attack, this doesn't affect the saving throw, but you're still treated as having advantage or disadvantage: the attack roll is still being made, even though it automatically hits.

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Rogue Merchant

Merchants are buyers, treasure hunters, and salesmen, furnishing themselves into the world of the wealthy through wit and wry dealings alone. Be they fence, fraud, or philanthropist, they know money makes the world go round, and they also know exactly where to find it.

MERCHANT FEATURES

Rogue Level	Feature
3rd	Underground Market, Gimlet Eye
9th	Revenue Stream
13th	Use Magic Device
17th	Treasure Hunter

Underground Market

Beginning when you choose this archetype at 3rd level, you have an encyclopedic knowledge of the best traders and sellers in every municipality you visit, helping you to find the best suppliers with ease.

While you are in a town, city or other large settlement, you know the location of any merchant who can sell you adventuring gear. These merchants can also sell you a selection of under-the-counter goods exclusive to merchant rogues, including the three additional items shown in the Merchant Adventuring Gear table.

Gimlet Eye

Also when you choose this archetype at 3rd level, you master magical lore and sharpen your appraising skill, helping you root out treasure and spot a bargain.

You can expend a use of this feature to cast *comprehend languages*, *detect magic*, or *identify* as an action without requiring any components. Intelligence is your spellcasting modifier for these spells. When you cast *detect magic* with this feature, it reveals the value of all objects within its range.

You have a number of uses of this feature equal to your Intelligence modifier (minimum of 1), and you regain any expended uses when you finish a long rest.

Revenue Stream

Beginning at 9th level, you learn the telltale signs of a business on the rise, and gain the know-how required to guarantee your money goes to good use.

Whenever you encounter a shop, business, or company owner, you can invest in their business for guaranteed returns. You make an investment with a duration of your choice from the Investment Options table. You choose the amount of money you give to the owner, up to the Currency Limit provided for each duration. You give the currency to the owner, and the investment begins.

You can choose to invest for a tenday, a month, or a year. Once that time has elapsed, you can return to the owner you invested in to receive an amount of gold equal to the investment's Dividends. The maximum number of businesses you can maintain investments in simultaneously is equal to half your Intelligence modifier, rounded up.

You may not be able to locate an ideal business for your investment: most small businesses will simply refuse investments beyond about 1,000gp. Especially shrewd or canny investments might be rewarded by your DM, as might investments that you choose to nurture actively with advertising or other aid.

INVESTMENT OPTIONS

Duration	Currency Limit	Dividends
Tenday	100gp	1.1x your investment
1 month	1,000gp	1.1x your investment
1 year	10,000gp	1.2x your investment

Additionally, you now exude an aura of wealth and heritage. You can maintain an aristocratic lifestyle without having to pay any lifestyle expense associated with it.

Use Magic Device

Once you reach 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, species, and level requirements on the use of magic items.

Treasure Hunter

Beginning at 17th level, you can attune to up to five magical items, rather than the usual three.

Additionally, you can expend a use of your Gimlet Eye feature as an action to sense the exact location of all magic items within 500 feet of you, as well as their rarity.

MERCHANT ADVENTURING GEAR

Gear	Description	Cost	Weight
Silver Brew (vial)	This silvery brew of toxic heavy metals is created from melted coinage. A rogue can coat a Merchant's melee weapon or 20 pieces of ammunition in the brew as a bonus action. For the next 8 hours, the weapon or ammunition is considered silvered, and the rogue gains an additional use for their Sneak Attack: they can use their Sneak Attack whenever they use the weapon or ammunition to attack a creature, as long as they don't have disadvantage on the attack.	5 gp	—
Weighted Scales	These scales resemble an ordinary merchant's scale. A hidden mechanism allows a creature holding the scale to still them, making them seem to balance even when they wouldn't normally do so.	5 gp	1 1/2 lb
Smuggler's pack	This backpack is lighter than an ordinary backpack, but can still hold 1 cubic foot or 30 pounds of gear. It also contains a hidden compartment that can carry 3 cubic inches or 2 pounds of gear. The pouch compartment is indiscernible to a casual observer, even if it contains something. A creature searching for hidden compartments can locate the compartment on a successful DC 20 Wisdom (Perception) check.	5 gp	3 lb

Rogue Trapper

A trapper is a specialist, often hailing from the outlands or wilderness. They prefer to do as little fighting as possible, instead using traps, tricks, and canniness to leave their foes as restricted as they see fit before they begin attacking. Battlefields that have been fought upon by trappers are left teeming with tied ropes, bear traps, and iron spikes.

The philosophy of a trapper is simple: let it move, watch it fall, and rend it brutally once it is on the ground.

Descriptions of the items used in this subclass can be found [here](#) (*PHB p151-152*).

TRAPPER ROGUE FEATURES

Rogue Level	Feature
3rd	Trap Mastery, Tripwire, Trapper Style
9th	Adaptable Movement
13th	Reappropriation, Trapper Style Improvement
17th	Brutal Snare

Trap Mastery

Starting at 3rd level, when you use caltrops, ball bearings, or hunting traps, you add your proficiency bonus to the item's saving throw DC. Some of your features refer to **traps**; caltrops, ball bearings, and hunting traps are considered traps for you. Traps you set gain several benefits:

Crippling Takedown. You don't need advantage on your attack roll to use your Sneak Attack if the target's movement is reduced to 0 by a trap. All the other rules for the Sneak Attack feature still apply to you.

Hidden Arsenal. A creature attempting to spot a trap you've set must succeed on a Wisdom (Perception) check against the trap's saving throw DC.

Ease of Use. Your allies automatically notice your traps, and automatically succeed on saving throws against your traps. You can use a bonus action to pocket all the pieces of a trap that you have set within 5 feet of you.

Tripwire

At 3rd level, you can set a unique trap called a tripwire. When you set a tripwire, you use your action to choose two points that you passed through with your movement on the current turn, and set a tripwire that stretches between them by using a wire, rope or chain of equal length. The tripwire does not pass through solid objects. The wire snares creatures as they cross over it: a hostile creature that leaves the tripwire's space must succeed on a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature falls prone upon leaving the space.

Trapper Style

Beginning at 3rd level, you choose one of the following two Trapper Styles: Violent Trigger, or Ambuscade. You can change your choice whenever you gain a level in this class.

EXPLOSIVE TRIGGER

When you use your action to set a trap, you can lace it with an explosive. When you do this, the first creature that fails its saving throw against the trap takes fire damage equal to your Sneak Attack.

Explosives are highly volatile, so you can't have more than one trap laced with explosive at a time. You can remove explosive from a laced trap within 5 feet of you as part of your movement (no action required).

Once you reach 13th level, the explosion also blinds the target and reduces its movement to 0 until the end of its turn.

AMBUSCADE

You can turn battlefields into oppressive warzones for your foes. On the first round of combat, before any other creature has yet acted, you can immediately use your reaction move up to your speed and set up to two traps of your choice. You can set each trap at any point in your movement. Once you reach 13th level, you can set a third trap as part of the reaction.

Adaptable Movement

At 9th level, your skill with creating treacherous terrain lets you pick your way through such areas with ease. You ignore all penalties associated with movement, as long as your movement is greater than 0.

Additionally, when you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

Reappropriation

Beginning at 13th level, whenever you successfully disarm a trigger mechanism, you gain the following benefits:

- You learn what it is designed to do when it triggers.
- You gain advantage on checks you make to rearm it.
- If you rearm the mechanism, you can set it with a short fuse. When you do this, at any time during the next minute, you can use your action to trigger the mechanism while it is within 5 feet of you. At the end of the 1 minute, the mechanism triggers.

Brutal Snare

Once you reach 17th level, your traps become uniquely mechanised with dangerous sprung restraints. These might take the form of foot-tangling ball bearings that burst and glue the foe to the ground, caltrops with thorny, extending spikes, or tripwires that lash out and constrict around foes.

As a reaction when you see a creature within 60 feet of you end its turn within 5 feet of a trap, you can force the target to make a Strength saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the trap destroys itself and restrains the target. A creature restrained in this way can use its action to make a Strength check against the same DC, ending the effect on a success.

Once a creature fails its saving throw against this feature, you can't use it again until you finish a short or long rest.

Sorcerer Blighted

Your magical origin is a harrowing curse, one placed upon you by dark and cruel tormentors for reasons indecipherable. Unwanted and poorly understood, the source of your magic torments you and empowers you, inextricably intertwining your life with death, and with pure, maddening magic. The rites you use to cast spells are uncomfortable to even watch.

BLIGHTED FEATURES

Sorcerer Level	Feature
1st	Blight Magic
6th	Damning Mark
14th	Ghost Walk
18th	Lifesteal, Unfinished Business

Blight Magic

Beginning at 1st level, when you finish a long rest, you recover all of your expended sorcerer hit dice (rather than half) and gain 5 temporary hit points.

Additionally, you can decay your life force away to tap into a hidden reserve of heathen knowledge. As a bonus action, you can spend one sorcerer hit die. Rather than healing, you roll the die, and you choose a number of spells from the first row of the Heathen Knowledge table up to the number rolled. Until you next finish a long rest, you learn the chosen spells. The spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know. You gain access to a wider pool of available spells with this feature when you reach 3rd, 5th, 7th, and 9th level in this class.

HEATHEN KNOWLEDGE

Sorcerer Level	Pool of Available Spells
1st	<i>armor of Agathys</i> , <i>bane</i> , <i>hail of thorns</i> , and <i>wrathful smite</i>
3rd	<i>spider climb</i> , and <i>ray of enfeeblement</i>
5th	<i>bestow curse</i> , and <i>blinding smite</i>
7th	<i>blight</i> , and <i>death ward</i>
9th	<i>contagion</i> , and <i>dream</i>

Once you reach 3rd level, as part of a short rest, you can spend a number of hit dice up to one third of your sorcerer level. Rather than healing, you regain 1 expended sorcery point for each hit die spent. You must then finish a long rest before you spend dice in this way again.

Damning Mark

Beginning at 6th level, you learn to mark your foes with dreadful curses. As a bonus action, you can spend 2 sorcery points to curse a creature within 30 feet of you. You choose one effect for the curse from Torment, Taunt, or Confound.

As a bonus action while your curse persists, you can change the effect to a different one (choosing from the same list). If the marked target has dropped to 0 hit points, you may also transfer the curse to a new creature within 30 feet of you as part of the same bonus action.

The curse ends after 1 minute, and ends early if you use this feature to create a second curse.

Torment. When you see the target hit a creature with an attack while it is within 60 feet of you, you can use your reaction to teleport into an unoccupied space you can see within 10 feet of the target. You can also make a ranged spell attack against the target as part of this reaction, dealing 2d8 necrotic damage on a hit.

Taunt. You can use your bonus action to move up to your speed towards the target. Additionally, while the target is within 10 feet of you, its skin crawls with eerie insignia, and it has disadvantage on attack rolls and ability checks.

Confound. When you see the target attempt to cast a spell while it is within 60 feet of you, you can use your reaction to make a Charisma check against a DC of 10 + the spell's level. On a success, the spell's saving throw DC becomes 10 if it isn't already lower.

Ghost Walk

At 14th level, your body begins to lose its substance, making you unnaturally agile. Your speed increases by 10 feet.

Additionally, as an action, you can render yourself incorporeal for 1 minute. While you are incorporeal, you and everything you are wearing or carrying can move through other creatures and solid objects as if they are difficult terrain. If you end your turn within a solid object, you take 2d6 force damage and you are ejected into the nearest unoccupied space.

Once you use this feature, you must finish a short or long rest before you use it again.

Lifesteal

Once you reach 18th level, your curse lets you sap your foes' life force into a defensive shell. The first time you hit a hostile creature with an attack on each turn, you gain a number of temporary hit points equal to your Charisma modifier. If you already have any temporary hit points, the attack instead deals additional necrotic damage equal to your Charisma modifier.

Unfinished Business

Beginning when you reach 18th level, your soul can drag itself back to existence. When you die for any reason, you can choose one weapon or spellcasting focus you are holding. Your soul enters the object, allowing your soul to persist within it until you are returned to life or choose to pass on.

While your soul is inside the object, you have vision and darkvision within 60 feet of the object, you can hear everything that's said within that range, and you and the object's wielder can communicate telepathically with each other. Your soul retains your personality, Intelligence, Wisdom, and Charisma.

A creature that attunes to the object gains the benefits of your Lifesteal feature, and uses your Charisma modifier for the feature in place of its own.

Sorcerer Intraplanar Magic

The rulebook for the universe is not a constant one. The planes are permeated with deviations in laws: the speed of time, the strength of forces, the mad frolic of fey realms and the abating aura of dreadful cosmic zones. Where the threads of one plane overlap with another, knots can form, and beings can form around those knots. Beings, it must be stressed, that wield the mind-fracturing and unfathomable power of an entire universe. This is the origin of a planar soul.

Sorcerers of this origin are literally under cosmic duress, and the strain of this means that their magic, appearance, and personality often adopt traits associated with their plane. Whether a *fireball* takes the form of baleful blue flame or glittering white light is for the player to decide. It's certainly not something a sorcerer could hope to control.

PLANAR MAGIC FEATURES

Sorcerer Level	Feature
1st	Multiversal Arcana, Planar Lore
6th	Intraplanar Loophole
14th	Metaphysical Manipulation
18th	Precipitate Complete Breach

POSITIVE PLANE SPELLS TABLE

Sorcerer Level	Celestia spells	Twin Paradise spells	Elysium spells	The Beastlands spells	Arborea spells
1st	<i>bless</i>	<i>healing word</i>	<i>sanctuary</i>	<i>hunter's mark</i>	<i>entangle</i>
3rd	<i>lesser restoration</i>	<i>lesser restoration</i>	<i>calm emotions</i>	<i>beast sense</i>	<i>barkskin</i>
5th	<i>remove curse</i>	<i>aura of vitality</i>	<i>beacon of hope</i>	<i>conjure animals</i>	<i>major image</i>
7th	<i>Mordenkainen's private sanctum</i>	<i>stoneskin</i>	<i>death ward</i>	<i>locate creature</i>	<i>freedom of movement</i>
9th	<i>hallow</i>	<i>greater restoration</i>	<i>dream</i>	<i>hold monster</i>	<i>awaken</i>

NEGATIVE PLANE SPELLS TABLE

Sorcerer Level	The Abyss spells	Carceri spells	Hades Spells	Gehenna Spells	The Nine Hells Spells
1st	<i>bane</i>	<i>alarm</i>	<i>ray of sickness</i>	<i>unseen servant</i>	<i>command</i>
3rd	<i>darkness</i>	<i>hold person</i>	<i>ray of enfeeblement</i>	<i>suggestion</i>	<i>enthrall</i>
5th	<i>hunger of Hadar</i>	<i>slow</i>	<i>bestow curse</i>	<i>vampiric touch</i>	<i>stinking cloud</i>
7th	<i>Evard's black tentacles</i>	<i>Otiluke's resilient sphere</i>	<i>blight</i>	<i>Leomund's secret chest</i>	<i>fire shield</i>
9th	<i>insect plague</i>	<i>wall of force</i>	<i>antilife shell</i>	<i>geas</i>	<i>dominate person</i>

NEUTRAL PLANE SPELLS TABLE

Sorcerer Level	Ysgard Spells	Limbo Spells	Pandemonium spells	Acheron Spells	Mechanus Spells	Arcadia Spells
1st	<i>heroism</i>	<i>color spray</i>	<i>dissonant whispers</i>	<i>compelled duel</i>	<i>command</i>	<i>protection from evil and good</i>
3rd	<i>magic weapon</i>	<i>levitate</i>	<i>blindness/deafness</i>	<i>branding smite</i>	<i>zone of truth</i>	<i>rope trick</i>
5th	<i>crusader's mantle</i>	<i>sleet storm</i>	<i>wind wall</i>	<i>haste</i>	<i>conjure barrage</i>	<i>magic circle</i>
7th	<i>aura of life</i>	<i>fire shield</i>	<i>confusion</i>	<i>guardian of faith</i>	<i>compulsion</i>	<i>aura of purity</i>
9th	<i>circle of power</i>	<i>telekinesis</i>	<i>wall of stone</i>	<i>raise dead</i>	<i>animate objects</i>	<i>dispel evil and good</i>

Multiversal Arcana

At 1st level, you discover what outer plane your magical heritage will hail from. You choose one of the planes from the Positive, Negative, or Neutral Plane Spells table. At 1st, 3rd, 5th, 7th and 9th level, you learn the spells associated with your choice of plane, as shown in the column of its associated table. These spells count as sorcerer spells for you even if they do not appear on the sorcerer spell list, and they don't count against your number of sorcerer spells known. You can change your choice of plane whenever you gain a level in this class.

You also gain certain benefits associated with your plane's alignment.

Positive Plane. If you choose a positive plane, you gain proficiency in the Medicine and Persuasion skills, and you learn the *guidance*, *resistance*, and *spare the dying* cantrips. They don't count against your number of cantrips known.

Negative Plane. If you choose a negative plane, you gain proficiency in the Deception and Stealth skills, and when you cast a cantrip on your turn, you can take the Hide action as a bonus action.

Neutral Plane. If you choose a neutral plane, you gain proficiency in the Insight and Intimidation skills, and with simple weapons, light armor, and medium armor.

Planar Lore

At 1st level, knowledge of the planes is awakened within you. You have advantage on Intelligence checks to recall information about lore relating to planar cosmology.

Additionally, each time you find yourself on a plane of existence that you have not previously visited, you instantly tune into its latent magic, and you learn a brief summary of important lore about the plane.

Intraplanar Loophole

Beginning at 6th level, you learn to stitch together points on the fabric of reality, and pass between them

As a bonus action, you can expend 3 sorcery points to teleport into an unoccupied space you can see within 60 feet of you. This ability gains an additional effect associated with your plane's alignment.

Positive Plane. When you teleport, you can also bring up to two willing creatures of your size or smaller who are carrying gear up to their carrying capacity. The creatures must be within 60 feet of you when you use this effect, and they reappear in unoccupied spaces on the ground nearest to the point you teleported to.

Negative Plane. When you teleport, an illusory double of yourself appears in the space you left. The double vanishes at the end of your next turn, or after a creature or object attacks it, attempts to force it to make a saving throw, or moves into its space. You are invisible while this double persists.

Neutral Plane. When you teleport, you can also choose a space within 120 feet of you that is occupied by a creature of Medium size or smaller you can see. You make yourself and the target teleport, swapping places. If the target is unwilling, it can attempt a Wisdom saving throw against your spell save DC. On a success, the target isn't teleported, but you may still opt to teleport into an unoccupied space within 5 feet of the target if you so wish.

Metaphysical Manipulation

Beginning at 14th level, you can disrupt the laws of spacetime as they exist around you. When you receive this feature, you choose one of the effects listed below, and gain its benefits. You can change your choice of effect whenever you finish a short or long rest.

Gravity Hold. If you're in midair, you can hover and start or stop falling at will, and you take no damage from falling.

Extemporal Blink. Immediately after you take damage, you can use your reaction to banish yourself. You vanish into a harmless demiplane in a pocket in time until the end of the current turn, at which point you reappear in the nearest unoccupied space to the space you left.

Thermodynamic Disjunction. When you see a creature take cold or fire damage, you can use your reaction to grant the creature resistance to that damage.

Precipitate Complete Breach

Beginning at 18th level, you can create a jagged crack in reality that allows power to pour into your current plane. As an action, you can cast the *gate* spell without requiring material components. The portal you create can be up to 120 feet in diameter.

For the duration of the spell, all creatures within 500 feet of the portal's center are affected by any rules tied to the plane that the portal connects to (Page 59 of the DMG provides optional rules for the outer planes). The first time a creature starts its turn within this area, it suffers the rule's effect as if it had just spent 1 day in the plane and finished a long rest.

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



Sorcerer Superheroism

Superhero sorcerers are granted magical abilities later in life, through mysterious means. They exhibit their power with valiance and valor, rather than with the headstrong sactimony of a sorcerer born into magic. Their personalities are tempered by former vulnerability, and such characters often become masked vigilantes and costumed crusaders; known folk heroes that maintain an outward appearance for the crowds while modestly keeping their true identities secret.

Sorcerers of this type often appear as the result of incredibly unusual circumstances, rather than as a birthright. You can roll 1d6 to determine a possible origin story or select one from the table below.

Sorcerers aren't all born great. Some are *made* great.

ORIGIN STORY

d6 Origin

- 1 You were exposed to a mysterious metal that glowed in the dark
- 2 A deranged alchemical experiment was performed on you, intended to create a supersoldier
- 3 You were born on a distant plane, and cast down to your current plane by that plane's destruction
- 4 Your own experimentation went awry, immersing you in a vat of strange chemicals that glowed in the dark
- 5 You were sought as vassal to a strange, godlike artifact that allows you to control your powers
- 6 You were bitten by a radioactive wizard

SUPERHEROISM FEATURES

Sorcerer Level	Feature
1st	Action Hero, Epic Blows, Secret Weakness
6th	Superpowers
14th	Crimefighting Vehicle
18th	Astounding Evasion

Action Hero

When you choose this sorcerous origin at 1st level, you gain one of the following superpowers of your choice from Flight, Invisibility, Invulnerability, Strength, or X-ray Vision.

Flight. You can use your action to gain a flying speed of 60 feet until the end of your next turn. You can continue to use this action on subsequent turns to maintain flight, but if you end a turn without taking this action, the flying speed is lost and you fall to the ground.

Invisibility. You can use your action to turn invisible until the end of your turn. If you do so, you can take the Hide action as a bonus action.

Invulnerability. You become immune to one of the following damage types of your choice: acid, cold, fire, lightning, poison, or thunder.

Strength. You have a bonus to your Strength-based ability checks equal to your Charisma modifier, and your carrying capacity is doubled.

Additionally, when you use your Epic Blows feature, you can attempt to grapple the target or shove it 5 feet as part of the epic punch.



X-ray Vision. You can see the outlines of all creatures or objects within 60 feet of you, and your spell attacks ignore half and three-quarters cover. Both these effects are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Additionally, you have lasers that shoot from your eyes. You can use an action to make a ranged spell attack with advantage against a creature you can see. On a hit, the target takes radiant damage equal to 1d4 + your sorcerer level.

Epic Blows

Also at 1st level, you use your magic for empowered fistfighting. Once each turn when you damage a creature within 5 feet of you with a spell, you can deliver the spell as an epic punch. If you do, you deal additional magical bludgeoning damage to the target equal to 1 + your Strength modifier (minimum total of 1).

Secret Weakness

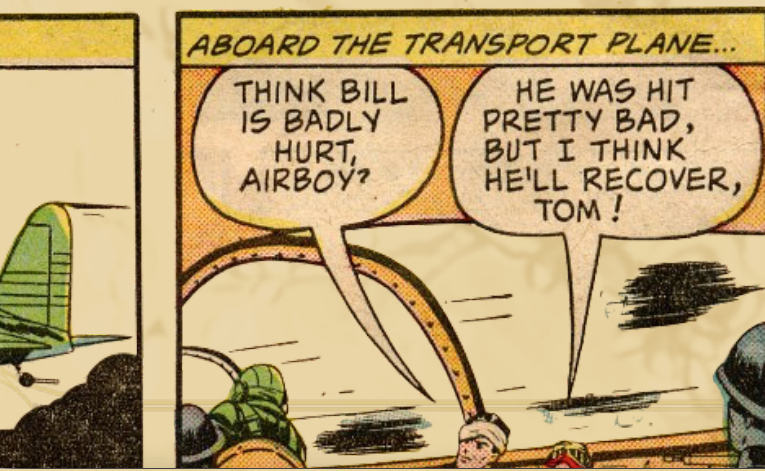
At 1st level, you must choose a damage type. Whenever you take damage of that type, you can't cast your sorcerer spells until the end of your next turn, and you lose the benefits of your Superpowers feature during this time.

Superpowers

Starting at 6th level, you can make your powers almost subconscious; you can enlarge, conceal, transform, and levitate yourself without mental focus.

You can use a bonus action to expend 2 sorcery points and choose a Sorcerer spell you know that can target yourself. You mark that spell as your superpower until you next finish a long rest. You can't have more than one superpower, but you can use this bonus action to replace your choice.

Whenever you cast your superpower spell targeting only yourself, it doesn't require concentration or components, and you gain a number of temporary hit points equal to the spell's level + your Strength modifier. If the spell has a duration, you can end it at will (no action required).



SPELLS FOR THE ACTION HERO FEATURE

1st *expeditious retreat*

2nd *alter self, blur, detect thoughts, dragon's breath, enhance ability, enlarge/reduce, invisibility, levitate, spider climb, warding wind*

3rd *fly, haste, protection from energy*

4th *polymorph, stonkskin*

5th *far step, skill empowerment, telekinesis*

6th *eyebite, globe of invulnerability, investiture of flame, investiture of ice, investiture of stone, investiture of wind, true seeing*

Heroic Transport

Once you reach 14th level, you learn to summon a magical vehicle to transport yourself and your allies. You can use your action to call forth a Huge magical vehicle. After 1 minute, the vehicle arrives in an unoccupied space within range. You determine the vehicle's appearance appears, and it persists for 1 hour or until it is reduced to 0 hit points.

The vehicle has a speed of 120 feet, a flying speed of 30 feet, and a swimming speed of 30 feet. While you are within 30 feet of the vehicle, you can make the vehicle move on your turn by verbally commanding it. You can also activate one of the following effects as part of this command, choosing from Rocket Boost, Ejector Seat, or Targeting Missiles. Once you activate one such effect, you can't use that effect again for 1 minute.

Rocket Boost. The vehicle's movement speed is doubled until the start of your next turn.

Ejector Seat. Choose a creature within the vehicle. The target is immediately ejected from the vehicle and launched 30 feet vertically upwards.

Targeting Missiles. Choose a creature or object within 90 feet of the vehicle and make two ranged spell attacks against it. Each attack that hits deals 2d4 fire damage to the target.

Up to eight Medium or smaller creatures can fit inside the vehicle, or two large creatures. The atmosphere inside the vehicle is always dry, temperate, and full of fresh air even while it is underwater. The vehicle has an AC of 18 and a number of hit points equal to five times your level in this class. The vehicle is immune to bludgeoning, slashing, and piercing damage from nonmagical weapons, and can't be dispelled.

Once you use this feature, you must finish a long rest before you use it again.

Astounding Evasion

Once you reach 18th level in this class, your escapes are almost miraculous. You can completely nullify all effects you successfully evade, such as a green dragon's poisonous breath or a *fireball* spell. When you are subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw. You still take full damage if you fail.

Additional Metamagics

At 3rd level, a sorcerer gains the Metamagic feature. Here are new options for that feature, in addition to the options in the Player's Handbook.

Compound Spell

When you cast a spell of 5th level or lower that requires concentration, if you are already concentrating on one other spell, you can expend 2 sorcery points to begin concentrating on both spells simultaneously. If your concentration is broken, or if you begin concentrating on another effect, your concentration on both spells ends.

Desperate Spell

When you cast a spell, you can expend up to three sorcery points. For each sorcery point spent, you cast the spell at two levels higher, and you take 2d12 force damage. Your hit point maximum is reduced by an amount equal to the damage taken until you finish a long rest.

If this effect reduces you to 0 hit points, your body is destroyed, and each hostile creature within 120 feet of you takes 4d12 force damage for each sorcery point you spent.

Protean Spell

When you cast a spell, you can apply any one metamagic of your choosing to that spell, even if you don't know that metamagic. If you do so, you expend 1 sorcery point when you cast the spell, in addition to any other sorcery points expended for that metamagic.

Until you next finish a long rest, you learn the metamagic you used, and it doesn't count against the number of metamagics you know.

Ritualist Spell

You can cast any sorcerer spell you know as a ritual if that spell has the ritual tag. When you do so, you can expend 1 sorcery point to reduce the total casting time to 1 minute.

Additionally, when you cast a spell using a slot created with sorcery points, you can increase its casting time by 10 minutes. If you do so, you regain 1 expended sorcery point when the spell is cast.

Vampiric Spell

When you cast a spell that deals damage to one or more creatures, you can expend 1 sorcery point. For each creature damaged by the spell when it was cast, you regain a number of hit points equal to your Constitution modifier.



Warlock The Binder

Binders are far too cunning to serve a permanent master. These arcane barterers and dealmakers try to connive, adapt, and compromise their way to power with an ever-shifting array of warlock patrons hailing from all manner of admirable or nefarious aims. They are masters of the covenant, and can often leave the bargaining table with a patron that gains nothing in return. But these dark dealings are made with beings of unimaginable strength, and a binder's very sanity remains forever on the line.

BINDER FEATURES

Warlock Level Feature

1st	Pact Making, Indentured Servitude
6th	Binding Acolyte
10th	Silver Tongue
14th	Pact Master

Pact Making

Beginning at 1st level when you choose this archetype, you learn to strike deals with many different powerful beings. When you finish a long rest, you can choose an otherworldly being to act as a patron.

The chosen being grants you the powers associated with one of the patrons from the *Player's Handbook*: The Archfey, The Fiend, or The Great Old One. Your GM might also allow you to make deals with [other patrons](#). You make a temporary pact with the patron, which lasts for 1 week or until you use this feature again. You can also choose not to make a deal.

You must broker this deal by taking a brief parance with your chosen patron, culminating in a DC 17 Charisma (Deception) or Charisma (Persuasion) check. On a failure, the patron's deal forces you to offer a little more servitude than you bargained for, and you gain a flaw of the DM's choice for the duration of your temporary pact. Patrons are learning creatures: the DC of this check increases by 5 for each consecutive time you attempt to broker a deal with the same patron.

For the duration of your temporary pact, you learn any spells in the patron's expanded spell list that are of a level for which you have spell slots from your Pact Magic feature, and the spells do not count against your number of warlock spells learned.

Indentured Servitude

Also at 1st level when you choose this archetype, you can bind a loyal magical familiar to your service. You learn the *find familiar* spell if you don't already know it, it doesn't count against your number of spells known, and you can cast it as an action without expending a spell slot or material components. When you cast the *find familiar* spell, the familiar you summon gains the following benefits:

- It gains a bonus to its AC and to its Wisdom and Charisma saving throws equal to your proficiency bonus.
- It gains a way to make attacks: it can use its reaction to make opportunity attacks.
- Whenever the familiar sees you hit a hostile creature with an attack, it can use its reaction to teleport into an unoccupied space it can see within 10 feet of the target.

Binding Acolyte

At 6th level, for the duration of your temporary pact, you gain your chosen patron's 1st level benefits. You do not gain any cantrips or bonus proficiencies from the patron.

Silver Tongue

At 10th level, you master techniques that let you pry information from others. You can pick up on minor clues and tells in creatures' facial expressions to faultlessly interrogate their mood, and you exploit this to ply their emotional state with love, fear, or disgust.

By spending 1 minute speaking with a creature that can understand you and observing its behavior, you can learn the target's surface thoughts and current emotional state, and you can attempt to charm, frighten, or poison the target. The target must succeed on a Wisdom saving throw against your spell save DC. On a failed save, the target becomes affected by the condition you chose for 1 hour. The target repeats the saving throw each time it takes damage from you or one of your allies during this time, ending the effect on a success.

If a target succeeds on the saving throw, it has no hint that you tried to manipulate it, but automatically succeeds on its saving throw against this feature for 24 hours.

Pact Master

At 14th level, for the duration of your temporary pact, you gain your chosen patron's 6th level benefits.

Additionally, as a bonus action, you can strengthen your temporary pact further. When you do this, you gain your patron's 10th level benefits for 1 minute. Once you use this feature, you must finish a long rest before you do so again.



Warlock The Invader

Warlocks are often said to have "sold their souls," but few could claim to have sold out their entire dimension.

The patron of an invader warlock is a would-be marauder seeking to spread their influence outwards from their current domain into another, awaiting the message that will inform them that it is time to strike. They might be a powerful drow idol, a slaad, or some other distant aberration that wishes to affect or infect the material plane.

INVADER FEATURES

Warlock Level Feature

1st	Expanded Spell List, Spawn Hatchling
6th	Infest
10th	Hatchling Drone
14th	Desecration

Expanded Spell List

The Invader lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

INVADER EXPANDED SPELLS

Spell Level Spell

1st	<i>command, ray of sickness</i>
2nd	<i>detect thoughts, blindness/deafness</i>
3rd	<i>sending, stinking cloud</i>
4th	<i>confusion, giant insect</i>
5th	<i>teleportation circle, dominate person</i>

Spawn Hatchling

Beginning at 1st level, you learn to gestate hatchlings.

A hatchling has the statistics presented in its stat block below. You determine the hatchling's appearance. Your hatchlings act independently of you, but always obey your verbal commands. In combat, they take their turn on your initiative, and can only take the Dash, Disengage, or Hide action, as well as any action presented in their stat block.

You learn one method of gestating hatchlings, chosen from one of the following three options: Baneling, Doom Spore, Mindeater.

Baneling. You can make horrific creatures burst from your foes' corpses. As a reaction when a hostile creature within 30 feet of you is reduced to 0 hit points, you can spawn a hatchling from its body. Additionally, your hatchlings gain the following ability: "**Death Burst.** Other creatures within 5 feet of the hatchling when it dies take 3 acid damage."

Mindeater. These creatures bore into your foes' minds. You can create up to two hatchling when you finish a long rest. Additionally, your hatchlings gain the following ability: "**Brain Consumption.** When the hatchling dies, you choose a creature you can see within 5 feet of it and infect its brain. The target must make an Intelligence saving throw against your Spell Save DC. On a failed save, each time the infected target makes an Intelligence, Wisdom, or Charisma saving throw before the end of your next turn, it does so with disadvantage."

Hatchling

Tiny aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 3
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +4, Perception +2
Senses darkvision 60ft., passive Perception 12
Languages understands commands given in any language but can't speak
Challenge 0 (10 XP)

Actions

Self-Destruct. The hatchling dies instantly.

Doom Spore. You grow and nurture aberrant plant life. You can create a number of hatchlings equal to your Charisma modifier when you finish a long rest. Additionally, your hatchlings' walking speed and climb speed is reduced to 5 feet, and they gain the following ability: "**Spore Burst.** Hostile creatures within 5 feet of the hatchling when it dies must succeed on a Constitution saving throw against your Spell Save DC. On a failed save, the next attack against the target is made with advantage."

The number of hatchlings you are controlling with this feature can't exceed your Charisma modifier (minimum of 1). If you already have that many hatchlings and you create a new one, one other hatchling of your choice immediately dies.

Infest

At 6th level, you gain the ability to infest creatures. As a bonus action you touch a friendly creature within 5 feet of you and banish yourself into a harmless magical demiplane that is tethered to the creature's insides. The creature can still hear you, and you can telepathically issue commands to your hatchlings during this time.

The effect lasts 8 hours, and ends early if the creature takes damage or if you and the creature both spend 1 minute delicately removing you from your infested state. When the effect ends, you reappear in an unoccupied space within 5 feet of the creature, and deal 5d4 acid damage to all other creatures within 5 feet of you.

Once you use this feature, you must finish a short or long rest before you use it again.

Hatchling Drones

Beginning at 10th level, you germinate hatchlings that are equipped for reconnaissance. Hatchlings you spawn can now communicate telepathically with you while they are within 120 feet of you, and have a flying speed of 60 feet.

Additionally, by spending 8 hours listening around in a particular settlement, a hatchling can determine the following facts about the settlement:

- Its approximate population.
- The amount of food it has stockpiled.
- The size and potency of any obvious military forces.

- Its importance to other settlements in terms of the supplies, trade, and tactical benefits it offers.
 - Its reliance on other settlements in terms of the supplies, trade, and tactical benefits they offer.
- Your patron also learns this information.

Desecration

Starting at 14th level, you can create a fetid spawning ground. As an action, you choose a point on the ground within 60 feet of you. For the next minute, the ground within a 30-foot radius of that point becomes stained like a bruise. This desecrated area is magical difficult terrain, and creatures are poisoned while they are affected by the terrain.

At the start of each of your turns, a hatchling spawns at the center of the desecrated area, under your patron's control. Your GM might decide that a different creature of CR 2 or lower spawns, based on the will of your patron. Once you use this feature, you must finish a short or long rest before you use it again.



Warlock The Machine

Your patron is a construct or a zealot of lawfulness, able to steel your resolve with powerful arcana and artifice. Machine patrons have an almost mechanical devotion to law, order, and precision, which is in stark contrast to their caring, chaotic and collaborative followers. Machine warlocks are productive, and humble, and wield their hybrid powers with humanity and generosity. A community of warlocks who have taken this pact might provide free access to powerful arcanomechanical prosthetics, or act as protectors of the people.

MACHINE FEATURES

Warlock Level Feature

1st	Expanded Spell List, Living Weaponry, Magical Hybrid
6th	Automated Strike
10th	Power Core
14th	Iron Bodyguard

Expanded Spell List

The Machine lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MACHINE SPELLS

Spell Level	Spells
1st	<i>fog cloud, thunderwave</i>
2nd	<i>arcane lock, magic weapon</i>
3rd	<i>conjure barrage, haste</i>
4th	<i>fabricate, stonewood</i>
5th	<i>animate objects, creation</i>

Living Weaponry

At 1st level, you acquire the training necessary to arm for war. You gain proficiency with medium armor, longswords, short swords, hand crossbows, and heavy crossbows.

Additionally, you perfectly bend the properties of metal to your will. You can transform any weapon you are holding into a different weapon as a bonus action. When you transform a weapon in this way, you can use it as a spellcasting focus for your warlock spells. If it is a melee weapon, you can grant it one of the following properties: Finesse, Heavy, Reach, Versatile (1d10). If it is a ranged weapon, it generates its own ammunition spontaneously; you can ignore the loading and ammunition properties if it has them. The transformation lasts until you are no longer wielding the weapon, or until you use this feature again.

Magical Hybrid

Starting at 1st level, while you are attuned to an item that is not a weapon, you can choose to integrate it into your body.

Integrating an item into your body (or reversing the process) requires 1 day of work. While an item is integrated into your body, you do not have to present the item or otherwise interact with it in order to activate any of its effects, and the item cannot be destroyed or separated from your person unless you are willing or incapacitated.

Additionally, if you activate an integrated item's effect and use it to deal damage, you can add your Charisma modifier to one of the damage rolls. Once you add damage this way, you must finish a short or long rest before you do so again.

Automated Strike

Beginning at 6th level, whenever you finish a long rest, roll three d20s and record the numbers rolled, treating a roll of 9 or lower as a 10. While you have automated strike rolls remaining, you can use a bonus action to make a melee weapon attack, replacing the d20 attack roll with one of these automated strike rolls.

Each automated strike roll can be used once. When you finish a long rest, you lose any unused automated strike rolls.

Power Core

Starting at 10th level, you conjure magical defenses that mimic the power generation of a machine. Choose one of the following power cores: transduction coil, photosynthesizer, or heat sink. You can change your choice of power core whenever you finish a long rest.

Transduction Coil. You have resistance to lightning damage, and whenever you take lightning damage, your speed increases by 30 feet until the end of your next turn.

Solar Cell You have resistance to radiant damage, and whenever you take radiant damage, you gain 10 temporary hit points at the start of your next turn.

Heat Sink. You have resistance to fire damage, and whenever you take fire damage, you gain advantage on attack rolls until the end of your next turn.

Iron Bodyguard

At 14th level, you gain the service of a shield ally, a type of lesser shield guardian, and you create an amulet that is magically linked to it. If this shield ally is reduced to 0 hit points, you can spend 1 day of work to recreate it with all its hit points restored.

Shield Ally

A shield ally is a construct crafted by wizards designed to offer a small amount of protection in a somewhat lower price range than a shield guardian.

Master's Amulet. Like its larger cousin, every shield ally has an amulet magically linked to it. A shield ally can have only one corresponding amulet, and if that amulet is destroyed, the shield ally is incapacitated until a replacement is created. Such an amulet is subject to direct attack if it isn't being worn or carried. It has AC 10, 10 hit points, and

immunity to poison and psychic damage. Crafting an amulet requires 1 week and costs 1,000 gp in components. The amulet is a rare wondrous item.

A shield ally is still designed protect the amulet's wearer. The amulet's wearer can command the shield ally to attack its enemies or to guard the wielder against attack. If an attack threatens to injure the wearer, the construct can magically absorb the blow just as well as a shield guardian, and it is still able to store and cast spells, albeit at a lower level

Constructed Nature. The shield ally does not require food, drink, or sleep.

Shield Ally

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	3 (-4)

Senses darkvision 60ft., passive Perception 9

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Languages understands commands given in any language but can't speak

Challenge 2 (200 XP)

Bound. The shield ally is magically bound to an amulet. As long as the shield ally and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the shield ally to travel to it, and the shield ally knows the distance and direction to the amulet. If the shield ally is within 30 feet of the

amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the shield ally.

Regeneration. 1 minute after it becomes damaged, the shield ally restores itself to full health.

Lesser Spell Storing. A spellcaster who wears the shield ally's amulet can cause the shield ally to store one spell of 5th level or lower with a casting time of 1 action. To do so, the wearer must cast the spell on the shield ally. The spell has no effect but is stored within the shield ally. As an action, the amulet's wearer can verbally command the shield ally to cast the stored spell, with all the spell's parameters set by the wearer, and requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

The shield ally loses any stored spells after 8 hours.

Actions

Slam. Melee weapon attack, +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the shield ally's amulet, the shield ally grants a +2 bonus to the wearer's AC if the shield ally is within 5 feet of the wearer and can see them.



Warlock The Primordial

Your patron is a natural disaster incarnate: an ancient elemental embodying the primal, destructive, and incorporeal whims of creation itself. Left unchecked, the primordial's apocalyptic abilities grow uncontrollably, leaving your foes powerless to stop them.

PRIMORDIAL FEATURES

Warlock Level Feature

1st	Primal Knowledge, Cataclysmic Force
6th	Elemental Swarm
10th	Primordial Strikes
14th	Herald of the Apocalypse

Primal Knowledge

At 1st level when you choose this patron, you learn the language of Primordial, and its four dialects: Aquan, Auran, Ignan, and Terran. Additionally, you have advantage on all ability checks and saving throws to resist the effects of weather or extreme climate temperatures.

Cataclysmic Force

At 1st level, you gain certain benefits associated with one destructive force of your choice. Choose earthquake, tornado, wildfire, or blizzard. You gain certain benefits associated with your chosen cataclysm. Additionally, each cataclysm lets you choose from an expanded list of spells when you learn a warlock spell.

Earthquake. At the end of your turn, if you are concentrating on a warlock spell, you gain a cumulative +2 bonus to Strength and Constitution saving throws, up to a maximum of +6. This bonus resets each time your concentration on a spell ends. It also resets each time you leave combat, and you can't increase it outside of combat.

Additionally, the following spells are added to the warlock spell list for you.

EARTHQUAKE EXPANDED SPELLS

Spell Level Spells

1st	<i>heroism, shield</i>
2nd	<i>enlarge/reduce, spike growth</i>
3rd	<i>meld into stone, slow</i>
4th	<i>stone shape, stoneskin</i>
5th	<i>conjure elemental, destructive wave</i>
8th	<i>earthquake</i>

Tornado. On each turn where you use your action to expend a warlock spell slot or cast an arcanum spell, your movement increases by 20 feet until the start of your next turn, and you can make a weapon attack as a bonus action.

Additionally, the following spells are added to the warlock spell list for you.

TORNADO EXPANDED SPELLS

Spell Level Spells

1st	<i>guiding bolt, thunderwave</i>
2nd	<i>gust of wind, blur</i>
3rd	<i>haste, call lightning</i>
4th	<i>greater invisibility, freedom of movement</i>
5th	<i>conjure elemental, wall of force</i>
8th	<i>control weather</i>

Wildfire. You have a unique total called your wildfire score that empowers this feature. When you deal fire damage to one or more creatures, your wildfire score increases by 1 for each creature you damaged. The score can't exceed an amount equal to your Charisma modifier + half your Warlock level (minimum total of 1). Your wildfire score resets to 0 at the end of combat, and you can't increase it outside of combat.

As a bonus action, you can make a ranged spell attack against a creature within 60 feet of you. If the attack hits, the target takes fire damage equal to 1d8 + your wildfire score.

You have a number of uses of this attack equal to your Charisma modifier (minimum of 1), and you regain any expended uses when you finish a short or long rest.

Additionally, the following spells are added to the warlock spell list for you.

WILDFIRE EXPANDED SPELLS

Spell Level Spells

1st	<i>burning hands, searing smite</i>
2nd	<i>flaming sphere, heat metal</i>
3rd	<i>elemental weapon, fireball</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>conjure elemental, flame strike</i>
8th	<i>incendiary cloud</i>



Blizzard. As a bonus action, you can begin to emit an aura within 10 feet of you that causes creatures to suffer such intense cold that their motion stalls. A hostile creature that starts its turn in the aura must make a Constitution saving throw against your spell save DC. On a failed save, the target's speed is reduced by 10 feet until the aura ends. A creature can be affected multiple times, and can use its action to end the reduction on itself. The aura lasts for 1 minute or until you dismiss it as a bonus action.

Once you use this feature, you must finish a short or long rest before you use it again.

Additionally, the following spells are added to the warlock spell list for you.

BLIZZARD EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, grease</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>sleet storm, water walk</i>
4th	<i>control water, ice storm</i>
5th	<i>conjure elemental, cone of cold</i>
8th	<i>tsunami</i>

Elemental Swarm

Beginning at 6th level, you can use your bonus action to disincorporate into elemental components, such as flames, water, sand, or lightning. For the next minute, you may move through a hostile creature's space, you can move through a space as narrow as 1 inch wide without squeezing, and when you provoke an opportunity attack by leaving a creature's reach, the attack has disadvantage. Once you use this feature, you must finish a short or long rest before you use it again.

Primordial Strikes

Beginning at 10th level, you can infuse your attacks with elemental power. Once each turn, when you hit a creature with an attack that deals damage, you can choose to change all of the attack's damage to one of the following damage types: acid, cold, fire, lightning, or thunder. If you do this, the attack gains additional effects:

Acid. The target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Cold. The target's movement is reduced by 10 feet until the end of its next turn.

Fire. You can reroll one of the attack's damage dice. You must use the new result.

Lightning. The target can't take reactions until the end of its next turn.

Thunder. The target is pulled up to 10 feet towards you.

Herald of the Apocalypse

Beginning at 14th level, you can wreak untold destruction with any valid sacrifice. When you or a friendly creature you can see within 5 feet of you is reduced to 0 hit points, you can gain the benefits of *storm of vengeance* as if it was cast centered on a point 2,500 feet directly above you. You are immune to the effects of this casting of *storm of vengeance*, and if you are unconscious, it randomly targets creatures that are hostile to you. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook.

None of these options are compulsory for the functionality of the subclasses presented. However, Wildfire and Tornado Primordial warlocks will suffer slightly without access to either Protean Magic or Lesser Arcanum.

Powerful Summons

Prerequisite: 9th level, Pact of the Chain feature

When you cast *find familiar*, the familiar you summon adds your proficiency bonus to its attack rolls. In place of its normal hit dice, the familiar you summon now has a 1d4 hit die for each level you have in this class, and calculates its hit points accordingly.

Lesser Arcanum

Prerequisite: 7th level, Pact of the Tome feature

When you choose this invocation, you choose a spell of 1st or 2nd level from your patron's Expanded Spells. Whenever you gain a level in this class, you can change your choice of spell.

You can cast this arcanum spell at 2nd level once without expending a spell slot, even if you haven't learned it. You regain the ability to do so when you finish a long rest.

Force Hold

Prerequisite: Pact of the Blade feature

You master the use of a violent magical chokehold that can be maintained at a distance. You are able to attempt to grapple or shove any creature you can see within 30 feet of you. When you do so, you may make a contested Strength (Arcana) check in place of the normal Strength (Athletics) check.

If you are grappling a creature in this way, the target doesn't move with you. You must use a free hand to maintain the grapple as usual. If you move more than 60 feet away from the target, the grapple ends immediately.

Protean Magic

Prerequisite: 5th level

You gain the ability to sub-divide your pact magic. As an action, you expend one of your warlock spell slots from your Pact Magic feature, and you gain a number of smaller temporary spell slots. The level and number of temporary spell slots gained depends on the level of the slot you sacrificed, as shown in the Protean Magic Slots table. You regain the sacrificed spell slot and lose the temporary spell slots when you next finish a short or long rest.

Once you use this feature, you must finish a short or long rest before you use it again.

PROTEAN MAGIC SLOTS

Sacrificed Pact Magic Slot Level	1st	2nd	3rd
3rd	1	1	—
4th	2	1	—
5th	1	1	1

Wizard School of Progress

Wizards that follow the school of progress do so in near obsession, on a personal endeavor to expand forth the horizons of magical knowledge and capability. Passionate and creative, they spend their time flitting from one new invention to another, and cramming their spellbook with alterations, tweaks, ideas and improvements.

SCHOOL OF PROGRESS FEATURES

Wizard Level Feature

2nd	Scholastic Endeavor, Spellcraft (2 spells)
6th	Finishing Touches, Spellcraft (3 spells)
10th	Mastercraft, Spellcraft (4 spells)
14th	Handover of Knowledge

Scholastic Endeavor

When you choose this school of magic at 2nd level, the time you must spend to scribe a spell scroll or undertake research is halved.

Spellcraft

When you reach 2nd level, you create two personalised spells from ordinary spells of 1st level from spells in your spellbook. You also create an additional personalised spell of 1st level or higher when you reach 6th and 10th level in this class.

Additionally, whenever you gain a level in this class, you can choose one of your personalised spells of 1st level or higher. You erase it and replace it with a new personalised spell created from any ordinary spell of 1st level or higher that you have in your spellbook.

When you create a personalised spell, you magically duplicate a copy of the original spell into your spellbook. You can rename this copy of the spell, and you then modify it with any number of tweaks that you have learned.

At 2nd level, you know four such tweaks: area tweak, elemental tweak, score tweak, and condition tweak. These tweaks modify the spell permanently.

Area Tweak. If the spell affects a cone, cube, sphere, cylinder, or line, you can swap that area of effect for a different one. The new area of effect has the same point of origin as the original. When you do this, you use the length in feet given alongside the previous area of effect (halved if you're using a line or cylinder), or you can use twice the radius (if you're using a sphere or cylinder).

You use this distance to determine the size of the new area of effect, choosing one of the following options:

- A sphere with a diameter equal to that distance
- A cube with a length equal to that distance
- A cone with a length equal to that distance
- A 5-foot diameter cylinder with a height equal to twice that distance
- A 5-foot wide line with a length equal to twice that distance

Elemental Tweak. If the spell refers to a damage type, you can change the damage type to acid, cold, fire, lightning, poison, or thunder.

Score Tweak. If the spell targets a particular saving throw, you can change the first saving throw a target makes against the spell from one ability score to another of your choice. If the spell refers to an ability score for any other reason, you can change that score to another ability score of your choice.

Condition Tweak. If the spell applies a condition to a hostile creature, and the condition isn't prone, you can change it to blinded, charmed, frightened or poisoned. If the spell provides any sort of protection against a condition, you can change that condition to blinded, charmed, frightened or poisoned.

You can also choose to make the spell look visually distinct from the original spell, as long as the visual changes are superfluous. For example, *ray of sickness* might become a blinding beam of glittering ice that deals cold damage, and *fear* might turn into a flurry of cupid's arrows that charm targets on a failed Dexterity saving throw, lasting until they succeed on a Wisdom saving throw. Your GM might reward creative ideas by changing the spell's other effects to match its new behavior.



Handover of Knowledge

When you reach 6th level, You distribute your comprehensive arcane understanding to your close friends.

You can spend 1 day lecturing two friendly creatures that have a feature that grants them spell slots. You teach each creature any one spell from your spellbook. The creature adds the spell you chose to all of their class' spell lists, allowing them to learn or prepare it. Each time they cast the spell, they can't do so again until they finish a long rest.

Your tuition requires you to offer a minor enchantment that you are unable to provide to multiple creatures at once. Any creatures you have tutored forget the spell they learned if you use this feature again.

Mastercraft

At 10th level, you learn three additional tweaks: Creature Tweak, and Improved Condition Tweak. Once a creature casts a spell affected by one of these tweaks, it can't do so again until it finishes a long rest.

Books of Spells

Wizards often come into possession of spellbooks, or find them in libraries. Here are some ideas for spellbooks that you might want to adopt or adapt as your own.

d10 Title	Contents	Contents
1 Introduction to Fire Magic by Ignatius Brandt	The bright red bindings are hot to the touch, with pages seemingly charred. The edges of pages are cut into tongues of fire.	<i>firebolt, burning hands, heat metal, light, scorching ray, wall of fire</i>
2 Illusions by Ellis Faintley	The entire book is faintly translucent, so much so that a holder's hand is visible through it	<i>blink, invisibility, major image, minor illusion, mislead</i>
3 Brief necromantic guide by Cuuro and Milldred Decrepa	The book appears to be in some state of decay. Creatures that touch the book that aren't undead must succeed on a constitution saving throw or take 1 necrotic damage.	<i>acid splash, bane, false life, inflict wounds</i>
4 War magic with Wilhomena by Wilhomena Parry	The book's pages are trimmed in silver, and sharp to the touch. The cover is bound in sturdy leather	<i>banishing smite, blade ward, shield, shillelagh</i>
5 The Osprey general guide to medicinal magicks, Osprey Publishing	The paperback's edges are rounded, seemingly well loved, and printed en masse	<i>cure wounds, detect poison and disease, healing word, lesser restoration, prayer of healing, spare the dying</i>
6 The third eye by Saira Manto	Looking through the glass eye on the cover of this book reveals the location of all other copies of it within 300 feet	<i>augury, detect magic, detect evil and good, divination, guidance, locate animals and plants, locate object</i>
7 The companion seeker's companion, by Beso N'te	The book is a tiny animated object, with the same statistics as one created by the <i>animate objects</i> spell	<i>animal friendship, animate objects, conjure animals, conjure fey, find familiar, unseen servant</i>
8 Law-abiding magical capabilities by Swinderly Lightfinger	The book hides a concealed pocket hidden in its spine. While the pocket is empty picking the book up magically teleports up to 2 pieces of currency from the holder's person into the pocket.	<i>disguise self, knock, mage hand, pass without trace, prestidigitation</i>
9 Quick self help tricks to being a better friend by Melissa Amie	The book's bindings appears to every person as their favourite colour	<i>alter self, charm person, detect thoughts, enthrall, enhance ability, friends</i>
10 Frost and Water, by Lord Coralshine	The blue-white cover feels cold, and mildewed. Pages are slightly stuck to one another.	<i>chill touch, cone of cold, ice knife, wall of water, watery sphere</i>

Creature Tweak. If the spell refers to a particular creature type, you can change that creature type to any other creature type of your choice.

Improved Condition Tweak. If the spell refers one of the following conditons: restrained, incapacitated, petrified, stunned, paralyzed, or unconscious, you can change the condition to any condition that appears before or immediately after it in that list.

Finishing Touches

At 14th level, you learn to fine-tune the magic of spells spontaneously. As a reaction when a creature within 30 feet of you casts a spell, you learn the identity of the spell and can apply one tweak to it. You choose the tweak from area tweak, elemental tweak, targeting tweak, or condition tweak. If you tweak your own personalised spell, you can choose to make the tweak permanent. Otherwise, the tweak only applies to that particular casting of the spell.

You have two uses of this feature, and you regain any expended uses when you finish a long rest.

List of Backgrounds by Proficiencies Granted

When designing characters, players often have certain proficiencies in mind. This table is designed to provide an easy way to seek out the backgrounds that provide those proficiencies, and where that background can be found. These backgrounds are unlikely to be well suited to every campaign setting, but can give a solid starting point in terms of relevant languages, tool proficiencies, and other such boons.

If a background does not have a supplement listed after it, it can be found in the Player's Handbook.

The GGtR supplement includes an expanded spell list for each background, which you may wish to ignore.

Free Supplements

These abbreviations are written in brackets.

RoD AL - Rise of Demons Adventurer's League

CoS AL - Curse of Strahd Adventurer's League

EE AL - Elemental Evil Adventurer's League

PS:A - Plane Shift: Amonkhet

Purchasable Supplements

These abbreviations are written in bracketed italics:

BGDIA - Baldur's Gate: Descent into Avernus

CoS - Curse of Strahd

GGR - Guildmaster's Guide to Ravnic

GoS - Ghosts of Saltmarsh

SCAG - Sword Coast Adventurer's Guide

ToA - Tomb of Annihilation

ERLW - Eberron: Rising from the Last War

EGW - Explorer's Guide to Wildemount

BACKGROUNDS

Proficiency	Second Proficiency	Background
Acrobatics	Performance	Entertainer, Rakdos cultist (<i>GGR</i>)
Animal Handling	Athletics	Gruul anarch (<i>GGR</i>)
	Nature	Ticklebelly nomad (<i>CoS AL</i>)
	Stealth	Iron route bandit (<i>CoS AL</i>)
	Survival	Caravan specialist (<i>EE AL</i>), folk hero
Arcana	History	Sage, cloistered scholar (<i>SCAG</i>)
	Investigation	Haunted one (<i>CoS</i>), Izzet engineer (<i>GGR</i>)
	Medicine	Simic scientist (<i>GGR</i>)
	Persuasion	Knight of the order (<i>SCAG</i>)
	Religion	Haunted one (<i>CoS</i>)
	Survival	Haunted one (<i>CoS</i>), inheritor (<i>SCAG</i>)
Athletics	Animal Handling	Gruul anarch (<i>GGR</i>)
	Deception	Smuggler (<i>GoS</i>)
	Insight	Phlan Refugee (<i>EE AL</i>), City Watch (<i>SCAG</i>)
	Intimidation	Soldier, initiate (<i>PS:A</i>), dissenter (<i>PS:A</i>), Boros legionnaire (<i>GGR</i>)
	Persuasion	Mercenary veteran (<i>SCAG</i>)
	Sleight of hand	Harborfolk (<i>EE AL</i>)
	Survival	Outlander, Earthspur miner (<i>EE AL</i>), Marine (<i>GoS</i>), Uthgardt tribe member (<i>SCAG</i>)
	Deception	Athletics
Insight		Black fist double agent (<i>CoS AL</i>), Faction agent (Zhentarim) (<i>SCAG</i>), urban bounty hunter (<i>SCAG</i>)
	Intimidation	Faceless (<i>BGDIA</i>), shade fanatic (<i>RoD AL</i>)
Perception		Stojanow prisoner (<i>CoS AL</i>)
Performance		Mulmaster aristocrat (<i>EE AL</i>), grinner (<i>EGW</i>)
Persuasion		Urban bounty hunter (<i>SCAG</i>)
Sleight of hand		Charlatan, Gate urchin (<i>RoD AL</i>)
Stealth		Criminal, secret identity (<i>RoD AL</i>), Dimir operative (<i>GGR</i>), urban bounty hunter (<i>SCAG</i>), Volstrucker Agent (<i>EGW</i>)

Proficiency	Second Proficiency	Background	
History	Arcana	Sage, cloistered scholar (<i>SCAG</i>),	
	Insight	Clan crafter (<i>SCAG</i>), cloistered scholar (<i>SCAG</i>), faction agent (Lords' Alliance) (<i>SCAG</i>)	
	Nature	Cloistered scholar (<i>SCAG</i>)	
	Perception	Shipwright (<i>GoS</i>)	
	Persuasion	Knight of the order (<i>SCAG</i>), Waterdhavian noble (<i>SCAG</i>), noble	
	Religion	vizier (PS:A), dissenter (PS:A), Cloistered scholar (<i>SCAG</i>)	
	Survival	Archaeologist (<i>ToA</i>), inheritor (<i>SCAG</i>), fisher (<i>GoS</i>)	
Insight	Any Int/Wis/Cha skill	Faction agent (other)	
	Athletics	Phlan Refugee (EE AL), City Watch (<i>SCAG</i>)	
	Deception	Black fist double agent (CoS AL), faction agent (Zhentarim) (<i>SCAG</i>), urban bounty hunter (<i>SCAG</i>)	
	History	Clan crafter (<i>SCAG</i>), cloistered scholar (<i>SCAG</i>), faction agent (Lords' Alliance) (<i>SCAG</i>)	
	Intimidation	Azorius functionary (<i>GGR</i>)	
	Investigation	Faction agent (Harpers) (<i>SCAG</i>)	
	Nature	Faction agent (Emerald Enclave) (<i>SCAG</i>)	
	Perception	Far traveler (<i>SCAG</i>)	
	Persuasion	Guild artisan, Hillsfar merchant (RoD AL), Courtier (<i>SCAG</i>), knight of the order (<i>SCAG</i>), urban bounty hunter (<i>SCAG</i>)	
	Religion	Acolyte, anthropologist (<i>ToA</i>), faction agent (Order of the Gauntlet) (<i>SCAG</i>),	
	Stealth	Urban bounty hunter (<i>SCAG</i>)	
	Intimidation	Athletics	Soldier, initiate (PS:A), dissenter (PS:A), Boros legionnaire (<i>GGR</i>)
		Deception	Faceless (<i>BGDIA</i>), shade fanatic (RoD AL)
		Insight	Azorius functionary (<i>GGR</i>)
		Religion	Orzhov representative (<i>GGR</i>)
Survival		Dragon casualty (<i>CoS</i>)	
Investigation	Arcana	Haunted one (<i>CoS</i>), Izzet engineer (<i>GGR</i>)	
	Insight	Faction agent (Harpers) (<i>SCAG</i>)	
	Persuasion	trade sheriff (RoD AL), House agent (<i>ERLW</i>)	
	Religion	inquisitor (PS:IN), Haunted one (<i>CoS</i>)	
	Survival	Haunted one (<i>CoS</i>)	
Medicine	Arcana	Simic scientist (<i>GGR</i>)	
	Religion	Hermit	
Nature	Animal handling	Ticklebelly nomad (<i>CoS</i> AL)	
	History	Cloistered scholar (<i>SCAG</i>)	
	Insight	Faction agent (Emerald Enclave) (<i>SCAG</i>)	
	Persuasion	Knight of the order (<i>SCAG</i>), Selesnya initiate (<i>GGR</i>)	
	Survival	Cormanthor refugee (RoD AL), Gulgari agent (<i>GGR</i>)	
Perception	Athletics	Sailor	
	Deception	Stojanow prisoner (<i>CoS</i> AL)	
	History	Shipwright (<i>GoS</i>)	
	Insight	Far traveler (<i>SCAG</i>)	
	Stealth	Hillsfar smuggler (RoD AL)	

Proficiency	Second Proficiency	Background
Performance	Acrobatics	Entertainer, Rakdos cultist (<i>GGR</i>)
	Deception	Mulmaster aristocrat (<i>EE AL</i>), grinner (<i>EGW</i>)
Persuasion	Athletics	Mercenary veteran (<i>SCAG</i>)
	Arcana	Knight of the order (<i>SCAG</i>)
	Deception	Urban bounty hunter (<i>SCAG</i>)
	History	Noble, knight of the order (<i>SCAG</i>), Waterdhavian noble (<i>SCAG</i>)
	Insight	Guild artisan, Hillsfar merchant (<i>RoD AL</i>), courtier (<i>SCAG</i>), knight of the order (<i>SCAG</i>), urban bounty hunter (<i>SCAG</i>)
	Investigation	House agent (<i>ERLW</i>), trade sheriff (<i>RoD AL</i>)
	Nature	Knight of the order (<i>SCAG</i>), Selesnya initiate (<i>GGR</i>)
	Religion	Knight of the order (<i>SCAG</i>)
Religion	Stealth	Urban bounty hunter (<i>SCAG</i>)
	Arcana	Haunted one (<i>CoS</i>)
	History	Vizier (<i>PS:A</i>), dissenter (<i>PS:A</i>), Cloistered scholar (<i>SCAG</i>)
	Insight	Acolyte, anthropologist (<i>ToA</i>), faction agent (Order of the gauntlet) (<i>SCAG</i>)
	Intimidation	Orzhov syndicate (<i>GGR</i>)
	Investigation	Inquisitor (<i>PS:IN</i>), Haunted one (<i>CoS</i>),
	Medicine	Hermit
	Persuasion	Knight of the order (<i>SCAG</i>)
	Survival	Haunted one (<i>CoS</i>), inheritor (<i>SCAG</i>)
	Stealth	Animal handling
Deception		Criminal, secret identity (<i>RoD AL</i>), Dimir operative (<i>GGR</i>), urban bounty hunter (<i>SCAG</i>)
Insight		Urban bounty hunter (<i>SCAG</i>)
Perception		Hillsfar smuggler (<i>RoD AL</i>)
Persuasion		Urban bounty hunter (<i>SCAG</i>)
Survival		Phlan insurgent (<i>CoS AL</i>)
Survival		Animal Handling
	Arcana	Haunted one (<i>CoS</i>), inheritor (<i>SCAG</i>)
	Athletics	Outlander, Earthspur miner (<i>EE AL</i>), Uthgardt tribe member (<i>SCAG</i>), Mariner (<i>GoS</i>)
	History	Archaeologist (<i>ToA</i>), fisher (<i>GoS</i>), inheritor (<i>SCAG</i>)
	Intimidation	Dragon casualty (<i>CoS</i>)
	Nature	Cormanthor refugee (<i>RoD AL</i>), Golgari agent (<i>GGR</i>)
	Religion	Haunted one (<i>CoS</i>), inheritor (<i>SCAG</i>)
	Stealth	Phlan insurgent (<i>CoS AL</i>), Volstrucker Agent (<i>EGW</i>)

PART 2

Game Master's Tools

You are the DM

In this book, much is written with you, the DM, in mind. I've tried to make it easy for you to figure out the power of each subclass, and below you'll find notes for converting each and every one of those subclasses into loot for your players. There's also a bunch of other little tidbits and tools you can offer them as optional rules, including a selection of about 30 new and varied spells. Every single one of them is totally optional.

You'll also find a section on creating NPCs with class levels quickly: the Universal Quick Build. It's a set of simple recommendations for picking all PC customisation choices on the fly, making the decisions for you so you don't have to spend your time looking up guides for your NPCs. It's built to create enemy characters, not for players: certain spells such as *eyebite* don't appear in the quick build because they can become irritating for PCs to endure.

There's also a packed section on worldbuilding, containing information on inventions and roughly when they were discovered; and a section on spells that might be used to construct a world. This later culminates in a section on expanded exploration, with a huge number of minor encounters for use in overland travel. It's designed to flesh out the one or two paragraphs devoted to overland travel with some new decisions, difficulties, and dangers.

Finally, there is a section with rules allowing you to extend campaigns all the way up to 25th level, should the mood strike you.



New Feats

These feats are designed to empower martial classes and enable GMs to take campaigns to far flung reaches of the world. They are created with the assumption that the feats available in the player's handbook will be left unchanged.

Duelist and Dual Weapon Master hopefully bring other fighting styles in line with Sharpshooter and Great Weapon Fighting. Martial Expert empowers high level martial classes, giving them a leg up to compete with high level casters.

Monks and Barbarians can't use certain combat feats, so they have been offered some specific boons with the feats Exploitative Fighter and Unarmored Mastery.

Metamagic is a feat that is strong on Sorcerer, and good fun for everyone else.

You can take each feat only once, unless its description says otherwise.

Airman

You learn techniques and magical capabilities befitting of an airship pilot. You gain the following benefits:

- You gain proficiency with all vehicles.
- You can grant 10 temporary hit points to an airborne vehicle as an action, and you have advantage on attack rolls using an airborne vehicle's weapons.
- You learn the *feather fall* spell, and you can cast it without expending a spell slot. Once you cast *feather fall* in this way, you must finish a short or long rest before you do so again.
- You learn to direct your movement into a skydive as you fall. For every 5 feet you fall, you may move 5 feet in any direction perpendicular to the direction of your fall.

Diver

You learn techniques befitting of an undersea explorer. You gain the following benefits:

- You learn the *water breathing* spell, and you can cast it as a ritual.
- As long as you are not wearing heavy armor, you have a swimming speed equal to your walking speed, and your movement doesn't provoke opportunity attacks while swimming.
- Your ranged weapon attacks ignore any disadvantage imposed by being underwater.
- You have clear vision out to 120 feet underwater, regardless of water clarity.

Dual Weapon Master

Your skill with fighting with two weapons lets you strike in a wild flurry of blades. You gain the following benefits:

- When you use two-weapon fighting, you no longer need to use your bonus action to make the bonus attack. You can only make the bonus attack once on a turn where you use this effect
- You can use two weapon fighting on any turn where you make a melee weapon attack with a suitable weapon, including when you make an opportunity attack.
- You can grapple or shove while holding a weapon in both hands.

Duelist

You master sword-and-shield fighting. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- While you are wielding a melee weapon in one hand, it gains the reach property if it doesn't already have it.

- You quickly flourish your blade, chipping away at your target even when they avoid the brunt of the attack. When you miss with an attack with a melee weapon you are holding in one hand, if you are holding no other weapons, the weapon deals 1d4 damage of the weapon's type to the target. This doesn't count as hitting a target with an attack.

Exploitative Fighter

You've learned to exploit a foe's moments of weakness for your own gain. You gain the following benefits:

- When you hit a grappled or incapacitated creature with a melee attack, you add 1d4 to the damage roll.
- While you are grappling a creature, when a creature hits you with an attack, you can use your reaction to force the attacker to reroll the attack and take the new result. If this causes the attack to miss you, the attack instead deals damage to the creature you are grappling equal to your Strength modifier (minimum of 1).
- When your grapple ends, the grappled target falls prone.

Martial Expert

Prerequisite: 16th level, Strength or Dexterity 19 or higher

You gain the following powerful benefits:

- You gain a +1 bonus to weapon attack rolls, weapon damage rolls, and initiative rolls.
- When you miss a creature with a weapon attack, you can choose to reroll the attack with advantage. Once you use this feature, you must finish a short or long rest before you use it again.

Metamagic

Prerequisite: a feature that grants you spell slots

You learn a metamagic of your choice from those available in the sorcerer's Metamagic feature in the Player's Handbook. The metamagic must not cost 3 sorcery points or more

You also gain two sorcery points, which you can spend on the metamagic (these points are added to any sorcery points you have from another source). You regain your expended sorcery points when you finish a long rest.

Unarmored Master

Prerequisite: an Unarmored Defense feature

Your alacrity without armor makes you almost impossible to pin down in place. While you are wearing no armor, you gain the following benefits:

- Your jump distance is doubled.
- When you make a Strength saving throw, or when you make an ability check to escape a grapple, treat a roll of 7 or lower as an 8.
- When a hostile creature misses you with a melee weapon attack as part of its action, you can move up to 10 feet. This movement doesn't require the use of your reaction, but requires your movement to be greater than 0.

Spells

Each spell listed here is individually optional: use as many or as few of these as you like. You don't need to read a single spell here to use any of the other sections in this guide.

Artificer Spells

CANTRIPS (0 LEVEL)

1ST LEVEL

Adhere (*transmutation*)
Minor Disjunction
(*abjuration*)
Rearm (*enchantment*)

2ND LEVEL

Burrow (*transmutation*)
Rastuday's Testing Range
(ritual) (*conjuration*)

3RD LEVEL

Bladeweave (*illusion*)
Escape Pod (*conjuration*)

Bard Spells

CANTRIPS (0 LEVEL)

Minor Mishap (*divination*)
Sure Shot (*divination*)

1ST LEVEL

Adhere (*transmutation*)
Hollow Growth
(*transmutation*)
Minor Disjunction
(*abjuration*)
Rearm (*enchantment*)

3RD LEVEL

Bladeweave (*illusion*)
Pitfall Trap (*conjuration*)

4TH LEVEL

Wall of Phantasm (*illusion*)

6TH LEVEL

Mass Propagandise
(*illusion*)

7TH LEVEL

Déjà Vu (*divination*)
Legendary Hero
(*enchantment*)

Cleric Spells

CANTRIPS (0 LEVEL)

Minor Mishap (*divination*)

1ST LEVEL

Minor Disjunction
(*abjuration*)

6TH LEVEL

Runneth Over (*conjuration*)

7TH LEVEL

Legendary Hero
(*enchantment*)

Druid Spells

CANTRIPS (0 LEVEL)

Snow Flurry (*evocation*)
Sure Shot (*divination*)

1ST LEVEL

Command Pet
(*enchantment*)
Hollow Growth
(*transmutation*)
Minor Disjunction
(*abjuration*)

2ND LEVEL

Burrow (*transmutation*)
Stepping Stones
(*conjuration*)

3RD LEVEL

Pitfall Trap (*conjuration*)
Sapling (*conjuration*)

Paladin Spells

1ST LEVEL

Minor Disjunction
(*abjuration*)

Adding spells to a game can change many things. For example, adding *déjà vu* to a game can fully justify why a medieval setting has rock music. Check everyone is okay with new spells beforehand, or consider adding new spells in unique items instead.

Ranger Spells

1ST LEVEL

Command Pet
(*enchantment*)
Endure Elements
(*abjuration*)
Minor Disjunction
(*abjuration*)

2ND LEVEL

Shackling Shot
(*enchantment*)

3RD LEVEL

Great Cleave (*enchantment*)
Pitfall Trap (*conjuration*)

Sorcerer Spells

CANTRIPS (0 LEVEL)

Displacement (*evocation*)
Sure Shot (*divination*)

1ST LEVEL

Minor Disjunction
(*abjuration*)

2ND LEVEL

Psionic Grasp
(*enchantment*)

3RD LEVEL

Arcane Ignition
(*enchantment*)
Bladeweave (*illusion*)
Escape Pod (*conjuration*)

7TH LEVEL

Déjà Vu (*divination*)
Legendary Hero
(*enchantment*)

8TH LEVEL

Grave Chill (*necromancy*)

Warlock Spells

1ST LEVEL

Minor Disjunction
(*abjuration*)

5TH LEVEL

Tiny Doll (*necromancy*)

8TH LEVEL

Grave Chill (*necromancy*)

9TH LEVEL

Impregnable Dungeon
(*abjuration*)

Wizard Spells

CANTRIPS (0 LEVEL)

Displacement (*evocation*)
Minor Mishap (*divination*)
Sure Shot (*divination*)

1ST LEVEL

Adhere (*transmutation*)
Minor Disjunction
(*abjuration*)
Rearm (*enchantment*)

2ND LEVEL

Psionic Grasp
(*enchantment*)
Rastuday's Testing Range
(ritual) (*conjuration*)

3RD LEVEL

Bladeweave (*illusion*)
Escape Pod (*conjuration*)
Great Cleave (*enchantment*)
Pitfall Trap (*conjuration*)

4TH LEVEL

Wall of Phantasm (*illusion*)

7TH LEVEL

Legendary Hero
(*enchantment*)

8TH LEVEL

Grave Chill (*necromancy*)

9TH LEVEL

Impregnable Dungeon
(*abjuration*)

Adhere

1st-level transmutation, Artificer, Bard, Wizard

Casting Time: 1 reaction, when you see a creature, object, or surface within range make physical contact with another.

Range: 60 feet

Components: V, S, M (a pinch of treacle)

Duration: Instantaneous

The two targets are adhered to one another. If an adhered creature attempts to move, it cannot do so unless it is strong enough to drag the other target along with it.

The adherence can break if it is subjected to extreme force, and a creature attempting to pull the bond apart can make Strength check against your spell save DC as a bonus action, ending the effect on a success.

The spell treats clothing as a separate object: if a creature steps on a surface barefoot, its foot can be adhered to that surface, but if it is wearing footwear, only the footwear sticks.

Arcane Ignition

3rd-level enchantment, Sorcerer

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You surround a creature that you can see within range with fluctuating arcane energy. The target suffers 1d6 force damage and is affected by this spell for the duration.

Until the spell ends, whenever you cast a spell that affects the target, it takes 1d6 force damage and is ignited with vibrant arcane energy until the start of your next turn. Whenever a creature that is ignited in this way makes an attack roll, ability check, or saving throw, it must roll a d6 and subtract the number rolled from the result.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on one of your subsequent turns to transfer your arcane ignition to a new creature within 30 feet of you dealing 1d6 damage to the new target when you do so.

At Higher Levels: When you cast this spell using a slot of 4th level or higher, both the initial damage and the damage when you affect a new creature increases by 1d6 for each slot level above the 3rd.

Burrow

2nd-level transmutation, Artificer, Druid

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a mole paw)

Duration: Concentration, up to 1 minute

You cause a creature within range to grow elongated shovel-like hands, granting it a burrow speed of 20 feet. The target can use this speed to move through loose earth, sand, snow, or the like. When the spell ends, if the creature is still underground, it suffers 3d6 bludgeoning damage and is ejected into the nearest unoccupied space.

At Higher Levels: When this spell is cast using a spell slot of 3rd level or higher, you can target one additional creature for each level above the 2nd. Additionally, when this spell is cast using a spell slot of 6th level or higher, affected creatures can burrow through solid rock or ice.

Bladeweave

3rd-level illusion, Artificer, Bard, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You imbue your weapons with a powerful illusion of dazzling, rippling energy that leaves your foes dazed and confused, gaining the following benefit for the duration.

When you take the Attack action, you can make one additional melee spell attack against a creature within your weapon's reach as part of the same action. If this attack hits, the target must succeed on a Constitution saving throw or become incapacitated until the start of your next turn. You have two uses of this attack. Once you have expended all your uses of the attack, the spell ends.

At Higher Levels: When you cast this spell using a slot of 4th level or higher, you gain one additional use of the attack for each level above the 3rd.

Bushcraft

2nd-level enchantment, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a handful of dry tinder and a flint)

Duration: 8 hours

You call upon your wild knowledge, choosing any three spells of 1st or 2nd level from the Ranger Spell List. For the duration, you learn those spells, and they don't count against the number of spells you know. This effect fails unless you also know at least 3 other ranger spells.

Additionally, you choose three skills from the ranger skill list. For the duration, when you fail a skill check with one of the chosen skills, you can choose to gain a bonus to the check equal to your Wisdom modifier, potentially causing your check to succeed. You can use this effect on the chosen skills once each.

At Higher Levels: When this spell is cast using a spell slot of 3rd level or higher, you choose one additional spell and one additional skill for each level above the 2nd, up to a maximum of six spells and six skills.

Command Pet

1st-level enchantment, Druid, Ranger

Casting Time: 1 reaction, which you take when you see a friendly beast within range being hit by an attack.

Range: 60 feet

Components: V

Duration: Instantaneous

The spell wards the targeted beast against the incoming blow. Choose from one of the following effects.

Recall. You teleport the target to an unoccupied space of your choice within 5 feet of you, and the attack misses.

War Call. You allow the target to instantly use its reaction to make a melee weapon attack against the attacker.

Déjà Vu

7th-level divination, Bard, Sorcerer

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (Precious gemstones with a total value of at least 5,000 gp, which the spell consumes.)

Duration: Instantaneous

This spell targets you and up to ten other willing creatures within range. You transmit the souls those targets of back through time to a point between 100 days and 1 year in the past, arriving within their own bodies. Each target arrives with a strong sense of déjà vu as they remember important events that happened in what is now their future. The spell's components are fully consumed at the point in time when you arrive.

Each target arrives in the same position, level, and physical condition as they were at the point in time to which they are transported. The spell doesn't transport a target back in time any further than the day of their 13th birthday.

Every event that happened in the original timeline is likely to happen again in the same way as it originally did, but random chance is reintroduced if a target's actions affect the event. For example, all dice will be re-rolled for any combat or game of chance that the players participate in. The new timeline can thus quickly deviate from the original timeline. The original timeline exists only in memory, and is otherwise erased from existence.

At Higher Levels: When you cast this spell using a slot of 8th level or higher, you can travel back between 100 days and 10 years. When you cast this spell using a slot of 9th level or higher, you can travel back between 100 days and the day of their 13th birthday.

Displacement

Evocation cantrip, Sorcerer, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You target a creature you can see within range. An unwilling target can make a Strength saving throw, resisting the effect on a success. A creature that is Large in size or greater automatically succeeds on this saving throw.

An affected creature is forced up to 10 feet in a direction of your choice. This movement doesn't provoke opportunity attacks.

At Higher Levels. The distance you force the target increases as you gain levels, to 20 feet at 5th level, 30 feet at 11th level, and 40 feet at 17th level.

Endure Elements

1st-level abjuration, Ranger

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (A crushed dock leaf)

Duration: 8 hours

You choose up to eight willing creatures within range, and create a skintight bubble around them that wards off the negative effects of extreme environment. For the duration, each target has advantage on Constitution checks and on Constitution saving throws against disease, and is unaffected by environments of extreme high or low pressure, such as underwater or in vacuum.

When the spell ends, the target is dried, and cleaned of dirt.

Escape Pod

3rd-level conjuration, Artificer, Sorcerer, Wizard

Casting Time: 1 action

Range: 5 feet

Components: S, M (a split pea)

Duration: Concentration, up to 1 minute

You create a 5 foot diameter ethereal orb of rippling magical energy in a space you can see within range. A creature that is in the sphere's space when it is created, or that moves into the sphere's space for the first time on a turn, must succeed on a Dexterity saving throw, taking 3d4 force damage on a failed save, or half as much on a success.

At the end of each of your turns for the spell's duration, the orb moves 20 feet directly away from you. Each creature whose space it moves into must make a saving throw against the sphere's damage. The sphere can travel through walls, and float in midair. When it moves, you can choose to have it roll along the ground rather than pass into it.

When the spell ends, you can immediately use your reaction to teleport into the nearest unoccupied space to the sphere's final location.

Grave Chill

8th-level necromancy, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (A shard of arctic ice)

Duration: Concentration, up to 1 minute

You conjure a frigid curse that chills creatures to the bone, leaving their life force to shiver away. Each creature in a 30-foot radius sphere centered on a point you can see within range takes 4d10 cold damage and must succeed on a Constitution saving throw or be affected for the duration.

An affected target can't restore hit points or gain temporary hit points by any means. At the start of each of its turns, an affected target takes 2d10 cold damage. If this damage leaves it with 30 hit points or fewer, it dies immediately and becomes a frozen statue. A creature can use its action to repeat the saving throw, ending the effect on a success.

Great Cleave

3rd-level enchantment, Ranger, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You infuse your strikes with mighty bursts of energy. While the spell persists, each time you hit a hostile creature with a melee weapon attack, your weapon emits a shockwave in a massive radius. Choose any number of creatures within 10 feet of the attack's target. Those creatures take 1d4 damage of the weapon's type. If the result of this d4 roll is a 4, the chosen creatures must succeed on a Strength saving throw or be knocked prone.

Hollow Growth

1st-level transmutation, Bard, Druid

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

You enchant a willing creature within range to grow in size for the duration, turning it into a massive effigy with the density of balsa wood.

The target's size triples in all dimensions, and its weight multiplies by six. This growth increases its size by two size categories, from Medium to Huge, for example.

Additionally, the target ignores difficult terrain, and hostile creatures can't move into the space it occupies. If there isn't enough room for the target to triple its size, the target attains the maximum possible size in the space available. For the purposes of this spell, size does not affect damage in any way.

Everything the target is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Hunter's Eye

2nd-level divination, Ranger

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

You point your finger toward a creature within range, sharpening your perception abilities against concealing effects that would scupper your hunt for the target.

For the duration, while the target remains within range, you see it as if you have truesight, you know its location, and you ignore half and three-quarters cover when attacking the target. These effects are blocked by obstructions that extend into the ethereal plane.

At Higher Levels: When you cast this spell using a slot of 3rd level or higher, you ignore total cover when attacking the target. This effect is still blocked by obstructions that extend into the ethereal plane.

Impregnable Dungeon

9th-level abjuration, Warlock, Wizard

Casting Time: 1 day

Range: 1 mile

Components: V, S, M (black tourmaline worth at least 100 gp, which the spell consumes)

Duration: 7 days

You target an area, and you ward it with one or more of the following effects. The area can be any shape that is contained entirely within the spell's range.

Travel Ward (Repel). No spell other than wish can be used to enter the area, leave it, or transport oneself more than 100 feet at a time within it. *Astral projection*, *teleport*, *transport via plants*, *word of recall*, and similar spells cast for these reasons simply fail, as do effects that banish a creature to another plane of existence. These restrictions that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell, is an exception to this rule.

Travel Ward (Redirect). If a spell other than wish is used to enter the area, leave it, or banish a creature to another plane of existence, the affected creature is instead transported to a point within the area. You designate this point each time you cast the spell. This effect also applies to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell, is an exception to this rule.

Isolation. No spell or effect (such as *commune*) can be used to communicate with anything outside the area while within it.

Fortification. Spells can't destroy or alter the shape of any ceilings, pillars, columns, walls, doors or floors in the area. For example, an earthquake spell would not trigger a ceiling collapse or create fissures. Spells that allow one to pass through walls simply fail within the area, and ethereal travel does not allow one to move through surfaces in the area.

Obfuscation. Divination spells cast within the area either provide false readings, or fail (your choice). This effect also applies to divination spells that create sensors within the area.

Embargo. Choose a number of spells up to your spellcasting modifier. Those spells fail when used in the area.

Guest List. Choose a number of spells up to your spellcasting modifier. Those spells are unaffected by this casting of the spell.

Magic that summons creatures or objects from other planes functions normally in the area, as does magic that involves the creation of an extradimensional space. Any spells cast within an extradimensional space that is entered from within the area (such as that created by a *demiplane* spell) are subject to the same restrictions as magic cast in the area itself. While they are in the area, characters who receive spells from deities or otherworldly patrons continue to do so.

The spell ends early if you cast it on a different area.

Casting this spell on the same area once every 7 days for a year makes it permanent. No mage has yet determined how to dispel this spell, though it's possible to use *wish* to suppress its effects temporarily.



Legendary Hero

7th-level enchantment, Bard, Cleric, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A willing creature within range becomes empowered to achieve greatness, adopting a radiant appearance and becoming affected by the spell for the duration.

Choose a class that the target has 10 or more class levels in. The spell grants the target additional benefits associated with that class for the duration.

Barbarian. The target's weapon attacks score a critical hit on a roll of 16 - 20. Additionally, when the target hits a creature with a weapon attack, the target can choose to gain a number of temporary hit points equal to the damage dealt.

Fighter. The target has proficiency in all saving throws for the duration. Additionally, when the target hits a creature with a weapon attack, they can deal the attack's damage to any number of creatures within 10 feet of the target.

Monk. The target regains 2 expended ki points at the start of each of its turns. Additionally, the target gains one extra bonus action each turn, which it may only use for its ki features.

Rogue. The target becomes invisible, and its reach increases by 10 feet. Anything the target is wearing or carrying is invisible as long as it is on the target's person. Additionally, each turn, the target can take any number of the following actions once each (no action required): Dash, Disengage, Dodge, Help, Hide, and Search.

Mass Propagandise

6th-level illusion, Bard

Casting Time: 10 minutes

Range: 90 feet

Components: S, M (fine pigments worth at least 500gp, which the spell consumes)

Duration: Until Dispelled

You choose a wall or surface within range and create an illusory advert displaying the merits of a certain course of action (which you determine when the spell is cast).

All creatures that see and understand the advert are subconsciously influenced to adopt the chosen behavior. The advert seems almost perfectly mundane, but a creature that discerns the illusory or magical nature of the advert becomes immune to the spell's effects.

At any time before the spell ends, you can use your action to activate the subconscious effects of the advert. The spell ends, and all creatures that saw the advert at any point must succeed on a Wisdom saving throw. A creature that is immune to being charmed is immune to the effect. Each creature that fails the save must pursue the course of action outlined in the advert to the best of their ability for 10 minutes. If the advertised activity can be completed in a shorter time, the spell ends for a target when it finishes what it was asked to do.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can only attempt to repeat the saving throw a maximum of three times.



At Higher Levels: When this spell is cast using a slot of 7th or 8th level, targets pursue the activity for up to 1 hour. When this spell is cast using a slot of 9th level, targets pursue the activity for up to 8 hours.

Minor Disjunction

1st-level abjuration, Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, when you see a creature within range fail a saving throw.

Range: 90 feet

Components: V, S

Duration: 1 minute

You disjoint the effect, lowering its potency. The creature becomes proficient in any subsequent saving throws it makes against the same effect for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the creature gains a +2 bonus to any saving throw it makes against the effect for each level above the 1st.

Minor Mishap

Divination cantrip, Bard, Cleric, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You foretell embarrassment for a foe, and wait patiently for your vision to prove itself correct.

Choose a creature within range. At any time before the spell ends, when you see the target make an attack, you can use your reaction to impose disadvantage on the attack roll. If the attack misses, the target must succeed on a Dexterity saving throw or fall prone. Hit or miss, the spell then ends.

Pitfall Trap

3rd-level conjuration, Bard, Druid, Ranger, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You excavate a 10-foot diameter, 30-foot deep cylindrical pit out of soil, mud or sand below a point on the ground within range, and it persists for the duration. A solid surface of illusory material covers the entrance of the pit, concealing and disguising it against the terrain. A creature can make an Intelligence (Investigation) check against your Spell Save DC, discerning the illusory nature of this cover on a success.

You can activate the cover as an action, causing it to vanish for the rest of the duration. All creatures standing on the cover when it is activated must succeed on a Dexterity saving throw or fall in. On a success, the creature moves into the nearest unoccupied space on the ground above the pit.

A creature inside the pit can attempt to climb the walls of the pit with a successful Strength (Athletics) check against your Spell Save DC. Solid objects in the pit's area when it appears fall to its base. When the spell ends, the cover vanishes and the pit's base rises harmlessly, lifting any creatures within it back up to ground level.

At Higher Levels: When this spell is cast using a slot of 4th level or higher, the pit's depth increases by 10 feet for each slot level above the 3rd.

Psionic Grasp

2nd-level enchantment, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

You touch a creature, and bestow them with powers of latent telekinetic control.

For the duration, the target can manipulate invisible kinetic forces to act as an extension of their own body. As long as the target isn't incapacitated, this force acts as an additional hand for the target, which it can use to wield weapons, shields, and spellcasting foci, provide somatic components, use magic items, and perform any other tasks it could ordinarily complete with a free hand.

The target can manipulate the force even while its own hands are occupied or bound. Besides incapacitation, the force is unaffected by any conditions that are affecting the target.

The target can use this force to make ability checks and weapon attacks, and can use its Intelligence modifier in place of its Strength or Dexterity modifier for the purposes of ability checks, attack rolls, and damage rolls that it makes using this force. For the purposes of making ability checks, the force can move up to 10 feet away from the target.

Rearm

1st-level enchantment, Artificer, Bard, Wizard

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Instantaneous

You instruct your allies to swap their weapons at speed. Choose a number of creatures within range equal to your spellcasting modifier (minimum of 1). Each target that can hear you can immediately use its reaction to stow any number of weapons, spellcasting foci, or shields it is holding, and to draw or don up to two weapons, spellcasting foci, or shields it has stowed on its person.



Rastuday's Testing Range

2nd-level conjuration (ritual), Artificer, Wizard

Casting Time: 1 minute

Range: 150 feet

Components: V, S, M (a bull's eye)

Duration: 1 hour

You create up to 20 Small training dummies in unoccupied spaces of your choice within range, which last for the duration. The dummies hover in place, and take the form of scarecrows vaguely imitating your current outfit. Any creature within the spell's range can use its bonus action to end the spell early.

Each training dummy can be targeted as if it is a creature of any kind, rather than a construct. You partially determine the dummy's creature statistics, as shown in the Training Dummy creature stat block.

At the end of each minute (every 10 rounds) while the spell persists, you learn the percentage of hit points that were lost from each dummy, and the duration (in rounds) of any spells or conditions that affected each dummy. All of the dummies then reappear at full health in the locations they were in when the spell was cast.

Training Dummy

Small construct, unaligned

Armor Class 13 + Training Bonus

Hit Points 50

Speed 10 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws The dummy has a bonus to all saving throws equal to its Training Bonus.

Skills The dummy has a bonus to all ability checks equal to its Training Bonus.

Senses Darkvision 60 ft., passive Perception 10 + Training Bonus

Challenge Rating – (0 XP)

Practice Target. The dummy can't take actions or reactions, and on its turn, it uses its movement only to stand up if it's prone. It can't make an ability check unless another effect allows it to.

Customised Defenses. When you create the training dummy, you grant it a Training Bonus, which can be any number between +0 and +6. The dummy's defensive capabilities (other than HP) correspond to a challenge rating equal to thrice the Training Bonus.

Head-Up Display. The percentage of hit points a training dummy has lost is displayed as a health bar sewn into its forehead.

Runneth Over

6th-level conjuration, Cleric

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small chalice or eggcup worth at least 100gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

A glittering golden chalice appears at the target location, dealing 4d6 force damage to any unit within the space in which it appears and forcing them into the nearest unoccupied space. The chalice is a medium object with 50 health an AC of 17. It is immune to poison and psychic damage, and to all magical effects. Each time you restore health to a creature while the chalice persists, the chalice regains an equal amount of its missing health. If the chalice is destroyed, the spell ends.

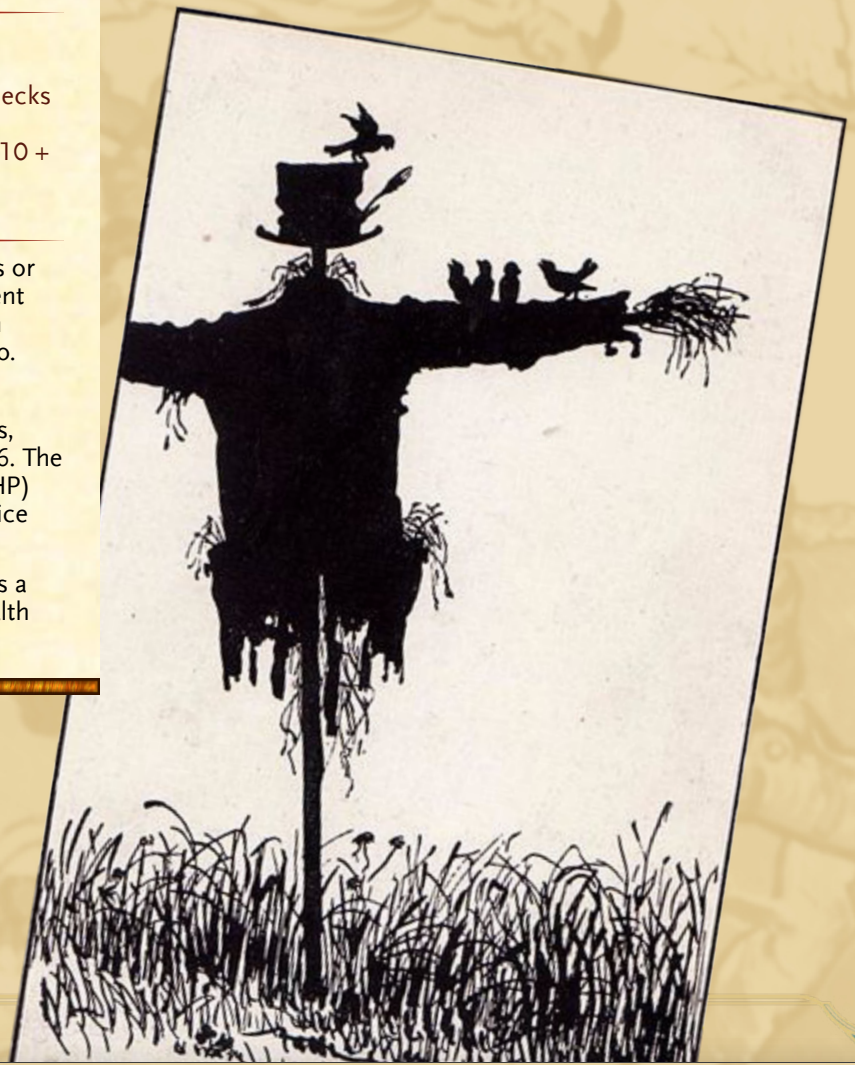
While the chalice persists, it fills with an unending stream of enchanted water, and this deluge turns a 120 foot radius circle on the ground around the chalice into difficult terrain. Each time a creature ends its turn while affected by this terrain, you may activate one of the following effects.

Render. The creature makes a Strength saving throw against the deluge of water. It takes 6d6 bludgeoning damage on a failed save, or half as much damage on a success.

Restore. The creature regains 4d6 health.

Rush. The creature must succeed on a Strength saving throw or be forced 30 feet directly away from the chalice and be knocked prone.

At Higher Levels: When cast using a slot of 7th level or higher, the chalice's health increases by 20 for each slot level above the 6th



Sapling

3rd-level conjuration, Druid

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a dried piece of mistletoe)

Duration: Concentration, up to 1 minute

You touch a friendly creature and lace it with lifesapping spores that persist for the duration.

When you cast the spell, and as a bonus action on each of your subsequent turns, you can activate the spores.

Creatures of your choice within 10 feet of the target must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much on a success. If any creatures take this damage, the target regains 1d6 hit points.

At Higher Levels: When this spell is cast using a slot of 4th level or higher, the damage increases by 1d6 for each level above the 3rd.

Shackling Shot

2nd-level enchantment, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, your attack sinks into a point on the ground directly below your target. Each creature within a 10 foot radius of that point is shackled to the point by an ethereal chain for the duration. An affected creature's movement is halved while it is within the radius.

Whenever you see an affected creature willingly attempt to move out of the radius, you can use your reaction to attempt a ranged weapon attack against that creature. If the attack hits, the creature's movement is reduced to 0 until the end of the current turn.

Snow Flurry

Evocation cantrip, Druid

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a bluster of frigid air on ground that you can see within range. Until the spell ends, a gentle icy wind fills a cylinder 10 feet in diameter, 5 feet tall, with flecks of snow drifting in it. The wind extinguishes open flames in the area.

As a bonus action on each of your turns while the spell persists, you can cause a chill to pass through the area. Creatures within the area must succeed on a Constitution saving throw or take 1d4 cold damage.

Rain or mist within the area becomes snow. This snow begins to settle atop any horizontal surfaces within the cylinder as it falls; the snow's depth begins at 0 inches, and rises by 1 inch at the start of each of your turns, to a maximum of 5 inches. While the snow persists, the area is difficult terrain. When the spell ends, the snow melts away immediately.

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



Stepping Stones

2nd-level conjuration, Druid

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an ornately carved branch worth at least 50 gp)

Duration: Concentration, up to 1 hour

You create four floating menhirs in unoccupied spaces within range. Each menhir is a 2-foot-diameter cylinder of rugged stone, 5 feet long from tip to tip. The tips of each menhir must be at least 5 feet away from the tips of other menhirs created by this casting of the spell. You choose how the menhirs are oriented when you create them.

Each menhir is solid stone with an AC of 15, 30 hit points, and immunity to poison and psychic damage. A menhir vanishes if it is reduced to 0 hit points.

If a menhir bears a weight that exceeds 1000 pounds, it floats harmlessly down to the ground and remains there until the weight is reduced. If multiple menhirs bear the same weight, the weight is shared among them.

If you maintain your concentration on this spell for its full duration, the components are consumed, and the menhirs remain permanently in place and can't be dispelled. Otherwise, the menhirs disappear when the spell ends.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you create two additional menhirs for each level above the 2nd.

Sure Shot

Divination cantrip, Bard, Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A carved glass lens worth 50gp)

Duration: 1 minute

You raise the spell's material component to eye level and choose a creature you can see within range. Your magic grants you a perfect insight into the target's defenses. Until the spell ends, if you make an attack roll against the target and roll a 9 or lower, you treat it as a 10, and the spell ends.

Tiny Doll

5th-level necromancy, Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny knitted doll in the approximate shape of the target worth at least 1 sp)

Duration: Concentration, up to 10 minutes

You make a ranged spell attack against a creature. If the attack hits, you bind a fragment of the target's soul to the knitted doll, bringing the doll to life for the duration.

The doll is a tiny construct that has an AC of 10 and 5d10 hit points. If it is forced to make an ability check or a saving throw, treat all its ability scores as 3 (-4). On its turn, the doll simply attempts to stand up and takes no other actions.

For the duration of the spell, whenever the doll loses hit points, the target takes an equal amount of psychic damage and feels pain in the location on its body that was damaged on the doll. Additionally, at the start of each of the target's turns while the doll is suffocating or affected by one or more conditions, the target must succeed on a Wisdom saving throw or be affected by those effects until the start of its next turn.

The spell ends early if the doll is destroyed or reduced to 0 hit points. Excess damage that reduces the doll below 0 hit points is not transferred to the target.

Timeline

6th-level conjuration, Warlock, Wizard

Casting Time: 1 reaction, which you take when your turn starts

Range: Self

Components: S, M (25gp worth of powdered quartz)

Duration: 1 turn

You splinter reality, playing out several scenarios at once.

Immediately after you cast this spell, note the exact location of all creatures and objects within range. At any time before the end of your current turn, you can choose to reset reality to that point in time (no action required). All of reality resets to this point, and you recover any actions, bonus actions, spell slots, or other resources you expended after you cast this spell.

You can reset the timeline three times, after which the spell ends. The spell also terminates if you allow your turn to end. You can't cast the same spell in multiple timelines.

Wall of Phantasm

4th-level illusion, Bard, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (three intertwined loops of thick cloth)

Duration: Concentration, up to 10 minutes

When you cast this spell, you target one or more creatures within range to be affected by the spell for the duration. An unwilling target can succeed on an Intelligence saving throw to resist the effect.

You create a phantasmal object, visible and tangible only to affected creatures, that can fit inside a wall-shaped area within range. This area is comprised of five panels, which are each 10 feet square by 2 feet thick. Each panel must be contiguous with another panel. The phantasm can take any appearance you like, and does not have to fill the panels, but must be opaque. If the phantasm cuts through a target's space when it appears, that target ceases to be affected by this spell. Similarly, if a creature grapples and drags an affected target into the phantasm's space, the target ceases to be affected by this spell.

Creatures affected by the spell experience the phantasm as a real object, and experience any sound, temperature and other stimuli that you add to the object. The object remains solid and tangible to an affected target, even if it discerns the illusion for what it is. The phantasm is so strongly impressed upon an affected target that the target can walk on the phantasm, bump into the phantasm, interact with it as if it is solid, and can even gain cover from the phantasm.

An affected target can also take damage from the illusion. A phantasm created to appear as a swarm of wasps can sting at the target. Similarly, an illusion created to appear as a wall of lava can burn the target. Each round on your turn, all affected targets within 5 feet of the phantasm must succeed on an Intelligence saving throw or take 2d6 psychic damage, provided that the illusion is of a hazard that could logically deal damage. Each target perceives the damage as a type appropriate to the illusion.

History of Science

The most recently dated weapon available in core D&D is the rapier, from the 15th century. Curved swords such as the scimitar arrived around the 9th century. Numerous other weapons, such as the morningstar, the halberd, the lance, and the pike, have their names taken from renaissance weaponry, but their use predates the renaissance era, and their equivalents had been used for thousands of years by that time. The rapier, however, exists only for show and as a demonstration of metalwork finery: it's unlikely to have existed in earlier eras. All other weapons, such as crossbows, longbows, warhammers, flails, spears, and sickles, are similarly ancient.

Firearms

Flaming arrows (BC). Arrows dipped in flammable oil or resin used to attack wooden structures. Often extinguished by flight, they were upgraded to a cage carrying hot coals for long range, and later replaced by fire arrows with an incendiary charge in the 11th century.

Fire lances (10th century). A spear tipped with a powder-packed barrel that spewed pottery shards when ignited).

Bombs (11th century). A rudimentary explosive charge packed with shards of pottery and coated in gunpowder. Soon improved into hard shell explosives, which initially consisted of hollow iron balls, but later developed into spiked balls made out of pottery. These protrusions were intended to fly off in all directions when the explosion detonated.

Cannons and Hand cannons (12th-13th century). The first true firearms. The hand cannon consisted of a small cannon barrel and a handle to hold it - no trigger - and it was used to launch stones, pebbles, or arrows with an unsurprisingly long reload time. Cannons were similarly simplistic, and were usually mounted. Any large cannons you see mounted in city defenses date from around the 15th century, as do wheeled cannons. A variety of different cannons were developed in the 16th century with an aim to increasing bore length (and hence range). The cannon remained competitive until the 19th century, and was muzzle-loaded for practically its entire lifetime as a weapon.

Arquebus (15th century). With its trigger-activated matchlock mechanism, this kept reload times at about 20 seconds, and had many variants such as the large, accurate musket or the hand operated pistol.

Flintlock Mechanism (17th century). This mechanism improved the speed of reloading a musket to about 15 seconds.

Revolver (19th century). This mechanism finally allowed for fast reloads, by incorporating a rotating barrel. It also coincided with the invention of cartridge ammunition reasonably closely, which finally meant that bullets were prepackaged with their own gunpowder.

Other Interesting Weapons

Greek fire. Ignited bitumen, sprayed on ships as a flamethrower. Later, it was replaced by fire ships, which were burning ships manned with skeleton crews sent towards enemy fleets to cause panic.

Chakram. A flat, sharpened circle of metal shaped like a bangle that was used as a throwing weapon. It could be flung like a frisbee or launched by twirling it round one digit before letting it loose towards a foe.

Rope Dart (7th century). As the name suggests, a dart attached to a length of rope.

Kusarigama (14th century). A sickle attached to a length of chain in turn attached to a heavy iron weight. The weight was used to ensnare foes while the sickle was used for attacks.

Inventions

Inventions are listed in a completely random order. Choosing an exact date for your campaign is a fool's errand, so these sections are simply a list of generalised impressions of what life was like, and when.

Prehistory

Hide and felt clothes

The plough

The bed: layers of plant material gathered into mats, periodically burned. Was raised off the ground as a threshed wooden scaffold in Egyptian times.

Greco-Roman

Mills, sawmills and grain mills

The silk road, and simple woolen clothes. Fitted clothing.

Woolen blankets (and feather mattresses for the rich)

Streets, urban planning

Showers, plumbing, canals, water wheels, fire hoses

Lighthouses

The odometer (primary means of long distance measurement) and the wind vane

Presses and mills, and the loom

Cement, improved roads, construction, and archways

Glassblowing

The aqueduct, the dam, bath houses, hydraulic mining, the hypocaust heating system

Public bathing and the reintroduction of waste disposal, flush toilets, sewers

The Testudo military formation

Books

Soap

Wood veneer

horseshoes

Various surgical instruments, and the hospital

Mechanical gears and locks, chain drive

The Archimedes screw

Silk, the spinning wheel

Cotton

Fireworks

Medieval and Renaissance europe

Following the loss of many roman inventions, we get the following

The three field crop rotation
Clocks and hourglasses
Fireplaces
Coloured, woven silks, wool, cotton, and linen
Shared, hay-stuffed beds filled with lice for the poor, with woolen blankets. Four-poster beds for the rich
Treadwheel power, wheelbarrows, cranes
Rat traps, reinvention of soap
Blast furnaces
Stern-mounted rudders
Paper, watermarks, the printing press
Spectacles
Universities
Liquors
Glass mirror, oil paint
The shirt button
Classical mechanics
Manufacturing salt, soda, alum, vitriol, sulphur, bitumen, and glass
Mine hoists, lifting towers, dry docks
The putting-out system, where merchants would pay people to take raw materials home, manufacture them, and then sell them to the merchant.
Patents

Industrial Revolution

This era is marked by a massive urban migration and an increase in malnutrition as food supply struggles to keep up with this drastic population shift. Soon after this lack of food caused the massive explosion in production to slow down, the food supply finally caught up, and production has been in top gear ever since

The spinning jenny
Private, personal, matted bedrooms for the poor
Rediscovery of concrete
Mass production of acid, alkali, bleaching powder, glass, paper, and eventually steel, and dyes
The factory, child labour, luddites and trade unions
Coal as a feedstock in place of wood
Steam-powered engines and pumps
Gas lights
Canals, wagonways, railways
Consumer culture, tableware, watches, cheap literature
Postage stamps and mail order catalogues
The steam train
The concept of disease and contamination
Water and sewage networks
Bicycles, vulcanised rubber
The factory production line
Telegraph, railroad, electricity and gas networks
Machine tools, shaping machines
Milling machines, the seed drill

Worldbuilding Spells

Below is a brief list of spells which have major implications for worldbuilding, including spells that tell the future, spells with permanent durations, and well-known capabilities that most legal systems would prepare against. The spells are listed by class, in order of level.

Cleric

1st: *purify food and drink*
2nd: *augury*
2nd: *gentle repose*
2nd: *lesser restoration*
2nd: *zone of truth*
3rd: *create food and water*
3rd: *speak with dead*
3rd: *revivify*
4th: *(divination)*
5th: *hallow*
5th: *revivify*
6th: *forbiddance*
7th: *temple of the gods* (XGtE)
7th: *symbol*

Druid

1st: *purify food and drink*
2nd: *animal messenger*
2nd: *lesser restoration*
2nd: *stepping stones* (TSCG)
3rd: *plant growth*
5th: *awaken*
5th: *commune with nature*
5th: *reincarnate*
5th: *wall of stone*
6th: *druid grove* (XGtE)
6th: *move earth*

Wizard

Cantrip: *prestidigitation*
1st: *charm person*
1st: *comprehend languages*
1st: *find familiar*
2nd: *arcane lock*
2nd: *continual flame*
2nd: *gentle repose*
2nd: *misty step*
2nd: *magic mouth*
2nd: *skywrite* (XGtE)
3rd: *glyph of warding*
3rd: *major image*
3rd: *water breathing*
4th: *fabricate*
4th: *leo's secret chest*
4th: *stone shape*
5th: *modify memory*
5th: *transmute rock* (XGtE)
5th: *teleportation circle*
5th: *wall of stone*
5th: *legend lore*
6th: *draw's instant summons*
6th: *flesh to stone*
6th: *guards and wards*
6th: *move earth*
6th: *programmed illusion*
7th: *sequester*
8th: *demiplane*
8th: *mighty fortress* (XGtE)

YOU KNOW THE TOWN'S RUN BY CLERICS

WHEN:

- There's an unexplained gap in the town square. Apparently, lightning will strike there in a decade.
- There's a mound of temples to all different gods, all stacked on top of each other and perfect for healing.
- The whole town is disease free.
- The seedy underbelly is extremely literate, constantly researching vocabulary, and practices evasive truth-telling as a common pasttime.
- People are still sore about that one legendary bard who came through casting *glibness* and shattered the town's entire legal system.
- The idols and statuettes have been stripped of any diamonds used in their decoration.
- You can't teleport, and your familiars vanish.
- There's a petting zoo in the center of town where you can talk to the animals.

YOU KNOW THE TOWN'S RUN BY DRUIDS

WHEN:

- There's no compost heap.
- The town is shrouded by impenetrable fog, an treants stand guard over the gates.

- The ground is perfectly flat, and the buildings are all hewn from clay
- The carriage rank is next to a fat-trunked tree.
- Tiny critters dart from place to place on messaging errands. If you see one dart down an alleyway and follow it, you'll usually be met by a friendly, tattered acquaintance who claims they saw no such critter.
- Every farmer beyond a half mile radius has been priced out of business.

YOU KNOW THE TOWN'S RUN BY WIZARDS

WHEN:

- The exterior wall is exactly 10 feet in height, as is every building
- You can wave your hand through most of the statues
- There's a lovely castle on the edge of town for sale, staffed by 100 invisible servants
- The torches never go out

Optional Rules

Personal Ability Scores

The Personal Ability Score represents a character's development in a particular aspect of their personality, and is completely unique to the character themselves: nonplayer characters don't necessarily have any need for the personal ability score system, and players can change your personality without resorting to a numerical tracker. This system is just a way to nurture and encourage character development.

Each player receives a personal ability score, such as Honor, Sanity, or one of their own creations. Examples of personal creations might correspond to a positive personality trait such as Optimism, Courage, Kindness, Integrity, Humility, or Loyalty, but the system works equally well if the score represents a more questionable character trait, like Ambition, Violence, Greed, Extravagance, or Zealousness. The score is a framework for character development, and whether that development represents a redemption arc or a slow progression down a dark path is up to you.

If you have a positive trait as your Personal Ability Score, you choose one of the following options:

- The score begins at 6 and increases by 3 at 4th, 8th, 12th, 16th and 19th level.
- The score begins at 8 and increases by 2 at 4th, 8th, 12th, 16th and 19th level.

If you have a questionable trait as your Personal Ability Score, you choose one of the following options

- The score begins at 8 and increases by 2 at 4th, 8th, 12th, 16th and 19th level.
- The score begins at 11 and increases by 1 at 4th, 8th, 12th, 16th and 19th level.

The GM might call for checks that use your Personal Ability Score when important character moments and decisions arise, to determine the course of action that your character takes. You can't add any other bonuses to a check that uses your Personal Ability Score, and only the GM can grant you advantage on the check.

- The carriage rank is next to a glowing circle on the ground
- The walls throng with owls
- There's a smuggling ring operating by exchanging tiny metal boxes
- There are fantastic murals adorning certain walls
- The prison guards blindfold you as a precaution
- Casting detect magic in the town square sets your eyes on fire with a label saying "transmutation"
- The pub has no doors and is about 25 feet up in the air
- There's a tomb to a legendary hero in the center of town, marked "in case of emergency, break glass"
- One of the statues in the town square is of a very surprised lich
- The pitches in the campsite are marked out as 10 foot radius circles, rather than as squares
- Whenever you walk into a shop, a mouth in the ceiling says "Hail, and well met!"

Summed Checks

Often an action's success relies upon the cooperative efforts of more than one person striving toward a common goal, and a resounding success from either character can patch up a complete failure from the other. For example, two characters might be trying to communicate across a language barrier, or one person might be throwing an object to another.

In such cases, the Help system doesn't model the fact that both creatures are helping each other, and the DC system does not model the fact that each creature is directly affecting the DC for the other creature. When this is the case, you can have the many contributing in-game characters make a summed check, with all different contributing factors being added together and compared to a high DC. Examples of uses for this variant rule are given below.

This variant rule is best when both parties involved are player characters, or roll in the open, otherwise it can feel like the player is being forced to fail at random.

SUMMED CHECK SUGGESTIONS

Action	Checks required
Communicating across a language barrier	Intelligence (Performance) + interpreter's Wisdom (Insight)
Explaining the truth to a skeptical but well-meaning officer of law	Charisma (Persuasion) + officer's Wisdom (Insight)
Teaching a horse a trick	Wisdom (Animal handling) check + horse's Intelligence check
Throwing an object to be caught	Ranged weapon attack + target's Dexterity (Sleight of hand)
Performing the Heimlich maneuver	Wisdom (Medicine) + creature's Constitution saving throw
Diverting a falling rock away from a victim below	Strength (Athletics) + victim's Dexterity saving throw



TYPICAL SUMMED CHECK DCs

Task	DC Example
Easy	20 Explaining your name to someone who doesn't speak your language
Moderate	30 Teaching a dog that you love it
Hard	40 Prying off a piece of solid rock
Nearly impossible	50 Throwing a handful of water 60 feet and having another creature catch it all in a cup

Downtime Scaling

This rule is compatible with the rules for downtime listed in XGtE and the DMG.

Each individual downtime activity is tied to a special downtime score, which usually starts at 0 for all activities. If you have a background that relates to the downtime activity, your downtime score for that activity may start at 1.

Your downtime score increases by 1 whenever you spend two or more weeks participating in that downtime activity. The maximum downtime score you can have for an individual downtime activity at any time is equal to your proficiency bonus, and you can't increase it beyond that level.

Each time you participate in a downtime activity, you can add your downtime score as a bonus to one of the checks you make, or add five times your downtime score as a bonus to one of the percentile dice rolls you make. You can do this after you see the check's result but before the GM determines its outcome. Once you add this bonus, you must finish that downtime activity before you do so again.

Additionally, when you craft an item or scribe a spell scroll, your downtime modifier in these activities reduces the amount of time you spend doing so. Multiply your downtime score by five; this is the percentage of workweeks that you skip for the crafting of the item.

Combat Options

In the DMG, it presents options for overrunning/tumbling, disarming, climbing, and cleaving through foes. Here are some additional optional combat options in a similar vein.

Menace and Provoke

You can use the Attack action to attempt to either menace or provoke a target within 5 feet of you. If you're able to make multiple attacks with the Attack action, this attempt replaces one of them. You make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If the target is one or more sizes larger than you, it has advantage on the check.

If you choose to menace and win the contest, the target becomes frightened of you until the end of your current turn. Additionally, until the end of your next turn, the target can't willingly move closer to you.

If you choose to provoke and win the contest, the target has disadvantage on all attack rolls against creatures other than you until the end of your next turn.

Feats and Fighting Styles

You might consider choosing one or more of such feats and fighting styles and simply giving them to every player. Good, interesting examples include the Charger and Grappler feats, and the Protection fighting style. These do add power to martial classes, but also pepper a little variety into the tactics of combat. You might wish to add these feats to all characters, or only to those who fulfil their requirements. For example, the Grappler feat requires a Strength score of 13 or higher.

Other feats have certain components that could be adapted into universal rules.

Mage Slayer. When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.

Tavern Brawler. You are proficient with improvised weapons. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple, shove, or disarm the target.

Example Combat Rework

With houserules, less is more. Many players participate in multiple games at once. Once you introduce houserules, going back on your word will confuse and possibly irritate them. You'll have a much easier time playing if your houserules are final, and you never add to them once you've introduced them.

If you're going to introduce house rules (especially from an unofficial source such as this) it is probably worth bundling them into a single simple document for your players. Try to make rules easy to access, reference, and comprehend. House rules should be very brief, and their effects (and repercussions) should be extremely easy to understand. Effects like the menace and provoke options are good because they barely impact balance.

Finally, think about the impact your rules will have on enemy encounters, and adjust the game accordingly.

Below is an example set of houserules, designed to mimic certain aspects of 3rd edition combat.

3rd Edition D&D combat

Coup de Grace As an action, you can make a single melee weapon attack against an incapacitated creature within your reach, using a weapon you're holding in one hand. The attack automatically hits, regardless of the result of the attack roll. If the target has 0 hit points, it immediately dies. If you have the Extra Attack feature, you roll the weapon's damage die one additional time when calculating damage.

Charging. You gain the benefits of the Charger feat.

Mage Slayer. If you have an Intelligence score of 13 or higher, you gain the following benefit: when a creature within your reach casts a spell, you can use your reaction to make a melee weapon attack against that creature.

Other Action Options. You can use the Disarm, Overrun, Shove Aside, and Tumble options from page 271 of the DMG.



Intelligence

Intelligence is often a dump stat in 5th edition, which isn't necessarily a bad thing. If you dislike this, however, the following rule is designed to emulate the impacts of skill points in character creation, without handing out huge numbers of skill points to classes that are already strong, like the wizard.

This is a really fast and easy house rule that encourage people to make intelligent characters, and I recommend it.

Skill Point

At 1st level, choose one skill from your class's skill list. While your Intelligence score is 13 or higher, you have proficiency in that skill.

Combat Option

The Study action is designed to use Intelligence in combat. As a DM, you might allow certain classes or subclasses (such as Battle Master fighters, Inquisitive rogues, or all rangers) to Study a creature as a bonus action. You might allow players to ask a more complex question if they forego the advantage they gain, at your discretion.

Study

You use your action to analyse the efforts of one creature within 30 feet of you that attacked during its last turn. You make an Intelligence check against a DC of 10 + half the creature's challenge rating (rounded down), adding any proficiencies the GM deems relevant. For example, a Study action to see if the creature is regenerating hit points might allow you to add your Medicine proficiency.

On a success, you gain advantage on your next weapon attack roll against that creature before the end of your next turn, and the GM answers "yes" or "no" to one of the following questions about the target.

- Can the target cast spells? (Arcana)
- Does the target currently have a resistance to a certain type of damage it has taken in the last minute? (Medicine/Nature)
- Does the target currently have a vulnerability to a certain type of damage it has taken in the last minute? (Medicine/Nature)
- Does the target have an unusually high bonus to a certain saving throw it has attempted in the last minute? (Medicine/Nature)
- Is the target at or below half of its maximum health? (Medicine)

You can't study the same creature more than once every 10 minutes.



Universal Quick Build

Building an NPC with class levels can be difficult, since there's virtually no pointers in the DM's guide as to what kind of spells the average caster chooses. The subsections below offer guidance toward building a simple, generic, and powerful character from a certain class or subclass at a moment's notice. Essentially, this quickbuild guide will give you strong builds that are easy to use. Wherever you're given a choice in character creation, and you're not sure what to pick, just leaf through these pages and you'll be given an idea.

These quick builds have been picked based on thematic, variety, and combat use. Combat abilities are chosen under the assumption that these subclasses will be fighting against a party of player characters, and will be outnumbered. For the most part, combat-ending spells like *levitate*, *hold person*, or *heat metal* have been avoided in favour of spells that pose an interesting puzzle, like *stinking cloud* and *hypnotic pattern*.

Spells and subclass customisation options are listed by level, from most important to least relevant. Just take the leftmost options or from each option that your NPC has access to, and use them to fill out any space that the NPC has for learning options until they've learned enough. Any spells that are listed under Noncombat spells mark are intended for use only when the spell level is the level of your highest spell slot.

Artificer

Simplest subclass: Artillerist

Proficiencies: Arcana, medicine, thieves' tools, tinker's tools, brewer's supplies, simple weapons, hand crossbows, heavy crossbows, light armor, shields

Weapons: Two daggers (1d4 + Dex), or hand crossbow + shield (1d6 + Dex +2 AC)

Armor: light armor + shield (11-12 + dex (+1))

Saving throws: Constitution and Intelligence

Infusions in use: Enhanced Defence, Enhanced Weapon (light crossbow/hand crossbow), Radiant Weapon (dagger), Replicate Magic Item (winged boots), Replicate Magic Item (gem of seeing)

Infusions known: (as above, and the following) Many-handed Pouch, Replicate Magic Item (amulet of health), Replicate Magic Item (helm of telepathy)

Spell-storing item spell: enlarge/reduce (summons a battle mech or fires a shrink ray)

Spellcasting Modifier: Intelligence.

DEFAULT ARTIFICER SPELLS

Spell Level	Spells	Subclass spells	Noncombat spells
Cantrips:	<i>guidance, mage hand, mending, shocking grasp</i>		
1st Level:	<i>expeditious retreat, false life</i>	<i>shield (artillerist)</i>	<i>identify</i>
2nd Level:	<i>blur, magic weapon</i>	<i>web (alchemist), scorching ray (artillerist)</i>	
3rd Level:	<i>blink, fly, haste</i>	<i>fireball (artillerist), wind wall (artillerist)</i>	<i>elemental weapon</i>
4th Level:	<i>fabricate, Otiluke's resilient sphere</i>	<i>death ward (alchemist), wall of fire (artillerist)</i>	<i>fabricate</i>
5th Level:	<i>Bigby's hand</i>	<i>cloudkill (alchemist), wall of force (artillerist)</i>	

Artillerist wand prototype: *fire bolt, ray of frost*

Barbarian

Simplest subclass: Path of the Berserker

Proficiencies: Athletics, Intimidation, simple weapons, martial weapons, light armor, medium armor, shields

Weapons: Greataxe (1d12 + Str) or 2 x handaxe (1d6+Str) or warhammer + shield (1d8 + Str, +2 AC)

Armor: none (12 + Dex + Con), or Medium (13-15 + Dex (up to 2))

Saving throws: Strength, Constitution

Fighting style: Great Weapon Fighting

Totems: Bear at 3rd level, then Bear at 6th level, then Wolf at 14th level. Note that the 14th level eagle totem gains flight, though your players may find it odd to watch a flying barbarian.

Storm Herald aura: any is good. Desert is simple, sea is fun to fight against.

DEFAULT PATH OF THE SKÁLD SPELLS

Spell Level	Spells	"Any school" spells	Spell Kenning Spells
Cantrips:	<i>mage hand, minor illusion, vicious mockery, thunderclap (XGtE)</i>		
1st Level:	<i>thunderwave, faerie fire, healing word</i>	<i>bane</i>	<i>hunter's mark</i>
2nd Level:	<i>lesser restoration, shatter</i>	<i>blindness/deafness</i>	
3rd Level:	<i>dispel magic, tongues</i>	<i>plant growth</i>	<i>haste</i>
4th Level:	<i>freedom of movement</i>	<i>compulsion</i>	

Bard

Simplest subclass: College of Lore

Proficiencies: Performance, Athletics, Persuasion, simple weapons, hand crossbows, longswords, rapiers, shortswords, light armor.

Weapons: Rapier (1d8 + Dex), hand crossbow (1d6 + Dex)
longbow (1d8 + Dex) (Valor)

Armor: Light (11-12 + Dex)

Medium (13-15 + Dex (up to 2)) (Valor, Swords).

Expertise: Athletics, Persuasion, Performance

Saving throws: Dexterity, Charisma

Spellcasting Modifier: Charisma

DEFAULT BARD SPELLS

Spell Level	Spells	Luxury spells
Cantrips:	<i>friends, mending, minor illusion, vicious mockery</i>	
1st Level:	<i>dissonant whispers, healing word, tasha's hideous laughter</i>	<i>faerie fire, heroism, sleep</i>
2nd Level:	<i>blindness/deafness, charm person, shatter</i>	<i>heat metal, phantasmal force, silence</i>
3rd Level:	<i>hypnotic pattern, stinking cloud</i>	<i>bestow curse, enemies abound, major image, glyph of warding</i>
4th Level:	<i>dimension door, compulsion</i>	<i>greater invisibility</i>
5th Level:	<i>mislead</i>	<i>animate objects, synaptic static</i>
6th Level:	<i>Otto's irresistible dance, programmed illusion</i>	
7th Level:	<i>forcecage</i>	<i>mirage arcane</i>
8th Level:	<i>mind blank</i>	<i>feeblemind</i>
9th Level:	<i>foresight</i>	<i>true polymorph</i>
Magical Secrets:	<i>counterspell, destructive wave (level 10), circle of power, wish (level 18)</i>	Lore: <i>fireball, destructive wave</i> Valor/Swords: <i>haste, swift quiver</i>

College of Swords Fighting Style: Two-weapon Fighting

Cleric

Simplest subclass: Light domain

Proficiencies: Religion, Medicine, simple weapons, light armor, medium armor, shields.

Weapons: Handaxe + shield (1d6 + Str, +2 AC), Dagger + Shield (1d4 + Dex, +2 AC) Greatsword (2d6 + Str), heavy crossbow (1d10 + Dex) (Tempest, War)

Armor: Medium (13-15 + Dex) Heavy (16-18 (16-18, disadvantage on Stealth and Strength score must exceed 15.)) (Forge, Life, Nature, Tempest, War)

Saving throws: Wisdom, Charisma

Spellcasting Modifier: Wisdom

DEFAULT CLERIC SPELLS

Spell Level	Spells	Luxury spells	Utility	NPC spells
Cantrips:	<i>guidance, light, resistance, toll the dead</i>			
1st Level:	<i>bless, guiding bolt, healing word, inflict wounds</i>			<i>cure wounds</i>
2nd Level:	<i>aid, prayer of healing, silence, spiritual weapon</i>			<i>lesser restoration, gentle repose</i>
3rd Level:	<i>mass healing word, revivify, spirit guardians</i>			<i>remove curse, revivify, sending</i>
4th Level:	<i>banishment, death ward</i>	<i>stone shape</i>		<i>death ward</i>
5th Level:	<i>flame strike, holy weapon, mass cure wounds, raise dead</i>			<i>commune, hallow, legend lore</i>
6th Level:	<i>harm, heal</i>			<i>true seeing, heroes' feast, forbiddance</i>
7th Level:	<i>divine word, fire storm</i>			<i>temple of the gods, plane shift</i>
8th Level:	<i>holy aura, earthquake</i>			<i>control weather</i>
9th Level:	<i>true resurrection, mass heal</i>			<i>astral projection, gate</i>

Druid

Simplest subclass: Circle of the Land (forest)

Proficiencies: Nature, Survival, clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears, light armor, medium armor, shields. (Druids won't wear any metal armor)

Weapons: Shield (+2 AC), mace (1d8 + Str), javelin (1d6 + Str), scimitar (1d6 + Dex), dagger (1d4 + Dex)

Armor: Medium (13-15 + Dex)

Saving throws: Wisdom, Intelligence

Wild Shape targets: cat (0), giant wolf spider (1/4), wolf (1/4), ape (1/2), warhorse (1/2), dire wolf (1), giant spider (1)

Swim Speed: Octopus (0), Reef shark (1/2)

Fly speed: Owl (0), giant vulture (1)

Spellcasting Modifier: Wisdom

DEFAULT DRUID SPELLS

Spell Level	Spells	Luxury spells
Cantrips:	<i>shillelagh, thaumaturgy, guidance, thorn whip</i>	
1st Level:	<i>healing word, entangle</i>	<i>detect poison and disease, detect magic, faerie fire, goodberry</i>
2nd Level:	<i>moonbeam, pass without trace, spike growth</i>	<i>barkskin, lesser restoration</i>
3rd Level:	<i>call lightning, plant growth, sleet storm</i>	<i>conjure animals (wolves/ giant weasels)</i>
4th Level:	<i>ice storm, polymorph</i>	<i>conjure woodland beings (dryads), freedom of movement</i>
5th Level:	<i>mass cure wounds, reincarnate, maelstrom</i>	<i>contagion</i>
6th Level:	<i>sunbeam, heal</i>	<i>conjure fey (triceratops/giant ape/tyrannosaurus), transport via plants</i>
7th Level:	<i>regeneration</i>	<i>reverse gravity, fire storm</i>
8th Level:	<i>tsunami, earthquake</i>	<i>feblemind</i>
9th Level:	<i>true resurrection, shapechange</i>	

Moon Druid Targets: Brown bear (1), giant constrictor snake (2), giant elk (2), giant scorpion (3), mammoth (6) fire elemental (6),

Swim speed: giant octopus (1), giant crocodile (5)

Fly speed: giant vulture (1), air elemental (6)

Fighter

Simplest subclass: Champion

Proficiencies: Athletics, Stealth, simple weapons, martial weapons, light armor, medium armor, heavy armor, shields.

Weapon/ Fighting Style: Longbow + Archery (1d8 + dex, + 2 to attack roll)/ Greatsword + Great Weapon Fighting (2d6 + Str, reroll 1 or 2) / Rapier + Shield + Dueling (1d8 + 2 + Dex, +2 AC) / Mace + Shield + Defense (1d8 + Str, +3 AC) / Handaxe + Two-Weapon Fighting (1d6 + Str for both attacks)

Armor: Studded Leather (12 + dex), heavy armor (16-18, disadvantage on Stealth and Strength score must exceed 15.)

Saving throws: Strength, Dexterity

Arcane Archer Shots (spell save DC based on Wisdom): Grasping, Shadow, Beguiling, Banishing, Bursting, Piercing

Battle Master maneuvers: Riposte (melee), Disarming Attack, Evasive Footwork, Trip Attack, Precision Attack, Maneuvering Attack, Rally (bonus from Charisma), Menacing Attack, Pushing Attack, Feinting Attack

Eldritch Knight Spellcasting Modifier: Intelligence

DEFAULT ELDRITCH KNIGHT SPELLS

Spell Level	Spells	"Any school" spells	Luxury Spells
Cantrips:	<i>blade ward, booming blade, minor illusion, shocking grasp</i>		
1st Level:	<i>chromatic orb, shield, magic missile</i>	<i>expeditious retreat</i>	
2nd Level:	<i>darkness, gust of wind, scorching ray</i>	<i>mirror image</i>	
3rd Level:	<i>fireball, counterspell</i>	<i>haste</i>	<i>magic circle</i>
4th Level:	<i>fire shield</i>	<i>greater invisibility</i>	

Monk

Simplest Subclass: Way of the Open Hand

Proficiencies: Athletics, Acrobatics, simple weapons, shortswords.

Weapons: Spear (1d8 + Str), shortsword + dagger (1d6/1d4 + Dex). Regardless of what you're holding, you can also make an unarmed strike (Varies + Str/Dex) – Longbow (1d8 + Dex) (kensei)

Armor: Unarmored Defense (10 + Dex + Wis)

Saving throws: Wisdom, Charisma. Gains proficiency in all saving throws at 14th level.

Ki save DC: Wisdom

Way of the Four Elements choices: 3rd: Water Whip, 6th: Fangs of the Fire Snake, 6th: Gong of the Summit 11th: Ride the Wind, 17th: Wave of Rolling Earth/River of Hungry Flame. If someone casts Haste on this monk, they can use stunning strike to great effect.

Paladin

Simplest Subclass: Oath of Devotion

Weapon/Fighting Style: greatsword + Great Weapon Fighting (2d6 + Str, reroll 1 or 2), mace + shield + Protection (1d8 + Str, +2 AC)

Armor: Heavy armor (16-18)

Proficiencies: Athletics, Insight, simple weapons, martial weapons, light armor, medium armor, heavy armor, shields.

Saving throws: Wisdom, Charisma

Spellcasting Modifier: Charisma

DEFAULT PALADIN SPELLS

Spell Level	Spell	Luxury spell
1st Level:	<i>bless, command, divine favour, wrathful smite</i>	<i>sleep</i>
2nd Level:	<i>aid, magic weapon, lesser restoration</i>	<i>find steed</i>
3rd Level:	<i>aura of vitality, blinding smite, crusader's mantle, revivify</i>	
4th Level:	<i>aura of purity, staggering smite</i>	<i>aura of life</i>
5th Level:	<i>banishing smite, circle of power</i>	<i>holy weapon</i>

Rogue

Simplest Subclass: Mastermind, inquisitive, assassin, or swashbuckler.

Proficiencies: Sleight of Hand, Stealth, Perception, Athletics, light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords.

Weapons: Rapier / shortbow / 2 x daggers

Armor: Studded Leather (12 + dex)

Saving throws: Dexterity, Intelligence

Expertise: Sleight of Hand, Stealth, Perception, Athletics

Arcane Trickster Spellcasting Modifier: Intelligence

DEFAULT ARCANE TRICKSTER SPELLS

Spell Level	Spells	"Any school" spells	Luxury Spells
Cantrips:	<i>mage hand, minor illusion, booming blade (SCAG), green flame blade (SCAG)</i>		
1st Level:	<i>charm person, silent image</i>	<i>find familiar (raven)</i>	<i>sleep</i>
2nd Level:	<i>blur, invisibility, mirror image</i>	<i>levitate</i>	
3rd Level:	<i>fear, hypnotic pattern, major image</i>	<i>haste</i>	
4th Level:	<i>greater invisibility</i>	<i>polymorph</i>	

DEFAULT SOULBLADE SPELLS

Spell Level	Spells	"Any school" spells	Luxury Spells
Cantrips:	<i>mage hand, minor illusion, chill touch, booming blade (SCAG)</i>		
1st Level:	<i>ray of sickness, silent image</i>	<i>ice knife</i>	<i>sleep</i>
2nd Level:	<i>ray of enfeeblement, invisibility, mirror image</i>	<i>scorching ray</i>	
3rd Level:	<i>fear, vampiric touch, animate dead</i>	<i>counterspell</i>	
4th Level:	<i>greater invisibility</i>	<i>storm sphere (XGtE)</i>	

Ranger

Simplest Subclass: Hunter (Colossus Slayer, Escape the Horde, Volley, Uncanny Dodge)

Proficiencies: Nature, Survival, simple weapons, martial weapons, light armor, medium armor, heavy armor, shields.

Weapon/Fighting Style: Longbow + Archery (1d8 + Dex, +2 to attack roll), 2 x handaxes + Two-Weapon Fighting (1d6 + Dex)

Armor: light armor (11-12 + Dex), medium armor (13-15 + Dex (up to 2))

Saving throws: Strength, Dexterity

Spellcasting Modifier: Wisdom

(V) indicates spells that can be cast easily while holding something like a weapon in each hand. Rangers lack spellcasting foci, so usually wield a two-handed bow and cast with a component pouch

DEFAULT RANGER SPELLS

Spell Level	Spells	Luxury spells
1st Level:	<i>hail of thorns (V), goodberry, hunter's mark (V)</i>	<i>absorb elements (XGtE), zephyr strike (V) (XGtE), beast bond (XGtE)</i>
2nd Level:	<i>pass without trace, spike growth</i>	<i>healing spirit, barkskin (beast master)</i>
3rd Level:	<i>wind wall, plant growth, lightning arrow</i>	<i>conjure animals</i>
4th Level:	<i>freedom of movement</i>	<i>guardian of nature (V) (XGtE), stonewall</i>
5th Level:	<i>conjure volley (V), swift quiver</i>	<i>wrath of nature (XGtE), steel wind strike (V) (XGtE)</i>

Animal Companion options: blood hawk, giant poisonous snake, giant wolf spider, panther, wolf

Unearthed Arcana Animal Companion options: ape, black bear, panther, wolf. Panther and wolf work best if you're in melee range. Don't forget how strong two-weapon fighting is with this version of the subclass.

Sorcerer

Simplest subclass: Arcane sorcerous origin (see page 69) (lol)

Proficiencies: Arcana, Persuasion, daggers, darts, slings, quarterstaves, light crossbows.

Weapons: light crossbow (1d8 + Dex)

Armor: none (10 + Dex), *mage armor* (13 + Dex)

Saving throws: Constitution, Charisma

Metamagic: Twinned Spell, Heightened Spell, Quicken Spell, Subtle Spell

DEFAULT SORCERER SPELLS

Spell Level	Spells	Luxury spells
Cantrips:	<i>chill touch, fire bolt, prestidigitation, minor illusion, ray of frost, shocking grasp</i>	
1st Level:	<i>chromatic orb, shield</i>	<i>sleep, absorb elements, catapult</i>
2nd Level:	<i>mirror image, scorching ray</i>	<i>misty step, enlarge/reduce</i>
3rd Level:	<i>fireball, hypnotic pattern</i>	<i>counterspell, haste</i>
4th Level:	<i>blight, wall of fire</i>	<i>greater invisibility</i>
5th Level:	<i>cone of cold, telekinesis</i>	<i>dominate person, wall of light</i>
6th Level:	<i>chain lightning, sunbeam</i>	<i>globe of invulnerability</i>
7th Level:	<i>reverse gravity</i>	<i>crown of stars (XGtE), delayed blast fireball</i>
8th Level:	<i>incendiary cloud</i>	<i>power word stun (XGtE)</i>
9th Level:	<i>meteor swarm</i>	<i>wish, psychic scream (XGtE)</i>

Warlock

Simplest Subclass: Pact of the Fiend (bludgeoning damage resistance. Use Dark One's Own Luck for saving throws)

Proficiencies: Deception, Religion, simple weapons, light armor

Weapons: Handaxe (1d6 + Str), dagger (1d4 + Dex) shortsword (1d6 + Dex) (pact), glaive (1d10+str) (pact)

Armor: light (11-12 + Dex) or *mage armor* (13 + Dex) (armor of shadows invocation)

Saving throws: Wisdom, Charisma

Eldritch invocations: Agonizing Blast, Fiendish Vigor, Devil's Sight, Thirsting Blade (5th) Sculptor of Flesh (7th), Ascendant Step (9th), Lifedrinker (12th)

Pact Boon: Pact of the Blade (glaive, or shortsword and a dagger)

DEFAULT WARLOCK SPELLS

Spell Level Spells

Cantrips: *blade ward, eldritch blast, minor illusion, friends*

1st Level: *armor of Agathys, hex, charm person*

2nd Level: *false life (at will), crown of madness, darkness, invisibility, suggestion*

3rd Level: *fly, hypnotic pattern, hunger of Hadar*

4th Level: *polymorph (1/day), blight, dimension door, shadow of Moil (XGtE)*

5th Level: *levitate (at will), scrying*

6th Level: *mass suggestion*

7th Level: *finger of death*

8th Level: *feeblemind*

9th Level: *true polymorph*

Useful Patron spells

faerie fire (Archfey), cure wounds, guiding bolt (Celestial), command (Fiend), wrathful smite (Hexblade)

lesser restoration (Celestial), blindness/deafness (Fiend)

blink (Archfey), revivify (Celestial), fireball (Fiend)

greater invisibility (Archfey), fire shield (Fiend), staggering smite (Hexblade)

banishing smite (Hexblade), dominate person (Archfey/Old One), telekinesis (Old One)

Wizard

Simplest subclass: Evocation

Proficiencies: History, Investigation, daggers, darts, slings, quarterstaves, light crossbows

Weapons: dagger (1d4 + Dex)

Armor: none (10 + Dex), mage armor (13 + Dex)

DEFAULT WIZARD SPELLS

Spell Level	Spells	Luxury spells	Utility NPC spells
Cantrips:	<i>prestidigitation, minor illusion, fire bolt, ray of frost</i>		<i>light, message</i>
1st Level:	<i>magic missile, mage armor, shield</i>	<i>find familiar</i>	<i>alarm, comprehend languages, detect magic, identify</i>
2nd Level:	<i>misty step, blindness/deafness, blur</i>	<i>invisibility, levitate, suggestion</i>	<i>knock, locate object, skywrite</i>
3rd Level:	<i>counterspell, fireball, sleet storm</i>	<i>animate dead, leo's tiny hut, lightning bolt, thunder step</i>	<i>dispel magic, nondetection, sending, water breathing</i>
4th Level:	<i>banishment, Otiluke's resilient sphere, polymorph</i>		<i>leo's secret chest, locate creature, Mordenkainen's faithful hound</i>
5th Level:	<i>Bigby's hand, cloudkill, wall of force</i>	<i>synaptic static, Rary's telepathic bond</i>	<i>scrying, teleportation circle, contact other plane</i>
6th Level:	<i>contingency, sunbeam, mass suggestion</i>	<i>soul cage, globe of invulnerability</i>	<i>true seeing, magic jar</i>
7th Level:	<i>forcecage, reverse gravity</i>	<i>Mordenkainen's magnificent mansion, simulacrum</i>	<i>plane shift, sequester, teleport</i>
8th Level:	<i>maze, mind blank</i>		<i>demiplane, clone</i>
9th Level:	<i>prismatic wall, true polymorph, wish,</i>	<i>foresight</i>	<i>gate, imprisonment</i>
Spell Mastery/ Signature Spells	<i>shield, misty step counterspell, dispel magic</i>	<i>unseen servant fireball</i>	

Simple Sorcerous Origin: Arcane Soul

In the same vein as the champion fighter and the evocation wizard, this sorcerer subclass is designed to be malleable, and low on flavour: it is designed with NPC character creation in mind. If you have an idea for a sorcerer of any kind, the features provided by this subclass should fit it easily and enjoyably.

ARCANE SOUL FEATURES

Sorcerer Level	Feature
1st	Mana Shield, Expanded Mind
6th	Bonus Metamagic
14th	Endless Variation
18th	Unearthly Arcana

Mana Shield

Starting at 1st level, when you cast a sorcerer spell using a spell slot, you can gain temporary hit points equal to the spell's level. Temporary hit points don't stack.

Expanded Mind

Starting at 1st level, you gain proficiency with the Arcana skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this skill.

Bonus Metamagic

At 6th level, you gain two additional metamagic options from your Metamagic class feature. These don't count against your number of Metamagics known. You also increase your maximum number of sorcery points by 2.

Endless Variation

Beginning at 14th level, when you finish a short or long rest, you can choose one of the sorcerer spells you have learned and replace it with another spell from the Sorcerer Spell List.

Unearthly Arcana

At 18th level, you become a master of arcane energy. You gain the following benefits:

- Your Charisma score increases by 2, to a maximum of 22.
- You are immune to force damage.
- When you cast a cantrip, or a 1st or 2nd level spell, you can gain a bonus to one of the damage rolls equal to your Charisma modifier.



Overland Travel Revisited

Overland navigation in D&D has always taken a bit of a back seat. Alongside the disappointingly minor benefits of the four other travelling actions, navigation checks usually don't have any associated risk. The cost of a failure isn't much of a setback: you simply lose some time (which in many cases is in infinite supply) and then repeat the check until it clicks.

This section adds some meat and gristle, to make it feel like traveling from place to place has an actual impact on the characters, or poses some serious risk to them.

To that end, three handy new navigational encounter mechanics are described below: wild game, campsites, and crossroads. Each is designed to add choice, customisation, and personality to the toil of navigation. Then, overleaf, a massive number of smaller examples are also presented to sweeten the deal.

Wild Game

As part of overland travel, players might randomly encounter wild game. When defeated, the game yields a little usable meat that can be cooked into 1d6 days' worth of rations.

Wild game encounters are intended to be trivial and quick, constituting a simple chase scene followed by less than a round of combat. The quarry doesn't have to be prey: it might also be a scared or wounded animal that needs to be subdued and cured, or an irritating pickpocket that tries to escape.

WILD GAME ENCOUNTERS

Level CR (1 Foe) CR (4 Foes) Other Examples

1-4	1	1/8	Eight deer
5-7	3	1/2	Six draft horses
8-10	4	1	Four lions
11-13	7	2	Six dire wolves
14-16	9	3	One Tyrannosaurus Rex
17-20	12	4	Seven rhinoceri

Campsites

Inns aren't everywhere, and aren't always friendly: sometimes players may need to improvise a campsite for themselves.

Finding suitable spot to pitch a tent is relatively easy, and the check to find such a spot relies on the same factors that determine navigation. A creature seeking a campsite makes a Wisdom (Survival) or Intelligence (Investigation) check against the terrain's navigation DC, locating a suitable camping spot on a success. If the check fails, it can be repeated after 10 minutes of further searching. If the check succeeds, it can't be repeated until the party finishes a short or long rest.

Particularly successful checks are well-rewarded. If the check exceeds the navigation DC by 5 or more, roll once on the Campsite Benefit table. If the check succeeds by 10 or more, roll twice on the Campsite Benefit table instead, rerolling any duplicates. Each of these campsite benefits are permanently tied to the location: if you pass down the same trail again, you can choose to camp in the same campsite you previously found (no ability check required).

CAMPSITE BENEFIT

d6 Result

1 The forage here is excellent: creatures that rest here don't require food or water for the next day.

2 The camp has great visibility: creatures can engage in other light activities while keeping watch here.

3 The camp is well hidden: creatures within the camp have advantage on Dexterity (Stealth) checks while they remain there.

4 The camp is weatherproofed: rain and wind don't affect it, and creatures within it ignore the effects of extreme heat or cold.

5 The camp is comfortable: when you finish a short or long rest here, you always gain the rest's full benefits.

6 The campsite is improvable: it offers a good foundation to build on. With 8 hours' work, a creature can add any one Campsite Benefit to the campsite.

Crossroads

Your party might come across a split in the path, with both options initially seeming equally valid. Scouting ahead, however, might soon help inform the decision.

When the party comes to a crossroads, choose two suitable paths in secret (there are many examples given in the section below). Next, allow the players to make some attempts at discerning the contents of each path, and reward each successful attempt with some telltale hints to help them to inform their decision.

You can also determine the crossroads randomly. Roll a d6 for each path to determine whether it is a tough path, a neutral path, or a good path. You can give different weightings to the outcomes of this d6 result based on how inhospitable the terrain is. For example, fey forests might generally offer positive outcomes, while a desert might be littered with dangers. Each result can be weighted accordingly using the tables below: Basic, Barren, Generally Good, or Generally Tough. Next, roll a d10 to generate a path at random from the tables in the following pages.

240 examples are given below, 30 for each type of terrain.

BASIC

d6 Result

1-2 Tough path

3-4 Neutral path

5-6 Good path

GENERALLY GOOD

d6 Result

1 Tough path

2-3 Neutral path

4-6 Good path

BARREN

d6 Result

1 Tough path

2-5 Neutral path

6 Good path

GENERALLY TOUGH

d6 Result

1-3 Tough path

4-5 Neutral path

6 Good path

Example Generic Hints

Tough Path Hints: weather beginning to turn, animals returning to burrows, humanoid footprints that seem to stop abruptly, an eerie silence, a desecrated or diseased presence, tracks and marks from a dangerous beast, dead plants, a distant yelp from an animal.

Neutral Path Hints: an eerie silence, animals rushing here and there, a distant direction sign showing the way forward, and tracks of a recent humanoid traveller.

Good Path Hints: wildlife moving towards the area, fresh animal tracks towards the path, motes of light in the distance, lulls in the wind from that direction, a faint aura of consecration, a beckoning message in druidic.

Arctic

Foraging DC: 15

Navigation DC: 10

Possible Special Rules: Extreme cold

Arctic Terrain is generally tough. It's characterised by icy temperatures that freeze extremities, moments of total silence cut by the howl of wind, and bitter, blinding weather.

TOUGH PATHS (1-3)

d10 Path	Result
1 Sheet	The sheet is covered in 15 feet deep crevices and loose snow. Creatures traveling at a medium or fast pace must succeed on a DC 15 Dexterity saving throw or fall in. The DC to climb out is 15.
2 Tundra	The tundra is about to be hit by a blizzard which will subject it to conditions of extreme cold and heavy snowfall for 1 hour. If the area is already under extreme cold, creatures make the saving throw with disadvantage while in this area. (DMG p110)
3 Forest	The forest is shrouded in a vortex of extreme cold (DMG p110) and overgrown plant life turns its area into difficult terrain. At its center is an abandoned druidic shrine, hidden by illusion magic.
4 Crevice	Creatures passing along the walkway must succeed on a DC 10 Dexterity saving throw, falling 30 feet off the crevice on a failed save. The DC to climb back up is 20.
5 Mountainside	Freeze-thaw weathering has loosened boulders. These make three ranged weapon attacks. (+7 to hit, Hit: 3d8 bludgeoning damage)
6 Glacier	In a gap in the wall of the glacier, an ice mephit lies in wait for an ambush. The DC to notice it is 15.
7 Lake	The path round the lake is made of thin segmented ice blocks that can bear 150lbs per 10 foot square without breaking. The lake is frigid water. (DMG pp110-111)
8 Slope	The path contains a 90 foot long ice slope of slippery ice. Falling prone on the ice sends you careering down to the bottom. (DMG p110)
9 Grass	The area smells of natural gas. The grass is so dry that a 10 foot square area of it will catch light on initiative count 20 if there is a flame within 5 feet of it. Burning grass deals 1d4 fire damage to any creature standing in the grass at the start of their turn.
10 Campfire	The campfire was re-lit by a wandering remorhaz or young remorhaz , slumbering peacefully nearby.

Arctic paths might be marked out by the snowed-over imprints of feet or sleds in the snow. If the route is particularly mountainous, it might be marked by man-made cairns or by carved-out routes through a cliffside.

ARCTIC PATH APPEARANCE

d10 Path

- 1 A path across a glacial ice sheet
- 2 A path across arctic Tundra
- 3 A path through thin pine forest
- 4 A walkway above a crevice
- 5 A path up frozen mountainside
- 6 A path below the end of a glacier and beyond
- 7 A path past glacial lake
- 8 A path up and down icy slopes
- 9 A path through a scar of bare rock or grass
- 10 A path through woodland, past a distant campfire



NEUTRAL PATHS (4-5)

d10 Path	Result
1 Sheet	Buried about 5 feet deep in the clear glacial ice is a huge dinosaur skeleton.
2 Tundra	There's ample wild game here in the form of arctic foxes (badgers).
3 Forest	The tallest tree is a pine treant , that requests for you to steer clear of touching the trees.
4 Crevice	The walkway is normal terrain, well marked and easy to navigate
5 Mountainside	Lost up the mountainside is a young mountain goat kid, which can be reunited with its absent mother.
6 Glacier	The path passes through 60 feet of slippery ice.
7 Lake	The lake is actually a hot spring, blissful to rest in.
8 Slope	The slope is difficult terrain, and has a trickle of fresh meltwater running down the middle.
9 Grass	2d4 neutral will-o'-wisps observe the party as they cross without approaching them.
10 Campfire	The campfire is abandoned, with an explorer's pack abandoned nearby. An injured, unconscious dwarf has been dragged 300 feet away into a cave, and is freezing there.

GOOD PATHS (6)

d10 Path	Result
1 Sheet	Buried about 1 foot deep in the clear glacial ice is a purse containing 7gp
2 Tundra	The body of a polar bear , from which blubber can be harvested. This blubber burns for 10 hours in a lamp.
3 Forest	Beneath one of the trees is a box wrapped in multicolored paper, containing a random trinket.
4 Crevice	The walkway is normal terrain, a path created by a lost civilization. It leads easily to the destination. While creatures are walking the path, it illuminates with glowing runes.
5 Mountainside	There is a trickling, magically tinged stream of fresh potably water. At its source, there is a 25% chance of finding a leaking <i>decanter of endless water</i> , that can be repaired easily even with a mending cantrip. Removing it leaves a lot of fish without water.
6 Glacier	Ice from this glacier never melts, and can be used to craft weapons in the place of metal under a gentle flame. The weapons deal cold damage in place of their usual damage type.
7 Lake	A group of 1d4 arctic merpeople greet you, with one offering to cast any 1st-level Druid spell for 25gp
8 Slope	A leisure group of sledders at the top, which offer fast transport for 1 cp per mile, on husky-drawn sleds.
9 Grass	The grassy section has a temperate ambient temperature, apparently under none of the effects of the cold environment around it.
10 Campfire	The campfire is lit by a continual flame spell, is flanked by nearby tents, and contains 2d6 rations which are magically enchanted to reappear in th campfire 10 days after they are consumed.



Coastal

Foraging DC: 10

Navigation DC: 10

Coastal terrain is basic, and is characterised by the shrieking of birds, the salted ocean breeze, the noise of the waves, and distant sightings of ships.

Coastal terrains tend not to offer much choice in terms of their path: you usually either follow the coast or follow near the coast. Choose two tables, and roll 1d4 on each of them.

Seafront areas tend to lack traditional paths, but have occasional driftwood signposts marking out that an adventurer is still on track.

Inland paths are more properly marked, often with a full wooden fence. Sometimes they might just be a more flattened area of sand among greenery. In the case of a cave, the path is marked by worn areas of rock smoothed by footfall and water.

Out to sea, there is virtually no way to mark out anything, but navigation is still easy when the visibility is good.

COASTAL PATH APPEARANCE: SEAFRONT d4 Path

- 1 A path along a pebble beach
- 2 A path along a sandy beach
- 3 A path across a delta of wide mud flats with shallow river crossing
- 4 A path passing by a sandbar stretching out from below a rock stack.

COASTAL PATH APPEARANCE: INLAND d4 Path

- 1 A path through Sand dunes
- 2 A path leading up and along a cliff
- 3 A long oceanic cave, gently filling with water
- 4 A massive lagoon cut off from the coast's edge

COASTAL PATH APPEARANCE: SEA d4 Path

- 1-2 A shipwreck on jagged rocks, 300 feet from the shore somewhere along the narrow beach.
- 3-4 A moored scull, pointed towards two small islands.

TOUGH PATHS (1-2)

d10 Path

Result

1 Pebble	The pebbles are slick with seaweed and full of spiked sea urchins in rock pools. Crossing them requires a series of DC 10 Dexterity saving throws, dealing 1d4 piercing damage on a failed save.
2 Sand	Areas of the sand are quicksand (DMG 110). The tide rises and falls over a vertical distance of 10 feet, completely submerging those in the quicksand at high tide.
3 Delta	The muddy delta is swamplike difficult terrain swarming with insects and stinking of rotten seaweed. Creatures passing through the area must succeed on a DC 10 Constitution saving throw, becoming poisoned by the insects for 1 hour on a failed save.
4 Sandbar	The rock stack is close to collapse, and touching it or making any noise within 20 feet of it will send it tumbling down. Creatures in the 20 foot long, 10 foot wide line where the rock stack falls must succeed on a Dexterity saving throw, taking 3d8 damage on a failed save or half as much on a success.
1 Dunes	The dunes teem with poisonous snakes (hide DC 20) that occasionally strike out and attack the party.
2 Cliff	The cliff is loose, and can only bear up to 150 lbs per 10 foot square without breaking. When it breaks, a landslide begins, and all creatures standing on the surface take 3d6 bludgeoning damage and slide to the base of the cliff.
3 Cave	Three 30 foot sections of the cave are completely submerged, requiring creatures to swim through them.
4 Lagoon	Creatures that move within 120 feet of the lagoon must succeed on a DC 10 Wisdom saving throw or become charmed and irretrievably drawn to it. Those in the lagoon are sucked under, cannot hold their breath and begin drowning, and can repeat the wisdom saving throw at the start of each of their turns, ending the effect on a success. The effect also ends if they move more than 120 feet away from the lagoon.
1-2 Shipwreck	Disturbing any of the 100 silver pieces held aboard the ship activates a <i>spirit guardians</i> spell that fills the entire ship and the area within 30 feet of it. The spell takes the appearance of a dead crew.
3-4 Islands	The island contains a selection of costly magic items for sale, run by a friendly gentleman. The items lose their magic when removed from the island. The man may be assisting a morkoth (VGtM)



NEUTRAL PATHS (3-4)

d10 Path	Result
1 Pebble	The rock pools are teeming with fish of all varieties. One of these fish species has the statistics of a quipper and also has the ability to cast <i>minor illusion</i> as an action. It can be replicated with Wild Shape, or similar.
2 Sand	The beach is sunny, and one or two makeshift parasols stand over a crumbling sandcastle, made 1 day ago by adventurers.
3 Delta	There's a small, rotted rowboat, seemingly abandoned in the lowering tide. It's in a barely repairable state.
4 Sandbar	The sandbar leads through a portal into the feywild, where the sea rises into a clear water wall that surrounds the sandbar.
1 Dunes	A small racing track has been set up beside the tallest dune. Racing down one of the 120 foot dunes in one turn causes a magical burst of confetti to launch up from the finish line.
2 Cliff	A deep cavern in the cliffside contains prehistoric depictions of a hunt featuring a beastmaster ranger and its velociraptor companion.
3 Cave	The cave connects to a portion of the underdark, containing one optional encounter guarding suitable loot.
4 Lagoon	An adventurous troupe of teenagers of all different species tell you the lagoon is rumored to be the home of a plesiosaur. The plesiosaur is real: it rises out of the lagoon each day about two hours after midnight, and then submerges again before dawn.
1-2 Shipwreck	The shipwreck contains evidence that the whole crew survived, and a panicked note to a friend in a nearby town expressing secret desires. Who knows what torrid drama could be started by its contents.
3-4 Islands	From above, the islands seem to be arranged in the shape of a dolphin. Merfolk can be seen drifting round the island each day at dusk.

GOOD PATHS (5-6)

d10 Path	Result
1 Pebble	Some rock pools have slightly evaporated in the sun, yielding 5 sp worth of salt.
2 Sand	Along the shore, there is a tiny glass bottle containing a tiny model ship worth 10 gp, and a message of goodwill from a far-flung continent, written in sylvan 20 years ago. In the message, the owner offers a round of drinks in exchange for being reunited with the ship, and says they can keep it afterwards too.
3 Delta	A sorcerer at the side of the delta has set up shop from a rickety old cart. She is offering rations for 5 sp, in the form of a delicious frozen creamy treat in a hardened waffle cone. The first time it's consumed, the treat grants its consumer resistance to cold damage for the next hour.
4 Sandbar	Something glistens in the sun at the top of the rock stack. The stack requires a DC 15 Strength (Athletics) check to climb, and at its peak a giant eagle is nesting in a nest of gold-looking leaf. The giant eagle is a savvy bargainer, and offers its services as a mount for 2 cp a mile, at a fast pace.
1 Dunes	At the foot of one of the dunes, there is an upturned picnic hamper on a blanket. The hamper contains 2 days worth of delicious rations and 4 wasps, which don't attack unless provoked.
2 Cliff	A waterfall runs down this cliff, trickling in a stream into the sea. Halfway up the cliff behind the waterfall, an alcove in the cliff contains two <i>potions of healing</i> .
3 Cave	The cave has an extremely narrow overhead passage leading upwards. Only small characters can squeeze through the passage, which leads into a carved room, 10 feet on a side, that is entirely obscured by magical darkness. In the center of the room there is a pedestal, and a shard of cheap glass that is cut in the shape of a large gemstone rests on the pedestal. Scattered around the edge of the room, there are 2d4 similarly cut glass lumps, and a diamond worth 50 gp.
4 Lagoon	The lagoon is enchanted, granting 5 temporary hit points to any creature that sits in it for 10 minutes or drinks from it.
1-2 Shipwreck	While occupied by 2 or more people, the ship slowly reverses through time to a pristine and invulnerable state that can be used as a galleon. If the ship moves more than 10 miles away from the shipwreck site, it begins to fade over the course of 1 hour, and then returns to its resting place.
3-4 Islands	A tattered piece of paper left resting on one of the islands contains a crumpled, cryptic map with a sketch of a pearl. Holding the map up to a source of heat reveals a list of coordinates written in draconic that lead to a spot within 300 feet of the ship, where a chest is buried 2 feet below the ground (or seafloor). The chest contains 4 random weapons, 4d10 gp, and a pearl worth 100 gp.

Desert

Foraging DC: 15

Navigation DC: 10

Possible Special Rules: Extreme heat

Desert terrain is relatively tough or barren, and characterised by the unobscured heat of the sun, the cold of night, the blinding sting of sand in the wind, good visibility, and a low, empty wildlife population.

Paths in the desert are usually marked by dry wooden stakes in the sand, to which colourful fabrics might be tied, donated by previous adventurers. In dune-filled areas where the markers don't exist and the horizon is obscured, navigation can be especially difficult.

DESERT PATH APPEARANCE

d10 Path

- 1 Footprints in the sand, stretching far away
- 2 A path littered with skeletons, one of which is gargantuan
- 3 A trail dominated by one huge ruined monument
- 4 A path to patch of trees around an oasis
- 5 A path between towering rock formations
- 6 A path into a massive dust storm
- 7 A path through rocks, cacti and greenery.
- 8 A path over the top of a massive rock
- 9 A marked path of stakes through a field of dunes
- 10 A path over an open patch of dry, cracked mud

TOUGH PATHS (1-3)

d10 Path

Result

- | | | |
|----|------------|--|
| 1 | Footprints | After 1 hour of travel, the footprints simply loop back on themselves under blistering sun. A disillusioned mummy , long dead, is walking round the circle making footprints at a medium pace. |
| 2 | Skeletons | The area is desecrated ground (DMG p110). At night, some of the half-buried skeletons animate as skeletons and minotaur skeletons . |
| 3 | Monument | The monument is a statue of an evil deity, painted to appear mundane. The first time a creature moves within 90 feet of the statue, it must succeed on a DC 10 Wisdom saving throw. On a failed save, the target's soul is drawn into the statue for 1 minute. During this time, the statue takes control of their body and begins eagerly attempting to excavate at the statue's base. If the party successfully excavates the base of the statue, which is buried 10 feet in the sand, it rises and attacks as a gargantuan stone golem . |
| 4 | Oasis | The oasis is a magical illusion, created by a <i>hallucinatory terrain</i> spell. The "water" is a patch of searing hot sand, and burns to the touch, dealing 1d4 fire damage to any creature that is touching it at the start of their turn. |
| 5 | Formations | Atop three of the rock stacks, three tribal kobolds have set up firing posts interconnected by long ropes. The rock stacks rise 80 feet up into the air, and fire upon anyone they can using shortbows. The goblins have a +4 bonus to hit, deal 1d6+2 damage on a hit, and have disadvantage on their attacks. Each goblin has 1d10 arrows. |
| 6 | Dust | The dust has kicked up into a lightning storm. The member of the party that is wearing the most metal armor or weaponry must succeed on a Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much on a success. |
| 7 | Cacti | For each mile that a creature walks through these cacti, they take 1 piercing damage and find their hands pierced by 2d10 uncomfortable fur-like needles. Removing each needle takes 1 minute. |
| 8 | Rock | The path is in blistering direct heat, with no shade. The area is under the effects of hot weather, and the DC for this hot weather increases to 10 if it is not already higher (DMG p110) |
| 9 | Dunes | An androsphynx interrupts the party's way forth, asking three riddles: "I follow in sunlight, am still when you're still" (shadow), "I run and I babble, but only downhill" (stream, river, or brook), and "White face, empty eyes, but forever I'll smile" (skull). Giving incorrect answers to two or more riddles force the party to take an hour long detour. |
| 10 | Mud | The mud runs with sickly magical water, and patches of it behave like quicksand. The salt here makes the sand especially painful for wounded creatures. |



NEUTRAL PATHS (4-5)

d10 Path	Result
1 Footprints	Occasionally, a second set of footprints can be seen alongside the first set.
2 Skeletons	Underneath the great skull of the largest skeleton, a young tiefling has set up a bazaar that sells 3d6 random trinkets for 1 sp each.
3 Monument	There is a warded area centered on the monument, behaving like a <i>forbiddance</i> spell and warding against fiends. Around the monument, defenses and worn stone inscriptions indicate it was the site of a battle.
4 Oasis	The oasis is real, but the water is scummy and stagnant. Creatures that drink it must make a DC 10 Constitution saving throw, suffering 1 poison damage and failing to quench their thirst on a failure. Additionally, if a creature plays the guitar within 10 feet of the oasis, a <i>prismatic wall</i> spell appears across its length, far away from affecting the party.
5 Formations	Some of the rock stacks have inch-wide gaps between their stones: they are magically suspended in place.
6 Dust	The dust simply obscures travel for 1 hour. Throughout the dust, gentle wailing can be heard.
7 Cacti	When cut open, some of the plants yield a drinkable milk. Cutting 3 cacti takes 1 minute, deals 1 piercing damage (unless the cutter takes reasonable precautions), and yields enough milk to quench 1 person's thirst.
8 Rock	A sand-filled carved cavern inside the rock shows signs of some great evacuation. It also provides a temperate shelter from the sun and heat.
9 Dunes	A purple worm leaps gracefully through the dunes, cresting high into the air. There are 6 grappling hooks embedded in it, each attached to a rope. Grabbing one of these ropes requires a DC 10 Dexterity (Acrobatics) check, and provokes a bite attack from the worm on a failure. The worm travels at a fast pace towards the group's destination.
10 Mud	The mud is dry and cracked, and currently supports no life, but is extremely fertile.

GOOD PATHS (6)

d10 Path	Result
1 Footprints	The footprints were created by an amicable adult brass dragon which offers to accompany the party and scare off threats. The dragon is drunk on some wine it was given and simply won't stop talking about how much he loves his husband.
2 Skeletons	The skeletons have been finely carved into beautiful relics. A DC 15 Investigation check reveals a finely carved ivory cone worth 10 gp.
3 Monument	The monument is a giant temple containing a series of interconnected rooms full of slain monster corpses and decaying, nonfunctioning traps. At the end of the temple, the corpse of a dead mummy lord rests beside a note saying "Couldn't be bothered to carry all of it. Thank us later, kids! xoxo". Beneath the note is a golden sarcophagus worth 100gp, filled with 365 cp.
4 Oasis	The oasis is filled with potable water, magically enchanted and purified. All food and drink consumed within 10 feet of the oasis is cured of any disease.
5 Formations	From the correct angle, the formations start to take on the appearance of beasts and animals. There's a mound of raised rock from which all the separate formations look exactly like their animal representations. Beneath that rock, there are offerings of gold and medallions totalling about 82gp.
6 Dust	The storm is heavily obscuring a consecrated desert temple. Inside the temple, there is a golden lamp on a pedestal. Rubbing the lamp effectively erases its colour, making it invisible.
7 Cacti	There are about 20 cacti with spines that are sturdy and sharp enough to be used as caltrops. 30 such spines can be removed easily with 10 minutes of work.
8 Rock	Parts of the rock depict ancient carvings of a gigantic serpent diving through sand dunes. There is a circular tunnel diving down into the rock, in which a 50gp ruby can be found. The tunnel drops about 40 feet into flat sand.
9 Dunes	Moving deeper into the dunes, you encounter two adamantite bars rooted firmly in place. A creature that passes between the bars gains a burrow speed of 60 feet for 1 hour.
10 Mud	The path leads to a crossroads in the shadow of monolithic abandoned termite mound created by thri-kreen . Within its winding complex, there is about 10 gp and two double-ended spears with sharpened crescent moon tips, known as chatkcha.

Forest

Foraging DC: 10

Navigation DC: 15

Possible Special Rules: Heavy precipitation

Forest paths are basic, and are characterised by the rich scent of floral life and trees, the sight of sunbeams through the boughs of the canopy, the gentle chatter of birdsong, insects, and wildlife. Rainforests hang pungent with the scent of the flowers within them, and the air tends to be thick and hot with buzzing insects.

Paths through the forest take the appearance of a blend of desire lines, wildlife trails, and man-made cuttings. Areas off the beaten track tend to be overgrown.

FOREST PATH APPEARANCE

d10 Path

- 1 The path passes through thick bushy undergrowth
- 2 The path winds through an ancient forested ruin
- 3 The path passes alongside a stream
- 4 The path is a slender trading road, marked with wagon tracks
- 5 The path appears dead, and draped with webbing
- 6 The path has been shattered through the trees.
- 7 The path leads through a woven willow archway
- 8 Faint motes of light hang in the air along the path
- 9 The forest leads uphill to a cliffside in the woods, covered in vines
- 10 The path leads through low marshes, through which bridges and tree stump crossings

TOUGH PATHS (1-2)

d10 Path

Result

1	Brush	The path is entirely obscured by razorvine in two places, and the ground is covered in thick, fat vines mimicking a <i>plant growth</i> spell.
2	Ruin	The ruin glistens with recently-painted fey runes, which read "Fortune" in elvish and "...favours no fool" in sylvan. When touched, each rune explodes. Creatures within 30 feet of the rune must succeed on a DC 14 Dexterity saving throw, taking 3d6 damage on a failed save or half as much damage on a success. The runes may also apply effects from a <i>symbol</i> spell, at the DM's discretion.
3	Stream	Whorls and loops in the stream resemble laughing faces, and the area is seemingly consecrated. Drinking directly from the stream renders one stunned for 1 minute, trapped in a blissful daydream.
4	Trade	A group of 4 thugs are blocking the road where it narrows in the undergrowth. They're demanding a toll of 1 gp per person for safe travel down the road. There is a small queue in both directions, which takes 1 minute to clear.
5	Webs	A creature that enters the webbing for the first time on a turn or starts its turn there must succeed on a DC 13 Dexterity saving throw or become restrained. A creature can repeat the saving throw at the start of each of its turns, ending the effect on a success. The web has an AC of 13 and falls away if it takes slashing damage. When a 5 foot section of web takes fire damage, it burns away, dealing 1d4 damage to those within it. While all members of the travelling group are restrained, the group is attacked by a group of spiders such as giant wolf spiders , phase spiders , or similar.
6	Shattered	The deep claw marks betray that this was a path made by 2 owlbears . During the party's journey, the owlbears barrel through the path. Creatures standing in the path must succeed on a DC 13 Dexterity saving throw, provoking a claw attack from an owlbear on a failure. The owlbears won't fight unless provoked.
7	Willow	The willow trees are blackened, and appear to have anguished human faces carved into them. The trees make four melee weapon attacks against random members of the group. (+5 to hit, Hit: 2d8+3 slashing damage)
8	Light	Once every hour, the lights coalesce together into a burst of colour imitating the effects of a <i>hypnotic pattern</i> spell along the entire path. The spell has a duration of 1 minute.
9	Cliffside	The cliff is the path ahead. The 10 foot high lower wall of the cliff can be climbed on a successful DC 15 Strength (Acrobatics) check, leading to an area of cliff that is under the effects of a permanent <i>entangle</i> spell. The 20 foot high upper wall of the cliff is an overhang jutting above the ground below, and can be climbed on a successful DC 10 Strength (Acrobatics) check.
10	Marsh	The bridges are thin and dry rotted. Each bridge can only bear up to 150 lbs without breaking. Breaking a bridge drops you 2 feet into the sickly marsh below, which is 3 feet deep difficult terrain. Each time a creature falls into the marsh, it must succeed on a Constitution saving throw or become poisoned for 1 hour.

NEUTRAL PATHS (3-4)

d10 Path	Result
1 Bush	A campsite with 2d4 lean-to shelters and a small smoking cinder campfire. There's a simple stick rope swing made of 20 metres of rope in the centre.
2 Ruin	Stepping along this path leads through a hole in a dilapidated chain link fence, and passes into the ruins of a gnomish experimental park where a contented Tyrannosaurus Rex roams, lording over many triceratops , allosaurus , and other such peaceful dinosaurs.
3 Stream	As you walk down the stream, a mastiff chases up to you and begins barking noisily. Following the dog leads you to the side of a river, where a stingy rich stout halfling asks for help getting out of the stream of the river. Doing so earns thanks from the halfling and little else. The dog, sensing its master's rudeness, will happily begin to accompany the party.
4 Trade	All sorts of merchants along the trade route attempt to flog random pieces of adventuring gear to the party at slightly inflated prices.
5 Webs	The webs are illusory, as are the dead trees. Following the path offers a chance to find their creator, which may be an old, friendly archdruid (50%) or a hiding unicorn (25%)
6 Shattered	The damage was done by gnolls , which can be tracked with a successful DC 15 Wisdom (Survival) check
7 Willow	The area below the willow trees alternates between a dead magic zone and a wild magic zone, switching each day at noon. (DMG p109)
8 Light	A group of mischievous pixies have made a tentative allegiance with the sprites in this area, and they bicker constantly and audibly from their tiny, ornate treetop settlements. The sprites can fire up to 2d10 arrows at the party almost untraceably, requiring a DC 20 Wisdom (Perception) check to spot them. If the majority of the party falls asleep, the rest fall asleep too, and are moved safely and securely to their destination at a medium pace, awakening once they reach it.
9 Cliffside	Beneath the vines of the cliffside is a cavern leading to a wide open cliff enclave. At the middle of this crater, there is a ruined tower, abandoned and collapsed, but watertight.
10 Marsh	The paths lead along ancient, beautiful suspension bridges of steel and glass, sunk down into the mud and barely 10 feet from the ground there.

GOOD PATHS (5-6)

d10 Path	Result
1 Bush	The area is a meetingplace for woodland animals, who come to feast on the food in the area. There is enough edible forage here to yield 3d6 day's worth of rations when foraging successfully.
2 Ruin	Around the ruin, the ground is blighted and desecrated, and 2d4 needle blights patrol, fleeing at the sight of intruders. Exploring the ruin reveals a weary elderly vampire (lawful neutral), shrouded in the shade of the forest. The vampire offers a rare magic item in exchange for a painless death.
3 Stream	The path leads up onto several bridges constructed entirely out of tree branches, coaxed and knotted together into the shape of river crossings. These trees maintain a pleasantly warm and dry climate, with several spots on the bridges that are ideal for a camp
4 Trade	Among the many merchants passing by in different directions, a cheerful group of bards offer you safe passage for 3 sp a mile. Taking a short rest in their caravan allows one to restore 1d6 additional hit points.
5 Webs	The webs have lost their adherent properties, falling away at the touch. These magical webs can be woven into nets or sturdy lengths of rope. Among the webs, 3d6 amicable spiders wander around attempting to befriend the party and demonstrate their weaving skill.
6 Shattered	A young gentleman midway along the path (werebear in human form) apologises profusely for the damage he has caused and offers to administer a <i>potion of healing</i> to anyone he believes might have been cut by the sharp edges he's left behind.
7 Willow	Several of the willow trees forming the archway appear to have been petrified. The stony branches are carved like weapons, and can be snapped off and used as magical clubs or quarterstaves.
8 Light	The path leads to an abandoned shrine with a statue of a venerated serpent god of the yuan-ti. The jaw of the statue unhinges when disturbed, revealing a vial of simple poison.
9 Cliffside	Shards of the cliff can be broken off and used as chalk. The outlines of shells are visible in it.
10 Marsh	The bridges are held aloft magically, though they appear rotten and broken. Stepping on the wooden slats that comprise each bridge makes them play faint glockenspiel notes. All the slats have individual glockenspiel notes associated with them, which they play every time they are stepped on. There is a <i>driftglobe</i> or similar item magically sealed inside a cage hanging above one of the bridges, and the word "CAGE" is sketched into the side of the cage. Stepping on the bridge slats so they play the notes C, A, G, and then E makes the cage swing open.

Grassland

Foraging DC: 10

Navigation DC: 5

Grassland is characterised by the sound of distant birdsong, the scents of farms, wheat, and crops, the sight of villages in the distance, and well-trodden, soft terrain underfoot.

Routes through grassland are marked out by desire lines that follow deep rutted cart tracks, ancient rock-lined roads, and old walls. Paths in grassland are safe, homogenous, easy to follow, and almost never pose any issue or challenge.

GRASSLAND PATHS

d10 Path

- 1 A thin mud track between farmers' fields
- 2 A wide trading route between towns
- 3 A desire line that winds over several hills
- 4 The unearthed flagstones of an ancient road
- 5 A poorly-trodden path through overgrown grass
- 6 A thin mud track between farmers' fields
- 7 A wide trading route between towns
- 8 A desire line that winds over several hills
- 9 The unearthed flagstones of an ancient road
- 10 A poorly-trodden path through overgrown grass

TOUGH PATHS (1-2)

d10 Path Result

- | d10 Path | Result |
|------------|---|
| 1 Mud | The mud is wet, thick, and especially sticky, and leaves unsightly stains. Removing the mud from clothes or armor by hand will take 10 minute's work. |
| 2 Trade | The trade route brings you to a toll bridge, charging 1 cp per person or vehicle. |
| 3 Hills | The hill road detours randomly towards the ruins of what might have been villages, and increases travel time by 1d10 x 10 minutes. Taking a shortcut to counteract this time waste will increase the navigation DC by 5. |
| 4 Old road | The road comes to a collapsed bridge over a gorge, 10 feet deep. Climbing down and up each side of the bridge requires a DC 10 Strength (Athletics) check, and rainfall imposes disadvantage on the check. A 5 foot deep river, 20 feet wide, snakes under the collapsed bridge, with large rocks jutting up from it. |
| 5 Grass | The grass is as high as an elephant's eye, and navigation becomes difficult. The navigation DC is 15 |
| 6 Mud | The brambles and thorns along the path act like caltrops. A thin layer of water floating over the mud disguises the fact that it's 2 feet deep and rife with disease. Anyone slowed by the caltrops when they walk through the mud become diseased, suffering disadvantage on all ability checks while the disease persists. The disease passes when the creature finishes a long rest. |
| 7 Trade | An amicable merchant on the route (a disguised bearded devil) attempts to sell you adventuring gear at discounted prices. All of the gear is afflicted with a curse that melts it into black ichor at the next dawn. |
| 8 Hills | The hill occasionally rumbles and shakes tempestuously as if something is snoring underneath it. The hill itself is a slumbering zaratan that refuses to wake. The area is effectively difficult terrain, since creatures fall prone at the start of each of their turns while on the hill. |
| 9 Old road | The road curves upwards onto a 10 foot wide stone bridge, 30 feet off the ground, that crosses over several high walls in the valley below. The bridge can bear 1000 lbs of weight without breaking, and has 30 hit points and an AC of 15. |
| 10 Grass | The grass path suddenly stops after about half a mile, and the rest of your journey is made as if through difficult terrain |



NEUTRAL PATHS (1-2)

d10 Path Result

- 1 Mud A section of field near the path is marked out with two ancient henge-like goals for a ballgame. Five commoners, members of the same farming family, challenge you to a game.
- 2 Trade There are tradesmen who will sell you a dog, or cat! For a reasonable price!
- 3 Hills Blundering through the herd of goats it has trapped and farmed near this hill path, a **hill giant** sits contentedly, unaware of any other presence. Even if it sees the party, it doesn't care to respond.
- 4 Old road At night, many of the flagstones light up when stepped on, shedding bright light in a 10 foot radius and dim light out another 20 feet.
- 5 Grass A recent wildfire has left the grasses here scorched and blackened to the ground. The ground is fertile now, but wildlife is scarce.
- 6 Mud An abandoned farmyard up the road means that this entire path is constantly swarmed by 7d10 wild **boars**. The boars rush down the center of the road, but do not attack.
- 7 Trade An abandoned chest at the side of the road appears to have been dropped or lost from a wagon. The chest is affected by an *arcane lock* spell (requiring a DC 20 check with the thieves' tools to be opened and sealing permanently on a failure), has an ac of 15, 30 HP, and ignores all damage it takes that doesn't reduce it to 0 hit points. Inside the chest is fine paper worth 20 gp and a common magical item.
- 8 Hills There's a massive and barely concealed pitfall trap about 10 feet in depth, as well as the corpse of a nearby half-orc crushed beneath a boulder.
- 9 Old road Markings on some of the raised stones in an archaic version of common speak of the wildlife that live around this area
- 10 Grass The grasses hang heavy with cotton, which can be picked and used.

GOOD PATHS (1-2)

d10 Path Result

- 1 Mud There are clearly visible tracks of 1d4 species of wild game. Each piece of game can be tracked down with a successful DC 10 Wisdom (Survival) check, yielding 2 days' worth of rations if slain.
- 2 Trade Your party is dragged into a leisurely competition between friendly appraisers, who are trying to guess the value of everything. The appraisers note that one of the mundane weapons owned by the party is actually a rare relic worth 10 gp.
- 3 Hills The hill is the old site of a fort, and has undergone some brief excavation revealing the northmost corner of a square of stone foundations, buried 2 feet deep. On top of the eastmost corner of the 20 foot square (also buried 2 feet deep) rests a beautiful golden pendant, inset with cut glass. Regular buyers will value the pendant at 50 gp. Any suitable museum will accurately value it at 500 gp.
- 4 Old road A wild, untamed horse runs down the old town road, and can be tamed on a successful DC 15 Wisdom (Animal Handling) check. The horse requires feeding, and leaves the party after 1 day's service, running back to the road.
- 5 Grass Wildflowers and poppies grow up above the grasses, and a *forbiddance* spell over the area wards off all fiends. As you walk here, you can see out of the corner of your eye that the petals drifting on the breeze are forming into the shapes of your loved ones.
- 6 Mud An injured mole on the ground under the effects of an *animal messenger* spell. If followed, it will take you to the next town.
- 7 Trade A set of three mercantile wagons compete to offer the lowest price to transport your group
- 8 Hills Along the side of the hill is a set of rail tracks and one sledge-like cart riding along it. The sledge-cart is clearly abandoned, but is safe and fun to ride.
- 9 Old road The firm terrain (alongside a faint glow of enchanting magic) make all wheeled vehicles to move 1 extra mile for each hour of travel.
- 10 Grass A clearing in the center of the field is home to three painted archery targets, and some inaccurate attempts to hit the bullseye from behind a line drawn in the field. One of the crossbow bolts can't be broken outside of an antimagic field.

Mountain

Foraging DC: 15

Navigation DC: 15

Special Rules: Strong wind, high altitude

Mountains are characterised by stunning views through occasional breaks in the thick fog layer, roaring winds, the scent of wet stone, the dizzying effect of height, and stones and rocks jabbing underfoot.

Mountain trails are usually marked out by cairns, and weave through carved rock tunnels and across stomach-turning crevices with rickety log bridges.

MOUNTAIN PATH DESCRIPTIONS

d10 Path

- 1 A path leading through patches of scree at the base of a crag
- 2 A path beside an alpine waterfall
- 3 A path that has partially collapsed, with temporary rope bridges and ladders added
- 4 An ancient trail through caverns
- 5 A path between deadly sulphur pits
- 6 A path passing over a mesa
- 7 A path swooping into the depths of a valley
- 8 A path cresting a dizzyingly tall ridge
- 9 A path descending down the edge of a gorge
- 10 A path leading over a mountaintop

TOUGH PATHS (1-2)

d10 Path

Result

- | | |
|----------------|---|
| 1 Scree | All creatures take 1 piercing damage as they cross the scree, unless they are moving at a slow pace. There is a 60 foot wide section of scree that behaves like slippery ice. Failing the saving throw sends you sliding back down to the bottom, taking 1d4 piercing damage. |
| 2 Waterfall | The rock is slick and wet, and a section to the left of the rock needs to be climbed, requiring a DC 13 Strength (Athletics) check. While the rock is wet, creatures have disadvantage on this check. The rock can be dried with a source of heat or by dealing fire damage to it. |
| 3 Collapsed | The bridge and rope are sturdy, but rattle and blow under the frequent conditions of strong wind. When a wind of 10mph or more blows, all creatures on a rickety bridge or ladder must succeed on a DC 10 Dexterity saving throw or fall 1d4 x 10 foot. |
| 4 Cavern | A tribe of 1d4 orcs living in the ancient, beautiful ruins of this cavern keep a stern watch for intruders. |
| 5 Sulphur | Despite the vibrant colours, the area is hellish, and the path at one point crosses a 10 foot wide sulphuric acid pit. Stepping the sulphur lakes forces a creature to make a Constitution saving throw, taking 3d8 acid damage in a failed save or half as much on a success. If the creature is wearing metal armor, it automatically succeeds the saving throw and takes no damage, but the boots of the armor are permanently destroyed, giving the armor a permanent -1 penalty to AC. |
| 6 Mesa | The mesa is a constant target of lightning bolts. The member of the party that is wearing the most metal armor or weaponry must succeed on a DC 13 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much on a success. |
| 7 Valley | The path is entirely devoid of guard rails, and is 5 feet wide with a dizzying 40 foot drop. At one point along the trail, rocks fall, making ranged weapon attacks against two creatures (hit: 1d8 budgeoning damage and the target is forced 5 feet in a random direction.) |
| 8 Ridge | Six blood eagles soar around the ridge, aiming to attack any party member that is carrying food. The eagles fly away when attacked or when they see another eagle is killed. |
| 9 Gorge | The turquoise-green river at the base of the gorge has a ferociously quick flow. The river must be swummed through. Creatures that enter the 10 foot wide river for the first time on a turn or start their turn there must succeed on a DC 10 Strength saving throw or be dragged 20 feet downstream. |
| 10 Mountaintop | The mountain peak is an active caldera, and the path around the lava-filled cauldron within. Each creature that ends its turn along the 50 foot long path round the edge of the caldera suffers 1d4 fire damage from the searing heat emanating from it. Falling into the caldera is deadly. |



NEUTRAL PATHS (3-4)

d10 Path	Result
1 Scree	A pair of bulettes are burrowing around in the scree, leaping high into the air and sending rocks flying. They do not attack unless provoked.
2 Waterfall	An area under the waterfall has a seat and several carved channels and basins, as if it's made for communal showers. It's frequented by a nomadic group of arakocra , nesting in the mountainside.
3 Collapse	The rope bridges are unstable, but a visible, glowing enchantment upon them casts feather fall on all nearby creatures whenever one of the ropes or rungs snap.
4 Cavern	The cavern is tended by 2d4 galeb duhr , which allow party members to hitch short, slow rides on their animated boulders.
5 Sulphur	Bones float within one of the sulphur pools, but all of them seem to be sealed beneath invisible magical walls, as if from a <i>wall of force</i> . Within one pool, deep below, a diamond worth 50 gp sparkles enticingly.
6 Mesa	The sparse scrubland at the top of this mesa is home to a herd of goats, and the view is virtually clear. If visibility is good, the navigation DC for the terrain becomes 10.
7 Valley	At the edge of the valley is an abandoned but functioning glider that can carry one person down to the bottom of the mountain. Staying on the glider requires a DC 10 Dexterity (Acrobatics) check, and falling off the glider drops a creature 1d10 x 10 feet vertically.
8 Ridge	The views from atop this mountain ridge are incredible. A group of gryphons circle majestically, starting to follow the party and calling out any dangers they see.
9 Gorge	Rope lines criss-cross the gorge, allowing more adventurous party members to zipline back and forth from one edge to the other, using magical rolling pulleys that ferry their holders back and forth.
10 Mountaintop	A thick layer of cloud below the mountain's peak heavily obscures its area, limiting vision within the cloud to 5 feet. Creatures must stay close to avoid getting lost. The views from the mountaintop over the top of these clouds are still incredible.

GOOD PATHS (5-6)

d10 Path	Result
1 Scree	Each creature that searches in the scree for sharp rocks and succeeds on a DC 10 Intelligence (Investigation) check finds 20 caltrops.
2 Waterfall	The path snakes under the splash of the waterfall in one or two locations, which is rumoured to have healing properties. The stream cures all disease, and behind the waterfall there is a vial of antitoxin.
3 Collapse	The broken bridges seem unnecessary, as a reasonable route can actually be picked past them, avoiding any risk. The rope ladders are sturdy and can be dismantled to yield about 100 feet of rope.
4 Cavern	A neutral good cloud giant waits along the ancient path, cheerfully ferrying creatures on their way across the many bumps and ruined sections of the path. She will happily lend out one of her perytors as a temporary mount in exchange for some treasure to add to her hoard, especially if the treasure is a gem.
5 Sulphur	Someone's installed a small steel tap on one of the pits, allowing up to 3 vials of acid to be drawn from it.
6 Mesa	The path across the mesa is easy, but the low scrubland off the path is difficult terrain. 300 feet across this difficult terrain, there's an abandoned shack providing ample shelter and warmth, with a well that supplies 1 gallon of drinking water.
7 Valley	The trail is lit on a corner by four lamps. All contain a continuous flame except one, which is unlit. Creating a fire in the unlit lamp uproots it and provides you with a torch that can be ignited or snuffed out by using an action to shake it.
8 Ridge	A well-hidden ruby glints along the trail, spotted on a successful DC 20 Wisdom (Perception) check. You find a ruby red gemstone worth 9000gp. It can be used as a component for spells, but it isn't consumed, and cannot be sold or destroyed. Inside the gemstone, you see the tiny visage of a slumbering lich bound by the <i>imprisonment</i> spell.
9 Gorge	You come across a henge, with one rock stack missing. The tallest rock stack has a carving of a crescent moon at its top. The first time the circle is visited during a new moon, five druids are visiting, hoping the henge is completed. Reproducing the rock stack requires three large stones weighing 50 pounds, and doing so creates a glyph for a <i>teleportation circle</i> in the centre of the henge. Once the henge is completed, visiting druids thank you profusely and offer to cast any druid spell of 5th level or lower at no cost. The henge amplifies such spells: they have a duration of 1 day, and require no material components.
10 Mountaintop	An enchantment at the mountain's peak allows one to see through clouds while within 30 feet of the summit. This allows creatures to see 200 miles in all directions. Carved into a rock just below the summit is a perfect reflected map of the surrounding area, magically enchanted to be covered in ink.

Swamp

Foraging DC: 10

Navigation DC: 15

Swamps are characterised by the overpowering, fetid sweet stench of stagnant water, gentle mists interspersed with marshland birdcalls, and sucking glop underfoot.

Paths in swamps tend to be thin wooden slat paths about 1 or 2 feet wide. There might also be frequent breaks in these slat paths, forcing characters to wade through the mud and waters below. If the path has a water depth specified, it will instead be marked out by occasional carvings and signage on trees.

SWAMP PATH APPEARANCE

d10 Path

- 1 A path through reed beds
- 2 A path through ponds of stagnant algal bloom
- 3 A path along a bayou, 3 feet deep
- 4 A wooden slat path through peat bogs
- 5 A path through herbaceous marshes
- 6 A path into a low fen shrubland
- 7 A path leading into foggy wetland
- 8 A swamp forest, with 5feetdeep freshwater
- 9 A path into a tiered set of rice farms
- 10 A submerged path through grasslands flooded under 1 foot of river water.

TOUGH PATHS 1-2)

d10 Path

Result

- | | | |
|----|------------|--|
| 1 | Reed | Two points along the path are covered by reeds that behave like razorvine. |
| 2 | Algae | The algal bloom is metal-eating, and has a gray ooze's Corrode Metal trait. It is 3 feet deep, and must be walked through. |
| 3 | Bayou | Any blood that falls in the water will attract a quipper or swarm of quippers to its location after 1d4 minutes. The quippers are simply seeking food, but may mistake the blood for food and attack. |
| 4 | Peat | Thick methane fumes hang in the air. When exposed to open flame, the methane explodes, snuffing the flame if it is nonmagical. Additionally, creatures within 10 feet of the exposed flame must succeed on a DC 10 Dexterity saving throw, taking 3d4 fire damage on a failed save or half as much on a success. |
| 5 | Marsh | A will-o'-wisp 40 feet from the path attempts to deceive the party by imitating a campfire, hanging near to the ground. The path directly towards the wisp leads across an area of water 5 feet deep that covers mud that behaves like quicksand. The wisp winks out of existence when approached, and flees. |
| 6 | Shrubland | The green tuffets of the earth roll like bubbles in the landscape. Whenever one is stepped on, there is a 1 in 10 chance that it explodes. If a tuffet explodes, creatures within 10 feet of it must succeed on a DC 14 Constitution saving throw or become stunned by the miasma for 12 seconds. |
| 7 | Fog | Creatures within the light fog along this path have disadvantage on all Intelligence, Wisdom, and Charisma checks, and can't cast spells. |
| 8 | Deep water | There is a rowboat moored up for the party's use, but it is leaky. Half the boat's occupants (rounded down) will need to devote their full attention to bailing the boat. Alternately, the boat has a 10% chance of being a mimic , which solidifies into a watertight boat once slain. |
| 9 | Farms | The four rice farmers (commoners) operating the field will berate anyone who they see crossing the area at a fast or medium pace. Moving at a slow pace for 1 hour or more subjects one to 1 piercing damage from mosquito bites. |
| 10 | Floodplain | The water appears to be animate. Occasional waves ripple through it. Once an hour, the waves are large enough to force all creatures in the floodplain to succeed on a Strength saving throw or be carried 60 feet in a random direction. |



NEUTRAL PATHS (3-4)

d10 Path	Result
1 Reed	The wind among the reeds here plays out the last conversation spoken within this path.
2 Algae	The algae is chameleonic, and switches colours to reflect and even illustrate the moods and desires of creatures that walk through it.
3 Bayou	A gentle ticking sound betrays the presence of a crocodile that stalks round the bayou, searching for prey.
4 Peat	2d4 rats hustle around the bogs, crowding over any scraps of food they can find and fleeing if attacked.
5 Marsh	A pair of mud mephits occasionally emerge to sling mud at each other, completely unaware of any other presence.
6 Shrubland	
7 Fog	The body of fog doesn't just appear to get further away as it is approached - it physically moves away from the party, maintaining a distance of about 10 feet.
8 Deep water	A gentle undercurrent in the clearwater carries the party lazily down the path, allowing them to float and travel at a slow pace with absolutely no exertion. Fish weave round the party as they drift.
9 Farms	The farm is overgrown and abandoned, almost dry and full of dying rice. The irrigation system is simply clogged under a lack of use, and can be opened up, allowing water to flood through the fields again.
10 Floodplain	Three old magical pump stations sit alongside the path. All are leaking fresh water

GOOD PATHS (5-6)

d10 Path	Result
1 Reed	A nomadic halfling commoner recently passed through here, leaving a set of discarded attempts at making a reed whistle, two of which are perfectly functional whistles.
2 Algae	The algae tends to wounds, cleaning them. Creatures travelling through the algae ponds for 10 minutes or more restore 2 hit points.
3 Bayou	The water here is enchanted with transmutation magic, and mermaids are swimming in it. While you are submerged in the water, you can breathe and see clearly underwater, and you have a swimming speed equal to your walking speed.
4 Peat	The peat is being mined out steadily by a dwarf, who will pay you 2 sp for an hour's work. He also lets a worker keep one free sample, which will burn in a lantern for 1 day in place of oil.
5 Marsh	A tribe of hunting lizardfolk greets you and mocks your weaponry, taking pity on you and offering to make you some spears out of the corpse of an elderly gnome they found while hunting.
6 Shrubland	There's a well-preserved human body in the shrubland. Close inspection reveals it was unearthed from several thousand years ago, and is wearing ancient and well preserved cloth relics worth about 200 gp to a suitable collector.
7 Fog	Lanterns along the path light the way brightly, and the navigation DC is 10.
8 Deep water	There is a long rowboat, hidden and moored up to a tree, beautifully painted and apparently abandoned. The boat can hold six passengers.
9 Farms	The irrigated paddy fields are ideal for fishing, and the fish here can be somewhat of a pest to farmers. Foraging successfully in this area yields 2d6 day's worth of rations.
10 Floodplain	There's a lake full of fish, containing a tiny shrine at the base which houses a hexagonal cut diamond worth 100gp



Underdark

Foraging DC: 10

Navigation DC: 15

The underdark is characterised by varied fungal scents, distant screeches, the gentle chittering of spiders, the oppressive darkness of poorly lit caves, and weird oozes, webs, and rocks coating the ground.

The paths through the massive winding caverns of the underdark are as varied as they are daunting. They can draw upon almost any different underground equivalent of any biome, from arctic to swamp to forests of mushrooms.

UNDERDARK PATH APPEARANCE

d10 Path

- 1 The cavern leads through a forest of fungi.
- 2 The cavern is lined with stalactites and stalagmites
- 3 The cavern is overrun by webbing and egg sacs
- 4 The passageway leads to a subterranean shrine
- 5 Thunderous vibrations echo through the cavern
- 6 Eyes peer out from hiding spots in the cave
- 7 Skeletons line the edges of the cave
- 8 The walls of the cavern passage are perfectly cut, with flat sides polished to a sheen
- 9 The path runs alongside underground seam of lava
- 10 The path runs through crystalline ice

TOUGH PATHS (1-3)

d10 Path

Result

- | d10 Path | Result |
|---------------|---|
| 1 Funghi | Six of the fungi are hostile. Most of these are shriekers , but there may be one or two violet fungi or gas spores along the path. |
| 2 Stalactites | Three of the stalactites or stalagmites are disguised piercers (or possibly ropers) which remain motionless until they believe they can attack. The piercers are 20 feet from the ground. |
| 3 Webs | Unsurprisingly, this area is warded by drow magic. Creatures passing into one such area trigger a <i>glyph of warding</i> storing a <i>web</i> spell. Once the web glyph has triggered, any loud noise will trigger a second <i>glyph of warding</i> that stores <i>scorching ray</i> , targeting the three nearest creatures and igniting the web. |
| 4 Shrine | The shrine depicts an obscure deity, and blocks the path ahead. A creature that touches the shrine directly must make a DC 10 Constitution saving throw. A creature takes 2d8 damage on a failed save, or half as much on a success. If a creature fails the save by 5 or more, its alignment shifts |
| 5 Echoes | The vibrations come from a rolling sphere trap, triggered by a pressure plate (DMG 123). The sphere deals 2d10 bludgeoning damage, and slowing it requires a DC 15 Strength check. |
| 6 Eyes | The two eyes belong to two hiding nothics . Both of them use their rotting gaze once, and then attempt to run away. |
| 7 Skeletons | The area is heavily laced with traps. You might wish to use a pitfall trap or a fire-breathing statue. (DMG 120) |
| 8 Polished | An unwary gelatinous cube has been sliding up and down this hall. It doesn't wish to harm the party, but it moves slowly, and it takes up the whole corridor. Alcoves are few and far between. |
| 9 Lava | The lava is cosy warm. Two magma mephits can be seen bathing in it languidly. If the party tries to avoid an encounter, one such mephit reads the situation unwisely and casts <i>heat metal</i> at someone. |
| 10 Ice | Creatures that pass through this freezing cold area must succeed on a Constitution saving throw, taking 3d6 cold damage on a failed save or half as much on a success. The area is also under the effects of extreme cold. |



NEUTRAL PATHS (4-5)

d10 Path	Result
1 Funghi	The spores along the path shroud the area in a faint mist. After walking through this path, all creatures simply cannot remember anything about what was in it.
2 Stalactites	The stalactites intermingle with actual teeth, as the path leads through the corpse of a purple worm down into its massive fanged gullet. Its poison has lost potency,
3 Webs	There are web hammocks strung up from one side of the cavern to the other. Taking a short or long rest in these hammocks allows them to close around you, and to leave the hammock you must succeed on a DC 15 Strength check
4 Shrine	The shrine is devoted to a decapitated pig's skull on a spike. 1d4+1 kuo-toa are standing around and flee when approached
5 Echoes	The vibrations come from an empty circular construction that once housed an extradimensional portal. Striking the portal like tuning fork makes it ring in a rich note just a touch below C sharp.
6 Eyes	The eyes belong to a flurry of stirges feeding on an orc corpse, that scatter out of the cavern and flit away.
7 Skeletons	Some of the skeletons animate after the party passes them. Their walking speed is 15 feet, but they shamble along threateningly behind the party.
8 Polished	The path twists helically as you walk. At the end of the path, the party finds they are actually standing on the ceiling, and falls 2 feet when gravity returns to normal
9 Lava	The area is under the effects of extreme heat. If a member of the party has a weapon or cantrip that can deal cold damage, the party can exploit this to gain advantage on the saving throw.
10 Ice	The area is under the effects of extreme cold. If a member of the party has a weapon or cantrip that can deal fire damage, the party can exploit this to gain advantage on the saving throw.

GOOD PATHS (6)

d10 Path	Result
1 Funghi	The path is hemmed with funghi, and leads into a spore-filled woodland where the mushrooms are almost as tall as the trees. Some of the blue funghi are edible, and can be harvested easily as 1d6 days' worth of tasteless rations.
2 Stalactites	The stalactites intermingle with actual teeth, as the path leads through the corpse of a purple worm down into its massive fanged gullet. Its poison has lost some of its potency, but still has at least the effects of serpent venom (DMG 258).
3 Webs	The webs are difficult terrain, but conceal a glimmering treasure hoard with 4,130 cp. At the end of the corridor, an obvious, 10 foot square pressure plate activates a random trap if it is stepped on by a creature weighing more than 170 lbs. The coins weigh 82 lbs total.
4 Shrine	The shrine is in a consecrated area, and grants 2 temporary hit points to all creatures that touch it.
5 Echoes	The path moves near past a group of weaponforging fire giants, from which the noises originate. Around them, rushing between their legs, a group of enslaved goblins plot the fire giants' demise. Along the path there is a giant-sized dagger which can be wielded by a human in place of a greatsword.
6 Eyes	The eyes belong to a friendly but uncharismatic flumph that asks to accompany the party so it can feed on thoughts. If they accept, it assists the party as best it can and stays with them, checking diligently for traps and for nearby threatening psionic foes.
7 Skeletons	You can wave your hands through all of the skeletons, which are illusory hallucinations caused by the rich-scented spores that float in the cave. Resisting the hallucination requires a DC 20 Constitution saving throw.
8 Polished	The surface rings out like a gong as you walk down it, playing out a war march. Each creature that hears the sound has advantage on saving throws against being frightened, persisting for 1 hour after they leave the cave
9 Lava	The lava is held off by a magical barrier like an aquarium tube, and the barrier itself is warm to the touch with strange fish creatures swimming in it.
10 Ice	The ice is slick and can be slid down almost the entire way. Creatures travel through this area at twice their usual pace and take 1d4 bludgeoning damage as they do so.

Other Options

The optional rules below expand the existing rules for navigation and for foraging.

Navigating Successfully

When a player navigates, they make a Wisdom (Survival) check against a terrain DC, and waste 1 hour getting lost on a failed check. This is often a meaningless penalty: unless there's some kind of direct time pressure, time in D&D is a very expendable resource. To remedy this, you might choose to up the stakes of these checks. An example of increased stakes is given below.

- Whenever the check fails, your group wastes 1 hour following a tough path and must then repeat the check.
- When the check succeeds, your group takes a neutral path to the destination.
- When the check succeeds by a huge margin, or when you're travelling with a ranger in their favoured terrain, your group follows a good path to the destination.

Target Check

The target check is an optional rule designed to turn group-wide checks into a minigame. When you call for a target check, roll 1d100, and multiply the result by 10. This is the party's target number.

Any four members of the party can make Wisdom (Survival) checks and record their numerical totals. Characters who are navigating have advantage on the check. Those who succeed the check can then roll a d10, also recording the result.

The recorded results can be used once each. By adding, subtracting, dividing, or multiplying any number of these results, the party must aim to reach the value of the target number. The group has 3 minutes to find a method of

multiplication and division that reaches the target number. The difference between the result and the party's attempt determines how close they get to your destination, as shown in the Target Check (Navigation) table

If a player makes the check while it is impossible for them to become lost, they can replace the result of any d10 roll they make with a number of their choice between 1 and 10.

TARGET CHECK (NAVIGATION)

Difference Navigation success

0	You reach your destination without issue, taking a good path with shortcuts and reducing the travel time.
1-2	You take a neutral path, arriving at your destination without issue
3-5	You become slightly lost, taking a tough path and adding an extra 1 hour to travel time.
6 or more	You become lost, taking a tough path and failing to reach the intended destination.

Foraging

A player can forage for more than just food. Sometimes, they might seek specific materials for arrowheads or other odds and ends. When they do this, the player can make a DC 15 nature check, finding some of the sought materials on a success. Examples of suitable discoveries from a successful forage check are given in the Expanded Foraging table below. Alternately, if the player is searching for interesting tidbits at random, you can roll 1d20 to give a random item. If two possible item sources are described, choose the one that better fits the current environment.

As usual, a ranger foraging in their favored terrain finds twice as much material as they normally would.

EXPANDED FORAGING TABLE

d20 Forage result

- | | |
|-----|--|
| 1-5 | Shards of stone, ice, bone, or wood that may be crafted quickly into a simple melee weapon, or broken apart and used as 2d8 pieces of ammunition of any type or types. |
| 6-7 | A suitable campsite as described on page 71 |
| 8 | Around 20 thorns or razor sharp stones, each of which functions as a caltrop |
| 9 | A bloated fruit that can be shucked to spill out tiny spherical nuts, or a cluster of minute pebbles. Either of these options serve as enough ball bearings to cover a 10 foot square. |
| 10 | A source of poison that can be applied to one weapon or one piece of ammunition. A creature hit by an attack using the weapon or ammunition takes an additional 1d4 poison damage. The poison then loses its potency. |
| 11 | A common antiseptic moss that can be administered as an action to stabilise someone who is unconscious. The moss can also be consumed as an action to confer the effects of antitoxin for 1 round. |
| 12 | Mud that can be applied to the skin as an action to gain advantage on the next stealth check that the user makes |
| 13 | 2d6 days' worth of feed suitable for animals |
| 14 | A plant growth or cut of animal blubber that burns for up to 24 hours in a lamp in place of oil |
| 15 | A block of chalk |
| 16 | 1d4 sturdy branches or rotted leg bones that can be used as torches |
| 17 | A 10 foot vine or gut that functions as rope |
| 18 | A shattered shard of an ore deposit that can be used in place of a tinderbox to light fires |
| 19 | A jawbone, strung with muscle. Two such jawbones can be fashioned into a fragile hunting trap with 1 day of work |
| 20 | A rare plant or ore that is in some way representative of the forager's character. Ask the player what they think this item should be, perhaps encouraging them to draw upon the traditional meanings that flowers and gemstones hold.
The item may be used as a spellcasting focus for the player's ranger spells, if they have any. |



Collaborative Worldbuilding

This section presents rules for establishing a home-brewed setting as a group.

General Rules

Play Collectively. It's best to build upon the work of other players. Always choose to contribute the coolest thing you can think of, especially if it isn't related to one of your own ideas.

Play Kindly. Don't behave in bad faith. You're collaborating with your friends to make an interesting world. Allow your friends to build upon ideas that interest them. Don't exploit the points system. If your idea doesn't prove popular with other players, drop it and work with something else.

Playing at World Making

Each player takes it in turn to contribute something to the world. They may choose to add an event, which can be a **project**, a **discovery**, or an **arrival**.

The maximum time skip that can be covered in 1 turn is a year. The minimum is a week.

In most cases, the chosen event occurs instantaneously. The player describes any flavour, reasoning, or unexpected facts that surround the event, and they can describe the outcomes and immediate aftermath of that event. In the case of a project, it does not occur instantaneously but instead completes at the start of your next turn, where you describe its outcomes and immediate aftermath.

A player can also choose to pose a question on their turn, in terms of the direction of the world building. When they do this, each player gives a brief response. After listening to each player's response, the player whose turn it is can summarise these responses as a certain instant development of their choosing.

Regardless of what you choose to add to the fold, it will usually fit into one of the following categories

"And"

This is a completely novel worldbuilding idea that has no grounding in anything that has yet been written or presented. Such an idea costs 1 point. You should aim to spend your points on this option frivolously and freely: the points are not used for anything else

"Therefore/Additionally"

This is something that builds upon another player's ideas.

"In Response"

This is something novel that occurs reactively due to another event.

Points

You start with 2 points, and gain 1 point in the following ways:

- At the end of every even numbered round, each player gains 1 point.
- If you ever feel like your ideas have been subverted or mocked, you gain 1 point.
- If your friends believe you have managed to bring things together neatly, you gain 1 point. For example, you might finish off some kind of unexplained loose end with your development, or explain and link two or more separate mysterious events.

Complication Phase

Once each player has taken a turn, the round completes, and a small series of disasters occur. These disasters are decided upon in the Complication Phase. Each player then has a brief discussion about what interesting struggles might befall the land before the next round. A struggle may be anything, such as a scarcity of water, a plague, a stall in project speed, a harsh winter, a leadership battle, or a crop failure: all that matters is that at least one struggle must occur before the start of the next round. Any player can choose to contribute a struggle, and all of the contributed struggles occur.

The end of the Complication Phase marks the end of the round. Keep track of the number of rounds that have passed: remember, on every even-numbered round, all players gain a point.

SUGGESTED STRUGGLES

d20 Prompt	d20 Prompt
1 War	11 Volcano
2 Rebellion	12 Tornado
3 Broken Treaty	13 Hurricane
4 Dishonor	14 Landslide
5 Invasion	15 Meteor
6 Infiltration	16 Earthquake
7 Lichdom	17 Drought
8 Curse	18 Flood
9 Unearthed Artifact	19 Cosmic horror
10 Unproductive Peacetime	20 Spell plague



Prompts

The following tables are unnecessary, but useful to the game. If you're strapped for ideas, choose the table for your current round (or another table of your choice) and roll a d20 to generate a prompt for yourself. Whether you use that prompt or seek out a different one is up to you.

ESSENTIALS (1ST ROUND)

d20	Prompt	d20	Prompt
1	Flora	11	Unearthly influence
2	Fauna	12	Legendary idol
3	River/Lagoon	13	Construction
4	Weather	14	Ruin
5	Temperature	15	Pilgrimage site
6	Sand	16	System of governance
7	Plains	17	Tradition
8	Snow/Ice	18	Economy
9	Ore	19	Settlements
10	Forest	20	Food supply

BIOMES (1ST ROUND)

d20	Prompt	d20	Prompt
1	Mesa	11	Crater
2	Marsh	12	Savannah
3	Rainforest	13	Meadow
4	Taiga	14	Ancient urban
5	Tundra	15	Volcanic sulfur pits
6	Desert	16	Salt Flats
7	Butte	17	Hills
8	Mountain	18	Wetland
9	Valley	19	Coast
10	Canyon	20	Planar confluence

LEGENDARY HISTORY (2ND ROUND)

d20	Prompt	d20	Prompt
1	Ruler	11	Mismanagement
2	Aristocrat	12	Degradation
3	Profiteer	13	Imprison
4	Tyrant	14	Public Example
5	Villain	15	Affair
6	Beast	16	Deceit
7	Monster	17	Appeased
8	Hero	18	Corruption
9	Assassin	19	Overthrow
10	Riot	20	Hidden Truth

SETTLEMENTS (3RD ROUND)

d20	Prompt	d20	Prompt
1	Flight	11	Lawful
2	Walls	12	Unjust
3	Ritualistic	13	Academic
4	Coexisting	14	Cliff
5	Tiered	15	Holy
6	Desecrated	16	Socialite
7	Aquatic	17	Divided
8	Roaming	18	Adapted
9	Tree	19	Adaptable
10	Lawless	20	Underbelly

FACTION (4TH ROUND)

d20	Prompt	d20	Prompt
1	Mercantile traders	11	Protectors of nature
2	Pillagers	12	Seeking union
3	Mercenary company	13	Winter Walkers
4	Powerful bank	14	Underdark
5	Dwarf group	15	Covert
6	Elf group	16	Extraplanar
7	Dragonborn group	17	Conquestors
8	Gnome group	18	Refugees
9	Half-orc group	19	Cultists
10	Extraplanar group	20	Criminal organization

PROGRESS (ROUND 5)

d20	Prompt	d20	Prompt
1	Invention	11	Common Foe
2	Friendship	12	Expert Mage
3	Romance	13	Exploration
4	Divine Revelation	14	Excavation
5	Structure	15	Governing System
6	Heir	16	Program
7	Agriculture Boom	17	Secret Research
8	Population Boom	18	New Faith
9	Industrial Boom	19	New Settlement
10	Disaster Countermeasures	20	Charismatic Faction Leader

PART 3

Items

Introduction

This section contains around a hundred different items, created from interesting experimentation and random rambling, salvaged from subclasses and spells, flashes of inspired ideas or updates of forgotten effects. This is a written-word toybox.

Hidden among these items, you'll find a plethora of interesting common magical items. Keep an eye out in particular for the *ammunition of subtlety*, the *bag of being held*, the *jump mat*, the *origami heightmap*, and the *thunder keg*: these are some choice favorites.

On top of that, there are a couple of subclass-specific loot options: the *arcane quiver*, the *spiked shoulder guards*, and the *emblem of peaceful rest*. These are intended to serve as a sort of technical demonstration for using loot in the place of direct balance changes, and you can look forward to hearing the author ramble about why this is a good idea in the postscript.

New Items

Advanced Forgery Kit

Forgery kit, common (requires attunement)

The gold and time you must spend to create forgeries using this forgery kit is halved. As an action while this kit is on your person, you can mutter its command word and choose a creature within 30 feet of you. You learn the target's signature. Once you use this effect, the kit loses its magic until the next dawn.

Advanced Poisoner's Kit

Poisoner's kit, common (requires attunement)

The gold and time you must spend to craft poison using this poisoner's kit is halved, and any poison you craft in this way ignores all resistances and immunities to poison damage or the poisoned condition, unless the target of the poison is a construct.

Additionally, you can use this kit to cast *detect poison and disease* as an action. Once you use this effect, you can't do so again until the next dawn.

Ammunition of Explosiveness

Ammunition (any), uncommon

This ammunition is laced with an explosive charge. While you are within 500 feet of this ammunition, you may detonate it as an action. Additionally, the first time you use this ammunition to make a ranged attack with a weapon, it becomes volatile for 1 minute. Whenever a creature you can see within 500 feet moves while within range of this volatile ammunition, you can use your reaction to detonate it.

When the ammunition is detonated, creatures within 10 feet of the charge must succeed on a DC 15 Dexterity saving throw, taking 3d6 damage on a failed save or half as much on a success. The ammunition is then destroyed.

Arrow of Instant Destruction

Ammunition (arrow), Very Rare

You'll also find plenty of handy loot options for monks, which are tuned to them especially so they don't have to stop using their fists: the *belt of the werebeast*, the *bracelet of changing fists*, the *gauntlets of offense*, the *mask of the luchador*, the *nunchaku of ki capacitance*, the *solar focus* and the *restful chest*. There are also three ideas for ranger spellcasting foci: the *herb of the heart*, the *herb of the hunter*, and the *herb of mist*.

There's three nonmagical loot options, that behave as especially unusual mundane items. These are the *glider*, the *bola*, and the *portable wall*.

Finally, keep an eye out for the *calamity mortar*, the *deck of wildcards*, *The Luggage*, the *quickmithral*, the *ring of the swapper*, and the *staff of confusion and disappointment*. I think they're real cool.

Whatever effect, idea, or inspiration you lift from the pages below, I wish you the best of luck in concocting it into something truly magical.

A creature that is struck by this magic arrow must succeed on a DC 15 Constitution saving throw or be banished to another plane of existence of the DM's choosing. If the target has 100 or fewer hit points, it automatically fails this saving throw. The arrow is banished with the creature.

Ammunition of Rope Ladders

Ammunition (any), uncommon

When you make a successful ranged attack roll against a solid object or surface using this ammunition, it lodges into it and produces a 60-foot long rope ladder that extends from its tip back toward your hand. The rope ladder can support up to 500 pounds of weight. While you are holding the arrow, you can twist its tip as an action to retract the rope ladder and remove it from where it is lodged.

Ammunition of Stability

Ammunition (any), common

When a creature with 0 hit points is hit by a ranged attack roll made using this magical ammunition, it takes no damage and becomes stable.

Ammunition of Subtlety

Ammunition (any), uncommon

Attacks made using this magical ammunition don't reveal the location of the attacker, and does not notice they have been struck or injured. The creature first notices it has taken damage from this ammunition (if any) at the start of its next turn.

Arcane Quiver

Wondrous item, uncommon (requires attunement by an arcane archer)

This quiver can hold up to 100 pieces of ammunition, and never weighs more than 5 lbs.

As a bonus action you can speak the quiver's command word to recover all expended uses of your Arcane Shot feature. Once you do this, you may not recover expended uses in this way again until you finish a short or long rest.

Arrow of Romance

Ammunition (arrow), uncommon

These arrows always come in pairs. When you make a successful ranged attack against a creature with either piece of ammunition, the target becomes affected by the ammunition's magic for the next hour, and the ammunition vanishes.

You may choose two creatures affected by the ammunition's magic within 60 feet of you, and use a bonus action to speak the arrows' command word and activate the magic. When you do this, each target becomes clumsily smitten with the other target for the next hour. Each target has advantage on ability checks checks to interact with the other target, and the targets won't willingly attack each other or target each other with harmful effects. Once the effect ends, both creatures become immune to this feature for 24 hours.

Bag of Being Held

Wondrous item, common

This bag looks similar to a *bag of holding*, though a successful DC 15 Wisdom (Perception) check reveals that the phrase "Bag of Being Held" has been sewn into its underside.

The bag is a simple hemp pouch, and can carry 30 pounds, not exceeding 1 cubic foot. While this bag is being worn or carried, a creature must succeed on a DC 20 Strength check to stop the bag from being worn or carried.

Bag of the Courier

Wondrous item, common

This pouch can hold up to 20 square inches or 4 pounds of material, and is enchanted to weigh nothing. If it is empty, it will vibrate if it's within 100 feet of any item that needs to be delivered. If it is carrying any items with an intended delivery destination, it will vibrate if their destination is within 1 mile, and then again when it is within 100 feet. If items in the bag are undelivered by the end of the week, they will return to their original location.

The bag displays the number of successful deliveries that it has made: the number is woven above the flamboyant design on its side.

Bag of Vacuuming

Wondrous item, common (requires attunement)

This small pouch has a carrying capacity of 5 cubic inches or 2lbs of material.

The bag has 3 charges. As a bonus action, you can expend a charge to have the bag suck up all dust and objects of tiny size or smaller in a 10 foot cube centered on it. It does so until it reaches its full capacity, and cannot suck up objects that are held or otherwise restrained. Its contents must be emptied (which takes 1 action) before a charge can be used again.

The bag regains 1d3 charges daily at dawn. If you attempt to expend a charge while the bag has no charges, it instead coughs up a burst of soot.

Belt of the Werebeast

Wondrous item, uncommon (requires attunement)

The steel-sculpted animal head on belt purrs and growls at the sight of foes, and human flesh smells delicious while you wear it.

When you move at least 10 feet directly towards a creature and make a melee attack against it before the end of your turn, you can expend one of the belt's charges from this item to force the target to make a DC 15 Strength saving throw. On a failed save, the target falls prone, and suffers an additional effect based on the animal head on the belt, as shown in the Belt of the Werebeast table

BELT OF THE WEREBEAST TABLE

d6 Animal Effect

1-2	Brown Bear	The target takes 1d6 bludgeoning damage, and you can push it up to 15 feet directly away from you.
3-4	Tiger	You can immediately use your bonus action to make an unarmed strike against the target.
5-6	Dire Wolf	Until the start of your next turn, attack rolls against the target have advantage.

Additionally, whenever you make a Wisdom (Perception) check that relies upon smell, or a Wisdom (Survival) check to track a creature, you can treat a roll of 9 or lower as a 10.

The item has 3 charges. You can spend 1 minute devouring and destroying a corpse that is less than an hour old to gain a number of temporary hit points equal to your Constitution modifier and provide yourself with 1 day's nourishment. If you devour the corpse of a humanoid in this way, you regain all expended charges.

Bola

Wondrous item, uncommon, nonmagical

The bola is a ranged weapon with the Thrown 20/60 property that deals 1 bludgeoning damage on a hit. When you hit a creature with a bola, it loses the use of its reaction as it frees itself. Additionally, the target's movement is reduced by 10 feet until the end of its next turn. You can't reduce a target's movement below 20 feet with this effect.

Book of Rituals

Wondrous item, uncommon

This book contains 3d6 random rituals chosen by the DM. Any creature holding the book can cast any ritual inscribed within the book as a ritual, even if it doesn't appear on their spell list.

Bottled Arcana

Wondrous item, very rare (requires attunement by a Wizard or Sorcerer)

This tiny corked bottle is filled with a swirling arcane energy.

You can cast any spell you have learned of 5th level or lower as a ritual. The spell may not restore hit points. A spell cast in this way whose range exceeds 30 feet has its range reduced to 30 feet. The ritual forms a large glowing pattern of ethereal letters, which moves with you until you cast the spell. Creatures that can see this pattern can discern the nature of your spell on a successful DC 10 Intelligence (Arcana) check.

All spell effects enacted in this way require concentration for their duration, and are terminated once your concentration is broken. For example, if you cast *meld earth*, all of your excavations are slowly reverted if you break concentration.

Bottled Permanence

Wondrous item, common (requires attunement)

This tiny corked bottle contains an illusion that rotates at constant speed. When you cast an illusion cantrip, and it has a duration longer than 1 minute, its duration becomes 1 month.

Bottle of Noise

Wondrous item, common

As an action, this worn glass wine bottle can be uncorked, or thrown and smashed. When the air within it is released, it emits a loud and distracting sound that is audible within a 300 foot radius. The sound's type is determined by a d20 dice roll, as shown in the table below. The noise is often instantaneous, but can persist for up to 1 minute.

BOTTLE OF NOISE TABLE

d20 Noise	d20 Noise
1 Lion's roar	11 Birdsong
2 The last sentence spoken within 30 feet	12 A giant, grumbling
3 Distant war cries	13 Meaningless chanting in a forgotten language
4 Hyena's howl	14 Owlbear's call
5 Bloodcurdling Scream	15 Rude insults, spoken in draconic
6 Loud raspberry	16 Loud rumbling
7 Cockerel's crow	17 Farmyard noises
8 Booming laughter	18 Ominous classical music
9 Uproarious applause	19 A lilting gypsy tune
10 An orc shouting "Boo!"	20 Any music the GM deems fitting.

Bracelet of Changing Fists

Wondrous item, rare (requires attunement by a Monk)

The gems embedded within the bracelet are filled with swirling elemental energy. The bracelet has four random gems. Roll 4d10 on the gem type table to determine what gems are obtained, rerolling any duplicates. The GM may also determine the gems by choice.

You have a +1 bonus to attack rolls and damage rolls with your unarmed strikes while you wear this bracelet.

The bracelet has 10 charges, and regains 1d10 expended charges each day at dawn. When you hit a creature with an unarmed strike, you can expend a charge to invoke the magic of one of the gems: your attack deals an additional 1d4 damage of the gem's damage type, and gains an additional effect as determined by the gem table. You can't invoke the magic of the same gem more than once in a turn.

Additionally, whenever you take damage of a type that corresponds to a gem on your bracelet, you can use your reaction to expend a charge and halve that damage.

BRACELET OF CHANGING FISTS GEM TABLE

Roll	Damage Type	Gem color	Effect
1	Acid	Green	The target's AC is reduced by 1 until the start of your next turn.
2	Cold	Blue	The target's speed is reduced by 10 feet until the start of your next turn.
3	Fire	Red	The attack deals an additional 1d4 fire damage.
4	Force	White	The target's concentration is broken.
5	Lightning	Yellow	If the target is wearing metal armor, it may not take reactions until the start of your next turn.
6	Necrotic	Black	The target can't gain hit points until the start of your next turn.
7	Poison	Purple	The target has disadvantage on the next attack roll it makes before the start of your next turn.
8	Psychic	Pink	You learn the target's damage resistances as the attack lands.
9	Radiant	Orange	The target sheds dim light out 5 feet until the start of your next turn, revealing its position.
10	Thunder	Grey	The target is deafened until the start of your next turn.

Calamity Mortar

Wondrous item, very rare

This fortified, wheeled cannon was crafted for the sole purpose of siege warfare.

It has a hollow, cubic interior, 5 feet on each side, with iron walls 2 inches thick. Each 5 foot section of iron wall has 50 hit points for each inch of thickness. At the center of each wall is a circular aperture 1 foot in diameter.

The interior is bisected by an 8 foot long, 1 foot diameter cylindrical cannon, resting on the floor and protruding out through one of the walls. You can cast *fireball* from the end of this cannon as a ritual. For this casting of *fireball*, the spell save DC is 17, and the range is 500 feet.

The calamity mortar is mounted on tire tracks that allow it to be pushed and steered, and the cannon to be rotated. It weighs 1000 pounds.

Cantrip Ammunition

Ammunition (any), common

This ammunition stores the effects of any damaging cantrip. In addition to the ammunition's other effects, a target hit by this ammunition suffers the effects and damage of being successfully targeted by the cantrip. The cantrip is cast at its lowest level.

Chest of Rest

Wondrous item, uncommon

You can spend 1 minute holding this tiny leather-bound box and speak its command word to activate its effect. Each creature within 10 feet of the chest gains the benefits of finishing a short rest. The item then loses its magic until the next dawn.

Coffer of Coin

Wondrous item, rare (requires attunement)

This small lockable safe is nearly impossible to open, jangles as it moves, and is marked very faintly with devilish insignia. When you reduce a hostile creature to 0 hit points, you can use your reaction and speak the coffer's command word to conjure a number of silver pieces equal to the target's number of hit dice. The silver pieces appear scattered around the target's space, and are nonmagical and completely real.

Construction Blocks

Wondrous item, rare (requires attunement)

The complete set of construction blocks has 6 charges, and regains 1d6 charges at dawn each day. You can expend charges from the blocks and arrange them into a suitable shape over the course of 1 minute to cast one of the following spells without requiring material components: *phantom steed* (2 charges), *leo's tiny hut* (2 charges) *creation* (3 charges), *wall of stone* (3 charges).

Comfort Simulator

Wondrous item, common

These ornately carved miniature furniture pieces are part of a set of four.

Roll 2d4 to determine which pieces are obtained when you find this item. If both dice rolls match, you only find one item.

Dice Roll	Piece obtained
1	Miniature Airer
2	Miniature Bed
3	Miniature Stove
4	Miniature Table

Each dolls-house furniture piece can be placed on the ground to project a small illusion. The illusion is only visible to those who are willing to see it and aware of its illusory origin.

Miniature Airer. A full height closet superimposes over any tree branch or horizontal object within a 10 foot radius. Clothes placed on these illusory racks will dry overnight.

Miniature Bed. Royally upholstered bedspreads superimpose over all bedrolls or sleeping areas within a 10 foot radius, matching the design of the original toy. They may be four-poster beds projected over the party's bedrolls, or a plumped chaise longue, or a series of long hammocks that drape between trees and dip to touch the soil. Unless the area is uncomfortable, short or long rests taken in the illusion feel as if they are taken on plush, lavish bedspreads.

Miniature Stove. A fine crackling stove superimposes over any lit bonfires within a 10 foot radius. The fire can't be put out by rainfall, and you have advantage on any checks for culinary endeavors made using it.

Miniature Table. A great wooden table superimposes over the largest rock or tree-stump in a 10 foot radius and seemingly levels the surface. Any nearby objects that could seat a human (such as logs or rocks) appear as ornately charged chairs. These are comfortable to sit on.

Full sets of furniture are uncommon. A full set of furniture will additionally project an illusory room complete with a ceiling and tastefully upholstered walls. The temperature within this room is always lukewarm.

Deck of Myriad Spells

Wondrous item, uncommon (requires attunement by a spellcaster) A deck with a spell scribed on every card is Rare.

Each card in this pack of 20 has the same ornate pattern on one side, but is blank on the other. The cards are made of fine paper of the kind used in spellbooks. The paper is of high enough quality that a single spell of 1st or 2nd level can be copied onto each card. The spell must have a casting time of 1 action or 1 bonus action. Copying a spell in this way consumes fine inks worth 200gp and takes 2 hours.

You can copy spells into the Deck of Myriad Spells even if you find them incomprehensible, but you may not have multiple copies of the same spell in the deck. It takes 10 minutes to erase a spell written on a card.

Whenever you copy a spell into the Deck of Myriad Spells, you can also copy it onto a physical set of any 20 playing cards. Write the name of the spell you copied onto one of the cards you haven't already written on.

As an action, you can draw a card the Deck of Myriad Spells. To do this, you shuffle your physical set of cards and reveal a card from it at random. If you reveal a card with a spell written on it, you must choose targets and cast that spell, ignoring any material components that the spell has.

Alternately, if you draw a card with no spell, you must make a ranged spell attack against a creature within 30 feet of you. If the attack hits, the target takes 1d8 force damage.

Regardless of whether a spell was written on it, the card is shuffled back into your deck, and is not consumed.

Deck of Wildcards

Weapon, rare (requires attunement)

This deck continuously shuffles itself as you hold it. When you make an attack with this weapon, you draw a random card from it and slash at your target. Each card functions as a magical dagger that deals 1d4 damage as usual and can be thrown or used to make a melee attack.

This weapon requires a unique method of making an attack roll. Instead of rolling a d20 die as your attack rolls, you use a complete deck of 54 cards. You reveal a card from the deck at random, and the result determines your attack roll result. If you draw an ace, your attack roll is 1, a critical failure. If you draw a numbered card, double the number shown on the card; the result is your attack roll. If you draw a picture card, your attack roll is a 20, a critical hit.

Once you make this attack roll, all the cards you revealed are returned to the deck.

If you hit a creature by drawing a numbered card, the attack inflicts an additional effect upon its target based on the suit of the card drawn, as shown in the Suit Effects table.

SUIT EFFECTS

Suit	Effect
Hearts	The target is charmed by you until the end of the current turn.
Diamonds	All creatures within 5 feet of the target take 1 radiant damage. The target sheds bright light in a 5 foot radius until the end of your turn.
Clubs	The target takes an additional 1d4 bludgeoning damage.
Spades	The target has disadvantage on the next ability check it makes before the end of your turn.

If you hit a creature by drawing a picture card, the target must succeed on a DC 15 Wisdom saving throw or suffer an additional effect based on the picture card drawn, as shown in the Picture Effects table.

PICTURE EFFECTS

Card	Effect
King	The target drops prone, and spends its action grovelling on its next turn.
Queen	The target must immediately use its reaction to move up to its movement and attack a creature of your choice.
Jack	The target throws everything it is holding at the ground at your feet.
Joker	The target spends its next turn behaving as an insane creature would, at the DM's discretion.

Dragonchess King of Maneuvers

Wondrous item, rare (requires attunement)

This mimic of a tiny dragonchess piece is imbued with chess-like magic. The Dragonchess queen has 6 charges, and regains 1d6 expended charges each day at dawn. These charges can be used to activate the following abilities.

Check. As a bonus action you can expend 1 charge and choose a hostile creature within your reach. The target must make a DC 15 Wisdom saving throw. On a failed save, the target must use its movement to move as far away from you as possible. This movement doesn't provoke opportunity attacks.

Pin. As a bonus action you can expend 1 charge to threaten nearby creatures. Until the end of your next turn, creatures within your reach can't move into spaces within your allies' reach.

Castle. As a bonus action you can expend 2 charges and choose a willing creature within 30 feet of you. The target is dragged 5 feet directly towards you, and you teleport into the space it just left.

Emblem of Peaceful Rest

Emblem, rare (requires attunement by an Oath of Redemption Paladin)

This emblem glows with purity and light. Once each turn when you take the attack action, you can forego one of the attacks to make a melee spell attack against a creature within your reach using the emblem. Charisma is your spellcasting modifier for this attack. On a hit, you roll 2d8 and add your Charisma modifier.

For the next minute, if the target's hit points drop below this number, it immediately falls asleep. The number also counts towards the target's missing hit points for the purpose of spell effects like sleep or power word stun.

You can expend spell slots to increase this number. You roll 2d8 for a 1st level slot plus an additional 1d8 for each slot level above the 1st.

Enhanced Interrogators

Wondrous item, uncommon

These two spiked knuckledusters can be worn over the fist. While you're wearing them, unarmed strikes with your fists deal 1d4 piercing damage rather than the bludgeoning damage normally associated with an unarmed strike. Additionally, whenever you deal damage to a creature or otherwise cause it pain, it becomes momentarily susceptible to your questioning. For the next minute, you gain advantage on all Charisma (Intimidation) checks to scare information out of the target and all Wisdom (Insight) checks to detect if the target is lying.

The knuckledusters make you heartless and emotionless. If you have any bonds listed on your character sheet, you ignore them while you are wearing these knuckledusters.

Headdress of Exotic Homebrew

Wondrous item, rare (requires attunement)

This mysterious diadem glitters with magic that seems to originate from a massively extended multiverse. It is known to vanish at random, and may do so at any time at the DM's discretion.

All creatures within 120 feet of the diadem can use unofficial D&D content from whatever source they wish.

Flameflower

Wondrous item, uncommon

As an action you can consume the *flameflower* to gain its benefits for 1 minute. During this time, you can make a ranged spell attack as a bonus action on each of your turns, with a +6 spell attack bonus, targeting a creature within 30 feet of you. On a hit, the target takes 2d4 fire damage.

Fists of Ground Pounding

Wondrous item, rare, requires attunement

As an action, you can slam your fist into the ground dramatically. All creatures within 60 feet of you take 1d8 thunder damage and must succeed on a Constitution saving throw or take an additional 1d8 thunder damage for every other affected creature within range and fall prone.

Fleshweaver Armor

Leather armor, very rare (requires attunement)

This patchwork leather armor takes on the texture of the wearer's own dead skin. When you take bludgeoning, slashing, or piercing damage from nonmagical weapons while wearing this armor, you can use your reaction to grant yourself temporary hit points equal to half the number of actual hit points you lost.

Additionally, while you are wielding this item, you can cast *fabricate* as a ritual using this item as a spellcasting focus.

On each of your turns while you are casting *fabricate* in this way, you can deal 4d10 damage to a creature within the spell's range as a bonus action. If this damage reduces a target to 0 hit points, it dies, and its body can be reshaped by this casting of *fabricate*.

Gauntlets of Offense, +1, or +2

Wondrous item, rare (+1), or very rare (+2) (requires attunement by a monk)

You have a bonus to attack and damage rolls with your unarmed strikes while you wear these gauntlets. The bonus is determined by the gauntlets' rarity.

Glamoured Mask

Wondrous item, common

As a bonus action while you are wearing the mask, you can redistribute the inky-black streaks of paint on it, creating any shape, sketch, or image you like.

Glider

Wondrous item, uncommon, nonmagical

While you are holding this glider in both hands, you do not take fall damage, you fall at a rate of 30 feet per round, and you can move 2 feet in any direction for every 1 foot you fall. You can also choose to be carried on any gust of wind of 10 miles per hour or faster without losing height.

Hairpin of the Futakuchi

Wondrous item, common

This ordinary looking hairpin is used commonly as a prank. While wearing this item, you can eat and breathe through the back of your head. If a creature is standing within 5 feet of the back of your head, you can make an unarmed strike against it, by having your hair bite the creature. On a hit, the bite deals 1d6 piercing damage, rather than the bludgeoning damage normally associated with an unarmed strike.

Hat of Luck

Wondrous item, common

The hat of luck is a towering monstrosity among headgear, rendered in a sickly gold and decked out in gaudy tassels, fronds, and the occasional strand of tinsel.

Whenever you make an ability check while wearing the Hat of Luck, you may roll an additional 1d20. On a roll of 19 or lower, nothing happens. On a roll of 20, you use the 20 as your roll for the ability check, a kazoo sound plays, and the Hat of Luck vanishes, dissolving into confetti.

Herb of the Heart

Wondrous item, common

This exotic magical twig might be found while foraging. When held, it blooms with a flower or fruit representing its wielder's personality. A ranger can use it as a spellcasting focus for their ranger spells.

Herb of the Hunter

Wondrous item, uncommon (requires attunement by a ranger)

This rose-like magical shrub is known to germinate spontaneously on the corpse of the most vile of deceased enemies. It can be used as a spellcasting focus for ranger spells, and it grants a +2 bonus to spell attack rolls and to your Spell Save DC. While it is within 120 feet of one of the ranger's favoured enemies, the herb glows blood red and writhes restlessly towards the general direction of the nearest enemy.

Herb of Mists

Wondrous item, rare (requires attunement by a ranger)

You can use this item as a spellcasting focus for your ranger spells, and it grants you a +2 bonus to spell attack rolls and to your Spell Save DC.

Additionally, you are invisible to creatures that are 100 feet or more from you, and when you use your action to make an attack against a creature that has not yet acted in combat, you can make one additional attack against the target as part of the same action.

Infinite Scroll

Wondrous item, common

As this scroll of normal parchment is unravelled, it does so seemingly without end. The parchment is thin, cheap, and tears easily, but can be written on or folded into shapes. The roll at the top is so tightly coiled it is practically indestructible.

Jump Mat

Wondrous item, common

This brightly coloured circular mat has a bullseye pattern emblazoned upon it. The mat can be unfurled to cover a 5 foot square of ground as an action. When a creature moves into the area covered by the mat for the first time on a turn, it must succeed on a DC 10 Dexterity saving throw or be flung 10 feet into the air. The creature can choose to fail this saving throw.

Lightning Capacitor

Wondrous item, rare (requires attunement)

This thick black cylinder of metal holds up to 4 charges of crackling electricity. When the wielder takes lightning damage while this item has 3 or fewer charges, they can use their reaction to gain resistance to the lightning damage. The item regains 1 charge.

As an action you can expend all charges to make a melee attack using the lightning capacitor. You have advantage on the attack roll if the creature or object you target is wearing metal armor or is partially made of metal. On a hit, the target takes 2d8 lightning damage for each charge expended.

Lightning Lantern

Lantern, common

Whenever this lantern takes lightning damage, it lights up for ten minutes, plus ten more minutes for each 10 damage it took. While it is lit, the lamp sheds bright light in a 60 foot radius and dim light out an additional 60 feet.

Mana Shard

Wondrous item, rare (requires attunement by a sorcerer of 3rd level or higher)

The shard integrates into your body as you attune to it, filling you with arcane power. You gain two additional sorcery points, which recover when you finish a short or long rest.

Additionally, you gain a metamagic from your metamagic class feature, and learn two spells, which don't count against your spells known. The metamagic and spells gained depend on the gem's color as shown in the table below.

1d8 Gem	Metamagic and Spells Gained
1 Turquoise	Careful Spell, <i>feather fall</i> , <i>shatter</i>
2 Jacinth	Distant Spell, <i>protection from poison</i> , <i>sleep</i>
3 Hematite	Empowered Spell, <i>burning hands</i> , <i>scorching ray</i>
4 Emerald	Extended Spell, <i>augury</i> , <i>comprehend languages</i>
5 Moonstone	Heightened Spell, <i>charm person</i> , <i>moonbeam</i>
6 Amethyst	Quickened Spell, <i>blur</i> , <i>expeditious retreat</i>
7 Opal	Subtle Spell, <i>chromatic orb</i> , <i>invisibility</i>
8 Lodestone	Twinned Spell, <i>hold person</i> , <i>jump</i>

Mask of the Luchador

Wondrous item, uncommon

While you are wearing this mask, your ability to suplex your foes is greatly improved. Moving while carrying a grappled creature costs you no extra movement while you are wearing no armor and not wielding a shield.

Additionally, whenever you grapple a creature successfully, you can immediately move up to half your movement and make a long jump or high jump. You drag the grappled creature with you for the full distance of your jump.

Necrotic Staff

Staff, rare (requires attunement)

When a creature you can see moves out of the reach of a corpse or pile of bones within 60 feet of you, you can use your reaction to present the staff, animating the corpse to make an attack against the target.

The corpse has blindsight out to 10 feet, and has a +5 bonus to the attack roll. On a hit, it deals 1d6+3 bludgeoning damage.

Nunchaku of Ki Capacitance

Weapon (club), uncommon (requires attunement by a monk)

This magical club has 4 charges. As an action you can expend any number of this weapon's charges to recover an equal number of your expended ki points. Alternately, as an action you can spend up to 4 ki points to have the nunchaku regain an equal number of charges.

Origami Heightmap

Wondrous item, common

This crumpled piece of paper unfolds into an approximate topological heightmap of the area surrounding it, as far as the horizon. Additionally, the origami heightmap labels the names of rivers, roads, and settlements within the area it displays.

Ostark's Lasso

Weapon (whip), uncommon (requires attunement)

This 10-foot section of rope writhes in your hand like a serpent. Whenever you use this magic whip to attack a creature, pole, hook, tree branch, or anything similar, the end of the whip wraps around it in a tight knot. If your target is a creature, it must succeed on a DC 13 Dexterity saving throw or become grappled (escape DC 13). You can't attack with the whip while it's attached to a creature or object in this way.

The whip can support up to 100 pounds of weight, and climbing the rope costs you no additional movement. You can use your bonus action to detach the whip, freeing the target.

Pebble Pet

Ammunition (sling bullet), common

This tiny, smooth grey stone has a dwarvish name scratched onto it, and can sometimes be heard humming very quietly to itself. Any creature that touches the *pebble pet* becomes attuned to it instantly if able, unless another creature is already attuned to the *pebble pet*.

Rocky Relationship (Requires Attunement). If the pebble is ever more than 30 feet from you, it immediately returns to your possession, reappearing in your bags, pockets, or similar, as determined by the DM. If you place the *pebble pet* on the ground and say "I'll be right back", you can make a DC 10 Charisma (Deception) check. On a success, your attunement ends.

Periapt of the Marut

Wondrous item, rare (requires attunement)

While wearing this periapt, your divination spells are successfully able to detect creatures that are hidden from divination magic. Additionally, your spells ignore the effects of a *ring of mind shielding*.

Pettimoe's Pigment Enhancers

Wondrous item, common

This small item appears to be a clear glass pebble. Roll 1d6 on the table below to determine which pigment enhancer you find.

4d10 (uncommon)
1d6 (common)

Paint Block

1	Alarming
2	Bubbling
3	Floating
4	Glowing
5	Reflecting
6	Retaining
7	Searing
8	Sticking
9 - 10	An empty space where a paint block should be.

The paint blocks can also be found as part of an uncommon box with six compartments, some of which are occupied. Roll 4d10 for an uncommon item drop. The dice rolls correspond to the paint blocks in the box. If three or more rolls are a 9 or a 10, the box is ornate and contains all eight paint blocks.

When a pinch of ground dust from the pebble is mixed with paint, the paint is imparted with certain enchanting properties, as determined by the table above. Each block is stamped with a word defining its properties.

Alarming. If the painted object is moved while it is between 10 and 500 feet from the person it is attuned to, they will hear a sharp beep.

Bubbling. The paint bursts into a shower of bubbles when struck, and evaporates away. The paint can also be used as soap.

Floating. The paint can be dropped or painted onto water to clear the surface of small ripples and dye the surface in the same color as the paintdrop. The effect isn't muddled by stirring the water, and lasts 1 day.

Glowing. The paint is only visible in dim light or darkness.

Reflecting. The paint forms a mirrorlike sheen

Retaining. The paint shows none of the visible marks of wear and tear, and can be applied to any solid surface.

Searing. The paint is flammable. It burns for 1 round when it takes fire damage, dealing 1d4 fire damage to each creature that moves within 5 feet of it on a turn or starts its turn there, then turns to ash.

Sticking. The paint is sticky to the touch, and can be used to connect two surfaces together if held in place for 1 minute. The bond breaks the next time either object takes bludgeoning damage, or after 1 day.

Portable Wall

Wondrous item, rare, nonmagical

This large iron plate provides the benefits of a shield when it is being carried.

As an action you can erect the portable wall, forming a Medium barricade around you. The barrier provides you with three quarters cover from all sides and reduces your movement to 0. Other creatures also have three-quarters cover from your ranged attacks. Taking the portable wall down takes 1 minute.

Potion of Sobriety

Wondrous item, common

As an action you can drink this beige solution. You immediately terminate all the effects of alcohol upon you, including hangovers.

Psionic Diadem

Wondrous item, rare (requires attunement)

This tiny diadem fits perfectly round the skull of its wearer.

You can control telekinetic forces to act as an extension of your own body by expanding your mind's influence outwards. As long as you aren't incapacitated, this force acts as an additional arm for you, which you can use to wield weapons and shields, perform somatic components, use magic items, and any other tasks you could ordinarily complete with a free hand. You can do so even while your own hands are occupied. Besides incapacitation, the force doesn't otherwise suffer the effects of any conditions that are affecting you.

You can use this force to make attack rolls and ability checks, and you can use your Intelligence modifier in place of any other modifier you add to skill checks, attack rolls, or damage rolls you make with this force. The force can move up to 10 feet away from you.

Quickmithral

Weapon (any), uncommon

Quickmithral consists of a pommel attached to a liquid-looking metal block, which occasionally takes the form of a warhammer, handaxe, crowbar, chisel, grappling hook, or stake. Its silvery, opalescent surface ripples slightly when it is touched. Regardless of its shape and properties, the Quickmithral always weighs 10 pounds.

An attuned wielder can cause the metal block to take the shape of any melee weapon or tiny object as a bonus action. The pommel does not change, and is always somehow incorporated into the object. The quickmithral merely reshapes into a metal imitation of the object's appearance: it will function perfectly as a hammer, piton, tankard, shield, or crowbar, but if it imitates a hunting trap, the trigger mechanism will be solid and non-functional, and if it imitates a magnifying glass, it will not be transparent. The GM decides what properties are offered by a particular shape.



Quiver of the Elements

Wondrous item, rare (requires attunement)

The quiver vibrates with elemental energy, and contains a single piece of ammunition. At the end of a turn after this ammunition is used to make a ranged attack, it disintegrates and is destroyed. When any piece of this ammunition is destroyed, a completely fresh piece replaces it by forming inside the quiver.

At any time after dawn each day, you can choose one of the following options: fire, air, earth, water, ether. Your choice determines what effect the ammunition will have until the next dawn. The ammunition gains an effect based on your choice, as listed below.

1: Earth. The ammunition is tipped with flint, and the tip can be twisted and untwisted in lieu of a button press to use it as an *immovable rod* that can hold up to 1 pound of weight. The arrow cannot be broken outside of an antimagic field. When a target is hit by a ranged attack using the ammunition, it emits a low rumble. The target makes a DC 15 Constitution saving throw. On a failed save, the target takes 1d6 thunder damage and is deafened until the end of your next turn.

2: Air. The ammunition creates a rippling zephyr around itself. While outside the quiver, it causes a 5 mile per hour wind to blow in a 20-foot radius of it, in the direction it is pointing. When a target is hit by a ranged attack using the ammunition, a great gust of wind hits it. The target makes a DC 15 Strength saving throw. On a failed save, the target moves 10 feet in any direction you choose, and falls prone.

3: Fire. The ammunition crackles with cinders, and casts bright light in a 20 foot radius. When a target is hit by a ranged attack using the ammunition, it takes 1d6 fire damage.

4: Water. The ammunition is cold to the touch. When a nonmagical body of water is hit by a ranged attack using this ammunition, all water within 10 feet of the ammunition turns to ice for 6 seconds. When a target is hit by a ranged attack using the ammunition, it creates a burst of frost. All creatures within a 10 foot radius of the target take 2 cold damage.

5: Ether Whenever you use ammunition from the quiver to make a ranged weapon attack, roll 1d4. The ammunition becomes the type corresponding to the number on the die.

Ring of Blast Shielding

Wondrous item, rare (requires attunement)

As a bonus action you can grant 10 temporary hit points to up to ten friendly creatures you can see. While these temporary hit points persist, the target automatically succeeds on their saving throws against your spells, and is immune to damage from your spells. The temporary hit points last for 1 minute, after which the item loses its magic until the next dawn.

Ring of Life Guarding

Wondrous item, uncommon (requires attunement)

This tiny red-and-white banded ring emits a magical aura in a 10 foot radius. Creatures within the aura have resistance to necrotic damage.



Additionally, while you are outside the aura, whenever a creature within the aura takes damage, you can use your reaction to speak the ring's command word and activate it. Any willing creatures you choose who are affected by the aura are teleported to an unoccupied space nearest to your current location. When you do this, the ring returns to your hand.

Ring of the Lord

Wondrous item, legendary (requires attunement)

While wearing this ring, you can cast *greater invisibility* without expending a spell slot. Once you cast *greater invisibility* in this way, you can't use the item to do so again until the next dawn.

An *identify* spell does not reveal the following properties: the ring is a cursed item, and whenever you take a long rest while attuned to the ring, you must make a DC 19 Charisma saving throw. On a failure, you advance one level of item madness, triggering an effect.

Item	Curse	Effect
1		You gain the following flaw: "I think I can hear the divine eye within the item quietly calling out to me while I can see it."
2		You are immediately pursued and attacked by 1d4 spectres on horseback as you rest. You gain the following flaw: "I suspect the item chose me on the basis of my prowess"
3		You gain the following bond: "I'm the only person fit to wield this item."
4		You gain the following flaw: "I believe anyone seeking to separate me from this item is conspiring against me to steal its power"
5		You gain the following flaw: "My friends are untrustworthy, so I use them as pawns to achieve my goals."
6		You gain the following bond: "All creatures are untrustworthy, so I should wield the item's power to conquer and subdue all other creatures."
7 or greater		You gain the following flaw: "I completely trust the ring with dominion over my body, and I do not trust anyone else" Additionally, the ring casts Dominate Person upon you at 8th level.

The ring can see its wearer, and can communicate simple emotions to them. It serves as a spiritual prison to a power-craving evil creature, who is immensely skilled at manipulation. It has 17 Intelligence, 14 Wisdom, and 21 Charisma. Its Spell Save DC is 19

Rings of Notification

Wondrous item, common

These rings are always created as part of an identical pair, but each might be found separated from its partner. When the small bar on either ring is or moved, the small bar on the other ring is moved in the same way.

Both rings lose their magic, and the small bar on each ring becomes unmoveable, while the rings are more than 10 miles apart from one another.

Ring of the Swapper

Wondrous item, rare (requires attunement)

The ring is flat and polished to a silvery mirror. Once each turn, as part of your movement, you can choose an illusion of yourself within 30 feet of you. You and the illusion teleport, exchanging places (no action required).

Rift Engine

Wondrous item, rare (requires attunement)

This item can create rifts in reality. As an action you can expend 3 charges from this item and choose two points within 20 feet of you. A spherical wormhole, 1 foot in diameter, opens in both locations.

As a bonus action, you can expend 1 charge to move one of these wormholes into an unoccupied space you can see within 20 feet of you. Both wormholes vanish after 1 minute or if you create new wormholes with this item.

When a creature moves into a wormhole's area for the first time on a turn or starts its turn there, it is teleported to an unoccupied space within 5 feet of the other wormhole, conserving momentum. An unwilling creature can succeed on a DC 15 Constitution saving throw, resisting the effect on a success.

The rift engine has 6 charges, and regains 1d6 expended charges each day at dawn.

Shoelace of Hearing

Wondrous item, common

This slim 20-foot length of black lace is easily concealed, and the aglets on each end of the lace are shaped like small tin cans. While your ear is pressed to one of these ends, you are deafened with regards to your own senses, and you instead hear everything spoken within 20 feet of the other end.

Solar Focus

Wondrous item, uncommon (requires attunement by a monk)

You can use this necklace to cast the *sacred flame* cantrip as an action. The save DC is equal to your Ki Save DC.

Additionally, whenever you deal fire damage, you add your martial arts die to the damage roll, and you can use your stunning strike on one or more creatures damaged by the effect, expending 1 ki for each.

Spidersilk

Wondrous item, rare (requires attunement)

As a bonus action you can speak this item's command word and expend 1 charge to create a magical spider-silk net in your free hand. These nets are immune to bludgeoning, slashing and piercing damage from nonmagical weapons, and vanish after 1 minute.

Nets created with this item have the following properties:

- The net has a normal range of 20 feet, and a maximum range of 60 feet.
- When you hit a creature with a ranged weapon attack using this net, all creatures on the ground within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or become restrained until the initial target is freed, as strands of webbing shoot out and leash them to the net.

This weapon has 4 charges, and regains 1d4 expended charges each day at dawn.

Spiked Shoulder Guards, +1

Wondrous item, uncommon (requires attunement by a battlerager barbarian.)

These shoulder guards grant a +1 bonus to AC while you are wearing no armor, and can be used as spiked armor.



Staff of Confusion and Disappointment

Wondrous Item, uncommon (requires attunement)

This staff is ornate, and beautifully carved, with an elaborate leather pommel and a tip carved in the shape of a rare beast. An *identify* spell simply reveals the item's rarity as "Legendary," and provides no further information.

The staff has 3 charges, and regains 1 charge each day at dawn. As an action, a creature can wave the staff and expend a charge to target a creature or object it can see within 150 feet of it. Roll 1d100 to determine the effect.

The following information is for a DM's eyes only.

Sentience. The staff is a mischievous, sentient chaotic neutral weapon with an Intelligence, Wisdom and Charisma of 19. It has hearing out to a range of 120 feet, and it has a +8 bonus to Charisma (Deception) checks. The staff cannot communicate with its wielder under normal circumstances.

Implied Power. Whenever any damaging effect occurs, make a number of additional concealed dice rolls equal to the effect's damage bonus (so make 11 d10 rolls for an effect that deals 10 + 1d10 damage), ignore the result, and pretend to marvel in astonishment at how low the result is.

The saving throw DC for all the staff's effects is 19, and it has a spell attack bonus of +11

Dice Roll Outcome

- 01- The staff casts *glibness* on itself, and casts *Rary's telepathic bond* to establish a telepathic link to the nearest available creature. The staff uses its bond to express its joy at having finally established a method of conversation and proceeds to boast incessantly, claiming anything it wants to about the potency of its abilities until the spell ends.
- 08- The staff casts *true seeing*, targeting itself. This staff cannot see. If it is able to communicate, the staff claims it was using *counterspell*.
- 09- All creatures within 150 feet of the staff must succeed on a Charisma saving throw or sneeze simultaneously.
- 13- The staff casts *programmed illusion*. Roll 1d100 again and ignore the result, stating that the staff creates a childish floating drawing of a dog in an unoccupied space nearest the target, seemingly produced from crayons.
- 16- A loud rumble fills the area as the staff readies an evocation. After 1 minute of rumbling, a gigantic explosion tears through the area. Creatures within range of the staff must succeed on a Dexterity saving throw, taking 11 + 1d10 damage on a failed save, or half as much on a success.
- 20- The staff launches at the target and then returns to its wielder, making a ranged spell attack and dealing 7 + 1d12 damage on a hit.
- 24- A targeted creature gains 7d12 temporary hit points. The effect lasts until the start of the target's next turn.
- 25- The staff casts *dominate monster* at the target. It does not issue any commands, so the target simply "defends and preserves itself to the best of its ability". As a DM, interpret this with extreme leniency.
- 28- The staff casts *glyph of warding* on the target at 8th level, choosing the Explosive Runes option and setting the spell to trigger 100 years from now.
- 29- The staff casts the *gate* spell in an unoccupied space nearest the target the target. When a creature attempts to pass through the gate, roll a bunch of dice and claim that the staff has lost concentration.
- 32- The staff creates 1d6 inedible lemons from its tip.
- 33- The staff summons an **avatar of death** (DMG p164) in an unoccupied space nearest the target. The Avatar of Death is amicable and non hostile. It does everything in its power to avoid entering combat, and vanishes after 1 minute.
- 36- The staff casts *hex* on the target at 5th level, giving the target disadvantage on Constitution checks. The staff gains the benefits of *hex*, not the wielder.
- 37- The staff casts *Mordenkainen's magnificent mansion*, placing the door in an unoccupied space nearest the target, and designating all creatures on its current plane of existence.
- 41- The staff casts *true resurrection*, resurrecting a random dead creature, often one that the players have met or slain. The creature must be of challenge rating 1/2 or lower.
- 44- The staff casts *creation* in an unoccupied space nearest the target, creating a glittering crown bedecked in precious gems that lasts for 10 minutes.
- 45- The staff casts *magic circle* at 7th level as an action, centered on the target, preventing celestials from leaving the area. If the target is a celestial, the staff chooses aberrations instead.
- 48- The staff creates a colossal shower of heavenly daggers that slash through all creatures in a 60 foot cube centered on the target. Creatures within the area must succeed on a Dexterity saving throw or take 14 + 1d4 slashing damage.
- 49- The staff radiates a seismic disturbance in a 300 foot radius circle on the ground around it. The tremors last 1d4 minutes. When this effect begins, and at the start of each of its turns in the area, a creature must succeed on a Strength saving throw or fall prone.
- 52- The staff casts *hex* on the target at 5th level, giving the target disadvantage on Constitution checks. The staff gains the benefits of *hex*, not the wielder.
- 53- The staff casts *Mordenkainen's magnificent mansion*, placing the door in an unoccupied space nearest the target, and designating all creatures on its current plane of existence.
- 56- The staff casts *true resurrection*, resurrecting a random dead creature, often one that the players have met or slain. The creature must be of challenge rating 1/2 or lower.
- 57- The staff casts *creation* in an unoccupied space nearest the target, creating a glittering crown bedecked in precious gems that lasts for 10 minutes.
- 59- The staff casts *magic circle* at 7th level as an action, centered on the target, preventing celestials from leaving the area. If the target is a celestial, the staff chooses aberrations instead.
- 61- The staff creates a colossal shower of heavenly daggers that slash through all creatures in a 60 foot cube centered on the target. Creatures within the area must succeed on a Dexterity saving throw or take 14 + 1d4 slashing damage.
- 64- The staff radiates a seismic disturbance in a 300 foot radius circle on the ground around it. The tremors last 1d4 minutes. When this effect begins, and at the start of each of its turns in the area, a creature must succeed on a Strength saving throw or fall prone.
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- 77- The staff radiates a seismic disturbance in a 300 foot radius circle on the ground around it. The tremors last 1d4 minutes. When this effect begins, and at the start of each of its turns in the area, a creature must succeed on a Strength saving throw or fall prone.
- 80- The staff casts *hex* on the target at 5th level, giving the target disadvantage on Constitution checks. The staff gains the benefits of *hex*, not the wielder.

Dice Roll Outcome

81- The staff emits a continuous scorching beam of searing blue fire from its tip. The beam is 150 feet long and 10 feet wide, and persists for 10 minutes. The beam casts bright light in a 30 foot radius and dim light out for an additional 30 feet, and creatures caught within the hellish inferno have advantage on saving throws to resist the effects of hot weather.

85- The staff emits a frigid 100-foot cone of blizzards and snow flurries from its tip towards the target. The cone persists for 10 minutes. Creatures caught within the impenetrable blizzard are heavily obscured and have advantage on saving throws to resist the effects of cold weather.

89- The staff shoots confetti and ribbons from its tip towards the target, and a kazoo sound plays.

93- The staff creates a large, glittering illusion with the appearance of a *prismatic wall* spell centered on the target. The illusion lasts 10 minutes.

97- The staff casts *disintegrate* upon itself at 9th level. The beam shoots directly towards the target, before looping upwards and sailing back towards the staff itself. The beam has no effect, since the staff is a magic item.

Staff of Sickening Plague

Staff, legendary (requires attunement by a spellcaster)

The staff has the appearance of a severed limb, coated in pustules and buboes, and reeks with the sour, bitter scents of disease. It grants you a +2 bonus to your Spell Attack rolls and Spell Save DC.

Festering Resilience. You become immune to the poison, and you can cure yourself of all disease as an action. Additionally, you can suppress your sense of taste and smell at will. Eat whatever you want.

Plague Aura. Hostile creatures are poisoned while they are within 10 feet of you and below their hit point maximum.

Death Stench. You can use an action to infect yourself or a corpse you touch with a death stench. The death stench is a grim disease that persists even when its target dies, permeating the air within 10 feet of an affected target with a haze of stomach-churning fetor. A target infected with the death stench is subject to the following effects:

- A creature that inhales the air within 5 feet of a target must succeed on a DC 15 Constitution saving throw or be infected with the death stench.
- While the target has 1 or more hit points, it takes 1 poison damage at the start of each of its turns. If this damage reduces the target to 0 hit points, its Constitution score and hit point maximum are reduced to 1, and the disease ends.
- As an action the target (or a creature within 5 feet of it) can make a DC 15 Wisdom (Medicine) check, removing the disease from it on a success.

Sword of Bluntness

Weapon (sword), uncommon (requires attunement)

The Sword of Bluntness is a +1 magical sword. It deals bludgeoning damage, rather than the slashing damage that is normally associated with a sword. It has the following trait:

Brutally Critical. Whenever a creature within 10 feet of the Sword of Bluntness asks about their appearance, they telepathically receive an unrelentingly harsh and honest response.

Tanglefoot Bag

Wondrous item, common

As an action, you can throw the tanglefoot bag up to 20 feet. Make a ranged attack against a creature, treating the bag as an improvised weapon. On a hit, the bag deals no damage but bursts into a thick goo that solidifies on exposure to air. The target's movement is reduced by 10 feet for the next minute.

Additionally, the target must succeed on a DC 15 Dexterity saving throw or become restrained by the goo. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach from the goo on a success. Dealing 5 slashing damage to the goo (AC 10) also frees the creature without harming it.

The Luggage

Wondrous item, very rare

The Luggage is a large, savage suitcase made of sapient wood that hails from a far-flung universe, able to sprout hundreds of tiny feet from its underside and scuttle, and able to attack brutally with the teeth indented in its lid.

As a suitcase, however, its self-perambulation, functionality, and lightweight frame make it an ergonomic standout. It has a seemingly bottomless capacity, and exceeds the capabilities of a bag of holding in its alarmingly potent defensive attributes, able to savagely devour any would-be pickpockets in a way that other such bags are simply too empathetic to attempt.

The Luggage is an ideal fit for your party, by process of pure elimination: it would be utterly disastrous under anyone else's control. Who knows, it might be a good laugh.

Chaotic Ally. The Luggage likes to form a bond to whatever master it can find, on a purely whimsical basis. It is fiercely defensive of whoever it considers its owner, and it kills and eats anyone who threatens them, taking a worrying amount of pleasure in doing so.

The Luggage will happily follow friendly adventurers by the shortest available route. The shortest available route may contain numerous walls, which the Luggage treats with a bloody-minded ignorance.

Constructed Nature. The Luggage does not require air, food, drink, or sleep.

The Luggage

Medium construct, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 161 (14d8 + 98)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	25 (+7)	8 (-1)	9 (-1)	16 (+3)

Saving Throws Con +11

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, frightened, poisoned

Senses blindsight 60ft., passive Perception 9

Languages understands Common but can't speak

Challenge 12 (8,400 XP)

False Appearance. Until it decides to sprout hundreds of tiny little legs in order to move, the Luggage has the appearance of an ordinary ornate wooden trunk.

Luggage of Holding. The Luggage has an interior space considerably larger than its outside dimensions. The Luggage can hold up to 2,000 pounds, not exceeding a volume of 256 cubic feet. The Luggage weighs 120 pounds, regardless of its contents. Retrieving any item from inside the Luggage requires an action, and may provoke a reaction.

Breathing creatures inside the bag can survive for an indefinite period. Once per day, a creature can attempt to escape the Luggage by succeeding on a DC 18 Strength saving throw. On a success, the creature is ejected into a nearby space, and lands prone.

If the Luggage moves inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item, it instantly destroys the item and opens a gate to the Astral Plane. The gate originates where one creature or object was placed inside the other. Anything within 10-feet of the gate, other than the Luggage, is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Magic Resistance. The Luggage has advantage on saving throws against spells and other magical effects.

Siege Monster. The Luggage deals double damage to objects and structures.

Too Angry To Die. When The Luggage is reduced to 0 hit points, it survives against all odds and instead enters an unconscious, invulnerable hibernation for 2d6 days, after which it returns to consciousness at full health.

Actions

Multiattack. The Luggage makes two bite attacks. If both attacks hit the same target, the target is grappled (escape DC 18).

Bite. Melee weapon attack, +10 to hit, reach 5ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Swallow. The Luggage swallows a creature it has grappled, forcing them into the extradimensional space from its Luggage of Holding feature.

Reactions

Safeguard. As a reaction when a creature the Luggage is hostile to attempts to retrieve an item from inside it, the Luggage makes one bite attack against the creature and grapples it (escape DC 18).

Thunderstone

Wondrous item, common

As an action, you can throw the thunderstone up to 20 feet. Make a ranged attack against a creature or object, treating the stone as an improvised weapon. If the attack hits, each creature within 10 feet of the point it struck must succeed on a DC 14 Constitution saving throw or become deafened for 1 minute. The thunderstone is then destroyed.

A creature deafened in this way has disadvantage on initiative rolls, and can use its action to repeat the saving throw, ending the effect on a success.

Thunder Keg

Wondrous item, common

The ginger root, fennel and amber inside this bottle all settle under a layer of rum. After this item is disturbed by movement, the thunder keg deals deal 2d4 lightning damage to the first creature or object it touches. Its contents settle again if it remains still for 1 hour.

If the thunder keg is in a container, it activates whenever that container is disturbed.

Weapon of Bouncing

Weapon (any light weapon), common

When this weapon lands on the ground, it bounces at an odd angle. If there is a scabbard it can fit into within 20 feet of it when it bounces, it jumps directly into the nearest one and sheaths itself.

Weapon of the Puppeteer

Weapon (any), rare (requires attunement)

This +1 magical weapon has four dangling strings at its hilt. The weapon has 4 charges, and regains 1d4 charges each day at dawn. When you hit a creature with this weapon, you can expend a charge to force the target to use its reaction to make a melee weapon attack against a creature of your choice within its reach.

Wallet of Holding

Wondrous item, common

This small pouch can hold no items, but is able to hold up to 10,000 gold worth of currency while still weighing 1 pound. The numerical amount of currency within the bag is recorded on its surface, woven into its fabric. When you reach into the bag for a specific amount or variety of coins, and close your hand, it closes around the correct amount.

Item Toolkit

In the following sections, you'll find some additional options for converting virtually the entire contents of this book into loot.

Adapting Feats as items

Generally, a feat is worth a similar amount to a rare item (just like an ability score increase). All the feats in this book follow that rule.

Adapting Spells as Items

A table for converting spells into items can be found on page 285 of the DMG. It also ought to apply to any and all of the spells provided in this book.

Adapting Items

You can very easily adjust an item's rarity by adding or removing the bonuses it confers to attack rolls, damage rolls,

or saving throw DCs. If you do this, remember that a +1 weapon has a much greater impact on characters that can attack many times in a turn. You can usually increase an item's rarity by one or two increments by doubling the number of charges that it recovers each day.

If you're uncertain about whether a particular item is going to be too strong, consider imparting the "fragile" property upon it.

FRAGILE

This item's strength is so potent that it's at risk of breaking. Whenever the item's power is used to excess, a fracture forms on the item. The GM defines when power has been used to excess. Once three fractures form on the item, it breaks irreparably, and loses some of its effects and potency in a way decided by the DM.



Adapting Into Items

Here are all subclass features, listed alongside the rarity of a magic item with the same effect. A minor uncommon item includes items like a driftglobe or an immovable rod - available alongside small-scale consumables and requiring no attunement. The features are listed in the order they appear in this book.

BOTANIST

Artificer Level	Feature	Rarity
3rd	Botanist Spells	Uncommon
3rd	Tool Proficiency	Common
3rd	Crop Cycle	Common
3rd	Floral Bounty	Uncommon
5th	Botanical Magic	Very Rare
9th	Photosynthesis	Uncommon
15th	Creeper Vines	Uncommon

GUNSMITH

Artificer Level	Feature	Rarity
3rd	Gunsmith Spells	Uncommon
3rd	Tool Proficiency	Common
3rd	Thunder Cannon	Rare
5th	Supercharged Shots	Very Rare
9th	Mechanical Friend	Uncommon
15th	Rocket Jump	Rare

BATTLE MECHA

Barbarian level	Feature	Rarity
3rd	Bonus Proficiencies	Common
3rd	Mecha Pilot	Rare
6th	Walking Fortress	Rare
10th	Autotargeting Visor	Uncommon
14th	Megaforce Fusion	Rare

PATH OF THE PRIMEVAL

Barbarian Level	Feature	Rarity
3rd	Caber Hurling	Uncommon
3rd	Shattering	Rare (3 uses), Very Rare (5 uses)
6th	Wild Walker	Uncommon
10th	Primeval Call	Uncommon
14th	Great Shatter	Rare

PATH OF THE SKÁLD

Barbarian Level	Feature	Rarity
3rd	Spellcasting	Uncommon to Rare
3rd	Song of Blood and Bravery	Uncommon
6th	Furious Roar	Uncommon
6th	Ritual Caster	Minor Uncommon
10th	Lore Expertise	Uncommon
14th	Spell Kenning	Rare

TOTEM WARRIOR

Barbarian Level	Feature	Rarity
3rd	Totem Spirit	Rare/Very Rare
6th	Aspect of the Beast	Minor Uncommon
10th	Spirit Walker	Uncommon
14th	Totemic Attunement	Rare

COLLEGE OF ART

Bard level	Feature	Rarity
3rd	Artistic Endeavors	Minor Uncommon
3rd	Mixed Media	Minor Uncommon
3rd	Inspirational Fragments	Uncommon
6th	Paint Spatter	Rare
14th	Warp Painting	Rare

COLLEGE OF MIME

Bard Level	Feature	Rarity
3rd	Copycat	Minor Uncommon
3rd	Silent Casting	Common
3rd	Magical Hoodwink	Rare
6th	Mental Conjuraction	Rare
14th	Spell Ventriloquy	Uncommon

COLLEGE OF ROCK

Bard Level	Feature	Rarity
3rd	Thrill of the Stage	Minor Uncommon
3rd	Bass Boost	Uncommon-Rare
6th	Rock Solo	Rare
14th	Stage Dive	Rare

ANNIHILATION DOMAIN

Cleric Level	Feature	Rarity
1st	Domain Spells	Uncommon
1st	Bonus Proficiencies	Uncommon
1st	Rush of Destruction	Uncommon
2nd	Channel Divinity: Dust to Dust	Minor Uncommon
6th	Death of the Self	Minor Uncommon
17th	Annihilation	Rare

MASTER'S DOMAIN

Level	Feature	Rarity
1st	Domain Spells	Common
1st	Commune With Player	Common
1st	Weighted Dice	Rare
2nd	Channel Divinity: Meta-Divination	Uncommon
6th	Dungeon Mastery	Minor Uncommon
14th	Divine Strike (1d20 not 2d8)	Uncommon
17th	Body Swap	Rare

CIRCLE OF THE ORCHARD

Druid Level	Feature	Rarity
2nd	Crop Yield	Common
2nd	Refoliation	Uncommon
2nd	Verdant Strike	Minor Uncommon
6th	Wood Form	Rare, esp. for Druid
10th	Living Orchard	Rare
14th	Grappling Branches	Rare

SHAMANIC CIRCLE

Druid Level	Feature	Rarity
2nd	Circle Spells	Uncommon
2nd	Elementworking	Rare
6th	Curio Collector	Minor Uncommon
10th	Spirit Animals	Rare
14th	Shamanic Mastery	Uncommon

ARCANOSMITH

Fighter Level	Feature	Rarity
3rd	Object Bomb	Minor Uncommon
3rd	Arcan smithing/ Arcane Inventor	Rare (4 points) to Very Rare (7 points)
7th	Pyrotechnician	Common
18th	Bolstered Munitions	Uncommon

LEGIONNAIRE

Fighter Level	Feature	Rarity
3rd	Gladiatorial Combatant	Common
3rd	Romanic Fighting Style	Uncommon
7th	Phalanx Ward	Rare
10th	Scorched Earth	Uncommon. Rare at early levels
15th	Interval Fighting	Rare
18th	Relentless Endurance	Uncommon. Rare for Frenzy Barbarian

WILD FRONTIER

Fighter Level	Feature	Rarity
3rd	Outlander	Common
3rd	Beast Wrangler	Uncommon
3rd	Snake Eyes	Minor Uncommon
7th	Lone Ranger	Rare
10th	Quickdraw	Uncommon
15th	Renegade Justice	Rare
18th	Fan The Hammer	Rare. Very Rare for non-fighters.

WAY OF THE BENEDICTINE

Monk Level	Feature	Rarity
3rd	Holy Ordain	Uncommon
6th	Consecration	Uncommon
11th	Blessed Restoration	Rare
17th	Hallowed Ground	Very Rare

WAY OF THE COSMONAUT

Monk Level	Feature	Rarity
3rd	Firmament (1d6)	Uncommon
6th	Meteor Dive	Rare
11th	Firmament (2d6)	Rare
17th	Space Walk	Rare

OATH OF SECRECY

Paladin Level	Feature	Rarity
3rd	Bonus Proficiency	Common
3rd	Oath Spells	Common
3rd	Channel Divinity	Uncommon
7th	Aura of Mystery (10ft)	Uncommon
15th	Choking Blow	Uncommon
20th	Vanishing Point	Very Rare

BLINK TRACKER

Level	Feature	Rarity
3rd	Blink Tracker Magic	Uncommon
3rd	Ethereal Sight	Uncommon
3rd	Blink Mark	Rare
7th	Fading Dodge	Uncommon
11th	Infallible Sentinel	Rare
15th	Binding Mark	Rare

GEOMANCER

Ranger Level	Feature	Rarity
3rd	Geomancer Magic	Common
3rd	Geomancy	Minor Uncommon
3rd	Spellcasting	Uncommon to Very Rare
7th	Natural Barricade	Uncommon
7th	Leyline Walker	Minor Uncommon
11th	Terraform	Uncommon
15th	Adaptive Armor	Rare

UNDERCITY

Ranger Level	Feature	Rarity
3rd	Underground Knowledge	Minor Uncommon
3rd	Poison Mastery	Minor Uncommon
3rd	Undercity Venom	Rare
7th	Rumour Mill	Common
7th	Back-Alley Brawl	Uncommon
11th	Underhand Action	Rare
15th	Dirty Fighting	Rare

DEADBLADE

Rogue Level	Feature	Rarity
3rd	Spellcasting	Uncommon to Very Rare
3rd	Deadblade Magic	Common
9th	Ignis Fatuus	Uncommon
9th	Improved Deadblade Magic	Rare
13th	Life Link	Uncommon
17th	Grim Metabolite	Rare

INFILTRATOR

Rogue Level	Feature	Rarity
3rd	Catfall	Minor Uncommon
3rd	Obfuscate	Common
3rd	Shadow Pounce	Uncommon/Rare
9th	Implausible Infiltration	Rare
13th	Delicate Footwork	Minor Uncommon
17th	Armor Pierce	Very Rare

MERCHANT

Rogue Level	Feature	Rarity
3rd	Underground Market	Rare
3rd	Gimlet Eye	Uncommon
9th	Revenue Stream	Minor Uncommon
13th	Use Magic Device	Rare
17th	Treasure Hunter	Increases rarity of the two extra items by one increment.

TRAPPER

Rogue Level	Feature	Rarity
3rd	Trap Craft	Uncommon
3rd	Tripwire	Rare
9th	Adaptable Movement	Uncommon
13th	Rearm Trap	Minor Uncommon
17th	Crippling Takedown	Very Rare

BLIGHTED

Sorcerer Level	Feature	Rarity
1st	Blight Magic	Rare
6th	Damning Mark	Rare
14th	Ghost Walk	Rare
18th	Lifesteal	Uncommon
18th	Unfinished Business	Minor Uncommon

PLANAR MAGIC

Sorcerer Level	Feature	Rarity
1st	Multiversal Arcana	Rare
1st	Planar Lore	Common
6th	Intraplanar Loophole	Rare
14th	Gravity Hold	Uncommon
18th	Precipitate Complete Breach	Very Rare

SUPERHEROISM

Sorcerer Level	Feature	Rarity
1st	Superpowers	Uncommon
1st	Epic Blows	Uncommon
1st	Secret Weakness	-
6th	Action Hero	Uncommon
14th	Crimefighting Vehicle	Rare
18th	Astounding Evasion	Rare

BINDER

Warlock Level	Feature	Rarity
1st	Pact Making	Uncommon
1st	Indentured Servitude	Uncommon
6th	Binding Acolyte	Uncommon to Rare
10th	Silver Tongue	Uncommon
14th	Pact Master	Uncommon to Rare

INVADER

Warlock Level	Feature	Rarity
1st	Expanded Spell List	Common
1st	Spawn Hatchling	Uncommon
6th	Infest	Uncommon
10th	Hatchling Drone	Uncommon
14th	Desecration	Rare

MACHINE

Warlock Level	Feature	Rarity
1st	Expanded Spell List	Common
1st	Living Weaponry	Uncommon
1st	Magical Hybrid	Minor Uncommon
6th	Automated Strike	Uncommon
10th	Power Core	Rare
14th	Iron Bodyguard	Rare

PRIMORDIAL

Warlock Level	Feature	Rarity
1st	Primal Knowledge	Common
1st	Cataclysmic Force	Uncommon to Rare
6th	Elemental Swarm	Uncommon
10th	Primordial Strikes	Uncommon
14th	Herald of the Apocalypse	Very Rare

SCHOOL OF PROGRESS

Wizard Level	Feature	Rarity
2nd	Scholastic Endeavor	Common
2nd	Spellcraft	Rare
6th	Finishing Touches	Uncommon
10th	Mastercraft	Skill-Dependent Rare
14th	Handover of Knowledge	Uncommon

ARCANE SOUL

Sorcerer Level	Feature	Rarity
2nd	Mana Shield	Uncommon
2nd	Expanded Mind	Uncommon
6th	Bonus Metamagic	Uncommon
10th	Endless Variation	Uncommon
14th	Unearthly Arcana	Very Rare



Worldbuilding With Items

Certain items aren't necessarily powerful in the hands of adventurers, but can have a profound impact on a civilisation's capabilities, in subjects ranging from waste or sewage disposal, to legal control, to hygiene, to surveillance.

The items listed below are designed to provide a ruling class with incredible powers. Whether they use those powers to make your world a glorious utopia or an oppressive dictatorship is up to you. You can determine these items' rarity as you see fit. All of them are relatively balanced as common magical items.

Bead of Life Transfer

This small pearlescent bead can be ingested as an action. When it is ingested, it prevents the consumer from ageing for the next 24 hours, and the nearest other humanoid is magically aged by 24 hours. If this magical ageing is blocked or reversed, so too is the effect that prevents ageing.

A civilisation or settlement with access to this item will almost certainly have an immortal, exploitative, elite group of psychopaths.

There comes a point in many nobles' lives where 50gp per day is a small price to pay for immortality, and the downside is one that a good noble will think disgusting, and an evil noble will think paltry. An entire industry devoted to the production of this magical item might arise, with members of the unsightly or infirm underclass employed to endure the effects of a hundred wealthy bead consumers. Creatures employed in this way will age quickly and die as they help impart the gift of youth. In an absolute dystopia, it might serve as a facet of the criminal justice system, or a disgraced, but well paid alternative to adoption.

Book of Oath

When a creature speaks while their hand is placed on this book, they become magically bound to any oaths or promises they make. The effect lasts for 1 month. The creature is aware of this effect.

A creature who breaks an oath or promise that they are magically bound to in this way takes 27 (5d10) psychic damage. If this damage would be lethal, the creature remains unconscious but stable at 0hp instead.

A lawful civilization or settlement with access to this item is likely to use it preemptively, forcing would-be wrongdoers to swear multiple oaths upon it at knifepoint. It might be used at the entrance gate of major towns to ensure people abide by the code legal, or avoid casting magic, or avoid approaching

the turret on the hill. The terrifying surveillance capabilities this item provides a rogue autocrat are not to be understated.

More liberal governments might ban the book of oath outright as a matter of free will, constraining it to use by sects who want their members swearing oaths of secrecy.

A cult's version of the Book of Oath might deal fire, poison, or necrotic damage, and might be significantly less nonlethal: the threat of death keeps the cult's members tight-lipped.

Cutlery of Detection of Poison and Disease

This fine metal piece of cutlery might be a knife, fork, or spoon. It glows red whenever it comes into contact with any food or drink affected by poison or disease.

A civilization or settlement with access to this item is likely to use them in food production and quality control, having originally seen them used in the houses of hated despots.

Caplet of Dead Silence

This silver caplet is imbued with poison, and slots over one of the wearer's wisdom teeth.

Whenever you fail an Intelligence, Wisdom or Charisma saving throw against magic, you become aware of the nature of the spell that is affecting you. When this happens, you can use your reaction to die instantly. When you die in this way, the magical effect ends, and any attempts to contact your soul automatically fail. You can also die instantly as an action. Either way, the caplet is consumed.

While you are wearing this caplet, you can use your action to touch a creature that was killed by an identical caplet and return the target to life with 1 hit point. Returning a creature to life in this way does not restore any missing body parts. If the creature is lacking body parts or organs integral for its survival, the attempt automatically fails.

This item is designed to keep sect members tight-lipped when aggressors succeed in interfering with their will or reading their thoughts, martyring themselves in the hope that their fellows will save them.

Facsimile Machine

Wondrous item, common

This machine is able to interpret processed auditory data in order to generate illusory images. When you cast a spell that allows you to send verbal messages, such as *sending* or *message*, you can target a fax machine instead. When you do this, you can instead use your spell to generate an illusion centered on the fax machine and large enough to fill a 5 foot cube.

This is designed to be an exciting holographic twist on a means of communicating information across long distances.

Perpetual Motion Stack

This huge vertical chimney is filled with a column of enchanted water, and sits in a curved basin. It has an opening at the top and a doorway at the base, leading into the column of enchanted water. Large wooden spherical floats are fed into the doorway, float up out of the top, and fall into a curved basin that gives them enough momentum to roll them back into the doorway. The endless motion of these wooden balls drives a turbine.

Perpetual Dynamo

The dynamo rotates for 10 minutes for every 10 points of lightning damage it takes.

Perpetual Gyroscope

This small gyroscope simply does not stop trying to spin, and is able to rotate an evenly balanced load weighing up to 10 pounds.

The weave can be manipulated to create lightning, fire, and actual physical living matter - so why not just raw energy?

The above three perpetual motion items are designed to act as endless energy sources, though the Dynamo does require a 5th level wizard to sit around casting *shocking grasp* on it every so often. Infinite energy has a relatively large impact upon society, and a more powerful version of the gyroscope item would most certainly act as a transportation option.

Soma Jar

This jar contains 5 pills. As an action, you can swallow as many pills as you like. This sends you into a blissful unconscious state that lasts 8 hours for each pill consumed. It terminates early if you take damage or make a saving throw. While unconscious in this way, you remain perfectly motionless and experiences a utopian daydream.

If you swallow more than 5 pills at once, you must succeed on a DC 20 Constitution saving throw or die immediately from a horrifying seizure.

A civilization or settlement with access to this item might use it as a pleasant treat for lucky retirees, or might just as easily become a squalid dystopia of lethargy, wasting away in filth and craving only coma's perfect, useless escape. The Curse of Strahd adventure provides a similar item in the form of dream pasties, with a horrifying and effective twist on the item's production.

Thermomaker

While this slender glass object filled with mercury is embedded in the ground, the ambient temperature in a 500 foot radius becomes pleasant and temperate, and creatures within the radius automatically succeed on any saving throws to resist the effects of weather.

A civilization or settlement with access to this item does not use it universally, since dwellers in harsher climates likely have a different idea of "pleasant ambient temperature". When building a town, however, it's indispensable. It allows for habitable constructions in highly defensible locations, and expands the scope of civilization out far beyond its normal limits. It might even generate an excellent agricultural rain supply from melting snowfall.

Explorers might pack a single thermomaker to create a base camp, and areas in the desert might be strangely cool and calm, in a way that is indicative of long lost ruins. Legendary construction disasters may have resulted from this item being embedded in undiscovered glaciers

Water Repellant

While this slender glass object filled with mercury is embedded in the ground, it projects a 240 foot radius barrier, through which no seawater can pass. Water from any other source can pass through freely, and seawater can be forced through gently by applying additional pressure

While the Water Repellant is embedded in this way, it is impossible to remove it outside of an antimagic field.

Another world building item, this time for seafloor settlements in picturesque oceanic bubbles.



Other Worldbuilding Items

These items have appeared in previous publications, and are equally useful and interesting when you're setting out a world.

ALCHEMY JUG

DECANTER OF ENDLESS WATER

These items provide infinite sources of clean food and drinkable water. This could revolutionise production, drive some dilapidated breweries completely out of business, or simply provide some delightful water features and unnatural waterfalls for a thoughtless elite.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

RING OF MIND SHIELDING

Both these items are extremely useful for any sort of intrigue campaign where you don't want all answers to be immediately obvious upon interrogation of suspects. The Ring of Mind Shielding also allows the dead to linger on, spreading ancient secrets through a new pathway.

BAG OF DEVOURING

If it were commonplace, this item from the DM's guide would likely be used in waste disposal. A civilization or settlement with access to this item probably lacks any dumps or sewage outlets, instead choosing to systematically destroy waste in large vessels filled with *bags of devouring*.

BELT OF GIANT STRENGTH

HEADBAND OF INTELLECT

These items (and any items that are similar) raise the same worrying questions as eugenics. The elite are allowed to become strong and wise simply through wealth. Families which possess these items as heirlooms will virtually never see their favours falter.

BOOTS OF THE WINTERLANDS

RING OF WARMTH

These items make settlements in colder climates become expensive, but bearable. They also allow expeditions to venture to wild, exotic locations without risk of freezing.

BROOM OF FLYING

CLOAK OF THE BAT

WINGED BOOTS

These items allow for fast, easy air travel, and cost ten years' wages. With the advent of these items, smuggling changes forever.

CAP OF WATER BREATHING

CLOAK OF THE MANTA RAY

If a captain's ship goes underwater, he'll be glad to have one of these behind glass. These items also make it possible for merchants and emissaries to trade, bargain, and quarrel with merfolk.

ELEMENTAL GEM

(And any other item that allows one to cast *conjure elemental*) An ideal servant has a CR of 5. A society with high access to the materials required to craft these items might employ elementals as labourers, bodyguards, and in some cases even power sources. It's likely that elementals have been liberated from the shackles of capitalism and do elite contract work for good pay.

IMMOVABLE ROD

This item is the easiest way to justify why a floating city is floating. Obviously we will all need to do this at some point, because a floating city really is the easiest way to engage any player.

RING OF FEATHER FALLING

If you thought parachute-based skydiving was fun, wait till you hear this mysterious upstart's business plans.

BEAD OF NOURISHMENT

BEAD OF REFRESHMENT

This makes food transport incredibly easy. Expeditions will be sure to pack these, as will spies, rich prisoners, and conmen seeking to prove they can starve themselves through holy ordain.

ENDURING SPELLBOOK

This item from Xanathar's Guide to Everything has boundless implications, since it makes permanent, indestructible records possible. A civilization or settlement with access to this item probably fills its pristine pages with history records stretching back for generations, and has cohesive and colossal libraries devoted to such ancient tomes of knowledge. With access to permanent records, the creative and motivated human race develops quickly in the fields of science and technology.

CHIME OF OPENING

MYSTERY KEY

In worlds where such a plethora of potent lockpicking items exist, the invention of the code lock was lauded and praised as one of the most important modern inventions of that century.

UNBREAKABLE ARROW

Someone will literally make a safe out of these things.





Postscript

D&D is not a precisely balanced game, and gladly so. Lack of balance provokes discussion, change, inventiveness, creativity, and the wonderful, addictive feeling of thinking you're overpowered. It rallies communities, encourages DMs to solve problems for themselves, and offers the first steps towards letting a GM make an individual mark on the game.

Often, it's tempting to attempt to balance the game by concocting new rules, or tweaking existing ones. There's a slew of solutions to problems that people perceive in the lore wizard, hexblade warlock, undying warlock, ranger, sorcerer, four elements monk, crafting system, you name it. All of these solutions appear as rewrites and changes to the official core of rules.

This is not an ideal approach. It makes it tougher for the players to move between different games, and confuses players or causes them irritation.

I have heard tell of players complaining that "one famous GM said this" or "my other GM would allow that", and at least part of this arises because the community uses and shares a lot of individual homebrew (which is absolutely bloody excellent news for me) but also uses a lot of homebrew adjustments to the core rulebook (which makes balancing content a total pain for me).

That's not to say I want everyone to stick to the rulebook and give up! DMs *do* need a system that lets them implement their own stamp of balance changes upon the game, while making it obvious that their *own* changes only apply to their *own* game. But the system already exists.

Loot!

Loot clearly doesn't transfer between games. It keeps your new rulings filed in an accessible way for your players. It allows you a clear and exciting way to revert or change your rulings on the fly, through thievery, upgrading, and other such in-game events. In short, loot is the *ideal format* for every homebrew rule.

We don't need to see another beastmaster ranger rework! We simply need a piece of loot for beastmaster rangers that fixes what's already there. Or two, or twenty. Frankly, as long as it's formatted as loot, you could any number of beastmaster ranger reworks to your game and all of them would work!

Balancing with loot

If you want a certain class or subclass to be strong, give them loot that's really something special. If you don't want the class to be strong, give them loot that improves upon their unused abilities instead.

For example, if you think a bard is weak, you can give loot that makes their list of spells even more potent, and if you think a bard is strong, give loot that improves their Countercharm relative to their other actions instead.

This really does work quite a lot better than making hands-on mechanical adjustments. Give it a shot, and remember to have fun as you take your first forays into homebrewing.

Many thanks for reading. See you around.

Appendix A: Inspiration

Here's the media that inspired this book. These books and films are chosen because they have excellent worldbuilding

Films

12 Monkeys

Akira

Blade Runner 2049

District 9

Inception

Indiana Jones and the Temple of Doom

Isle of Dogs

Mad Max: Fury Road

Monsters Inc.

Snowpiercer

Sorry To Bother You

Spirited Away

Star Wars: The Empire Strikes Back

Zootopia

Game Mechanics

The following are chosen for their use of varied combat mechanics

COMBAT

Dota 2

Magic: the Gathering

Pokémon Sun and Pokémon Moon

Super Smash Bros. Ultimate

The following games are chosen for their puzzle mechanics, which can be implemented as puzzles for D&D.

PUZZLES

Baba is You

Portal

Stephen's Sausage Roll

The Swapper

The Witness

Books

Adiga, Aravind. *The White Tiger*

Funke, Cornelia. *Inkheart* and the rest of the Inkheart series.

Huxley, Aldous. *Brave New World*.

Mandel, Emily St. John. *Station Eleven*.

Pullman, Philip. *Northern Lights* and the rest of the His Dark Materials trilogy.

Reeve, Philip. *Mortal Engines*.

Frederick Kuntz, George. *The Curious Lore of Precious Stones*

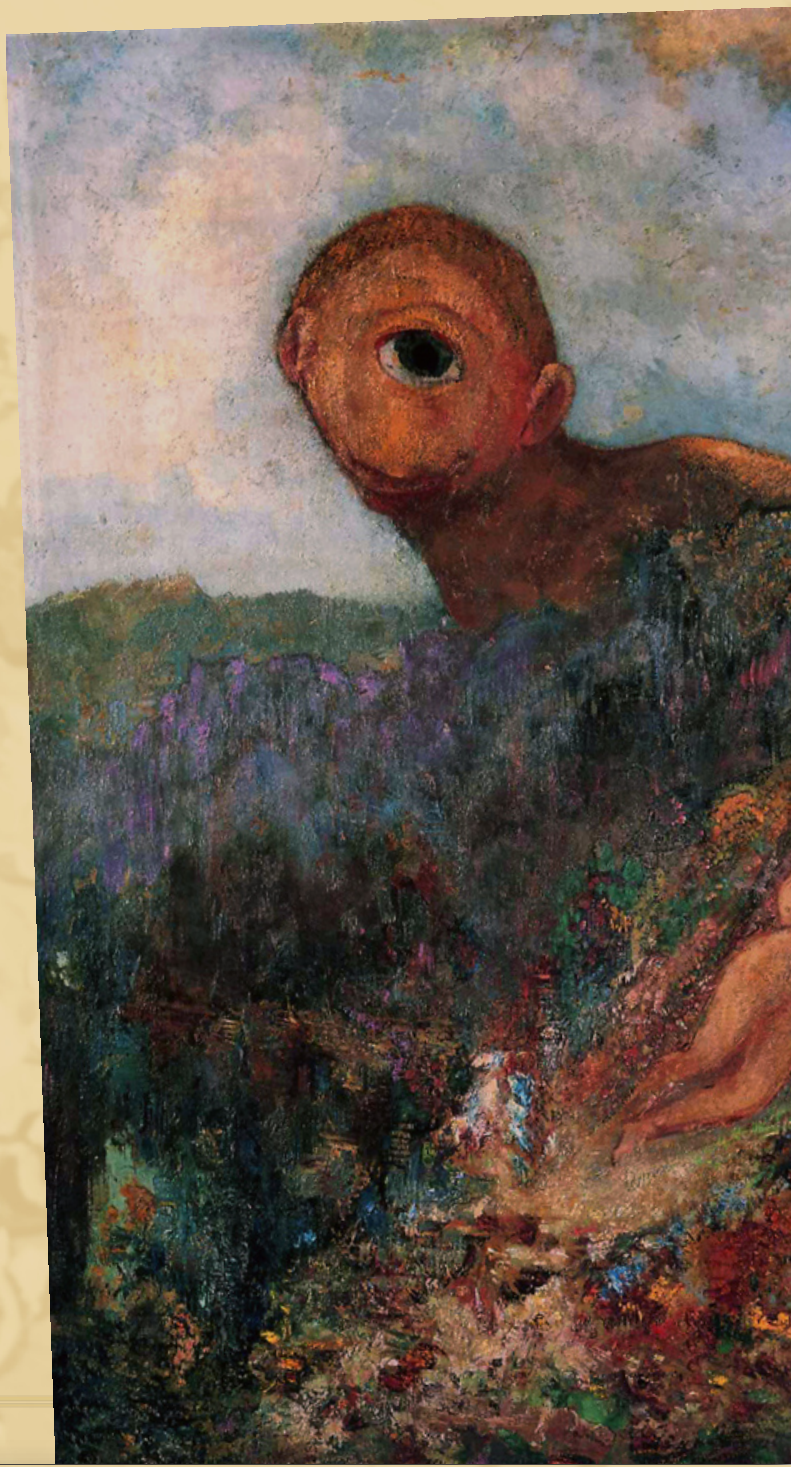
Appendix B: Quick Dirty Reworks

ONE SENTENCE RANGER REWORK

Move the Hide In Plain Sight feature to 1st level, let them add additional favoured terrains or favoured enemies with 8 hours' study once they reach 6th level, and then give them an Ability Score Increase once they reach 10th level.

BEAST MASTER EXPANDED SPELL LIST

Ranger Level	Spell
3rd	<i>find familiar</i>
5th	<i>find steed</i>
9th	<i>mass healing word</i>
13th	<i>dominate beast</i>
17th	<i>awaken</i>



THE GREATEST RPG CAN ONLY GET BETTER

Come on in! This guide is jam packed with 30 new subclasses, 270 little path ideas for overland travel, 100 items, just over 20 new spells, 2 new character races, and a quick way for DMs to create characters for every class.

Inside, you'll encounter barbarians with battle mechs, paladins with dark secrets, forgetful ghosts, apocalyptic warlocks, cowboys, romans, shamans, mimes, and wizards that can customise their own magic.

If you thought D&D was already good fun, just you wait.



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SOURCES OF BARDIC INSPIRATION:

- [u/TheArenaGuy](#), for demonstrating how a primordial patron could be done properly before mine had been done anywhere near properly.
- [u/ScepsTheRep](#), for two excellent changes to a subclass that I eventually cut - the amalgamator, to which he added *awaken* and proficiency with the weaver's tools
- Credit to [u/GenuineBelieverer](#) for help wording 3rd level feature of the Infiltrator
- Credit to [u/blueisherp](#) for the idea for the Trapper's Violent Trigger
- Alex, Alex, and Jon, from the discord server, for some handy feedback
- Ben for some incredibly useful and wide-ranging feedback.
- Tim for incredibly useful proofreading, and for identifying some fantastic items for the worldbuilding section.
- Dickon for the idea behind the Geomancer's spellcasting improvement
- Huge thanks to Wardka, Izzy, Duncan, Eiti3, and 3A for a little discussion about capstones in the Discord of Many Things that got my mind buzzing and resulted in a deleted section called Epic Levels. This is available for free on DMsguild, and is linked on my twitter account. it will require crazy amounts of playtesting before I would consider putting a price on it.

ART CREDITS

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