

EPIC CAMPAIGNS

EPIC CHARACTERS
HEROES'
HANDBOOK



QUILL & CAULDRON

**"ONLY THOSE WHO RISK GOING TOO FAR
CAN POSSIBLY FIND OUT HOW FAR THEY CAN GO."**

EPIC CHARACTERS

HEROES' HANDBOOK



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- Way of the Crescent Flow
- Paladin Decapitator
- Oath of Absolution
- Oath of Forbiddance
- Seafaring Ranger
- Stalking Rogue
- Knife Juggler
- The Hunter
- Amnesiac's Tattoo
- Feral Human
- Infiltrator
- Inn Sign
- Hunter
- Tinkerer
- Town Crier
- Villain
- Centaur
- Minotaur

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- Solar Sorcerer

Forest Imel

- Path of Empathic Ire
- College of the Song
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- Siege Magic
- School of Wayfaring
- Dwarven Trebuchet
- Trebuchet Schematics
- Voltaic Feedback

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INTRODUCTION



THIS BOOK PROVIDE AN ARRAY OF NEW SUBCLASSES and other character options that supplement the core *Epic Characters* book. Indeed, each of the subclasses presented herein delve into epic levels, allowing characters to grow beyond 20th level all the way to 30th level. That said, they each work perfectly without

delving into epic territory.

In the past, we've moved towards producing big tomes of content in the form of *Ulraunt's Guide to the Planes* which includes locations, deities, monsters, and character options. This book is an attempt at something smaller and more accessible. If well-received, we're ready to create more titles similar to this in the future. We always have something brewing in the cauldron and with books like this, we can get the ink on paper and make it available to you much faster.

RATINGS AND REVIEWS

There are many people involved and it takes a lot of time and effort to create a supplement such as this. We encourage you to leave a review after reading through this book or at the very least giving it a rating - whether you enjoyed this title or not. Reviews in particular help immensely in figuring out what works and what doesn't, making it easier to correct any errors and making future titles even better.

PLAYTESTING AND FEEDBACK

If you wish to give feedback on any of the elements contained herein, please answer the questions below and email your answers to us.

- Was the feature fun? What made it fun/not fun?
- Was it under- or over tuned? What should be changed?
- Does the feature have a good story?
- Does the feature have a strong theme?
- Is the feature thoroughly explained?
- For monsters and subclasses: Is it thoroughly explained why it exists and what its motivations are? If no, how could it be improved?
- Is the feature missing something that could make it fun and lean more into its fantasy?
- Anything else you consider relevant.

If you have any questions regarding this title, be it lore, rules, or something else, you are very welcome to ask on the product page for this title. We do our best to answer all queries in a timely manner.

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ON THE COVER

In this heroic scene illustrated by Artur Filipe, a group of adventurers confront their foes amongst the snow-covered peaks.

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EPIC LEVEL FEATURES

Features granted above 20th level are intended for use with *Epic Characters*, the core book in this series, available on dmsguild.com.

If you don't intend to play with epic levels, simply disregard class and race features above 20th level. The subclasses and races available here will still be perfectly usable and on par with the rest of the party.

PART 1: RACES

HEROES COME IN MANY SHAPES AND SIZES. This section presents character races that are some of the more distinctive race options in the D&D multiverse. Consult with your DM before using any of the races here. *Tasha's Cauldron of Everything* introduced ways to customize your origin. This was followed by *Van Richten's Guide to Ravenloft* and *The Wild Beyond the Witchlight* which expanded on those rules, firmly separating cultural traits from those inherent to the race. The races presented here follow those rules, presented below for your convenience.

Ability Score Increase. When you determine your ability scores, increase one of those scores by 2, and increase a different one by 1. These increases can't raise a score above 20. You follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

Languages. Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

Proficiencies. Some races grant proficiencies. You can replace each proficiency with a different one of your choice, following the restrictions on the Proficiency Swaps table.

PROFICIENCY SWAPS

Proficiency	Replacement Proficiency
Skill	Skill
Armor	Simple/martial weapon or tool
Simple weapon	Simple weapon or tool
Martial weapon	Simple/martial weapon or tool
Tool	Tool or simple weapon

GARGUN

In the most remote plains and frozen tundras of the far north, you might find a band of roaming garguns; a race of nomadic half-giants that share a common ancestry with goliaths. They settle an area only for a season at a time and only if no outside force threatens their stay. While the strongest among them is usually the "Xud," best translated into "great survivalist," and the de-facto leader, they discuss important matters democratically and strive to reach a consensus.

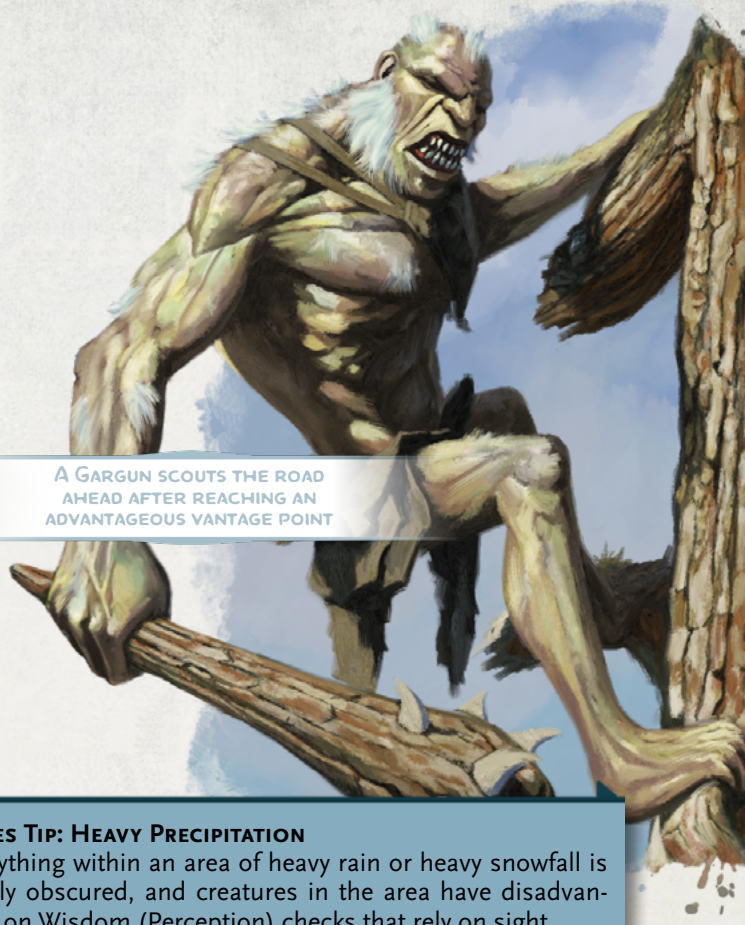
Gargun tribes favor diplomacy when dealing with others, flee if diplomacy isn't an option, and resort to violence only if all other options have been exhausted.

COMFORT IS DEATH

For a gargun, existence itself is a constant battle for survival and most tribes believe that true danger lurks in comfort and prosperity. They remain in the harshest conditions solely because they believe that it makes them stronger and improves their odds of survival. There may be some truth to this, as garguns remain untouched by the detriments of old age until they succumb to it entirely.

DANGER IS LIFE

Garguns are social creatures by necessity, as there is safety in numbers. When tribes meet, they barter, tell stories,



A GARGUN SCOUTS THE ROAD AHEAD AFTER REACHING AN ADVANTAGEOUS VANTAGE POINT

RULES TIP: HEAVY PRECIPITATION

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

and warn each other about nearby dangers. Sometimes, however, a gargun begins to feel too comfortable with this nomadic life, causing them to seek challenges elsewhere. Such garguns have been known to leave their clans behind to take up the mantle of adventuring.

GARGUN TRAITS

Your gargun character has the following racial traits.

Age. Comparably to goliaths and humans, garguns enter adulthood in their late teens and live less than a century.

Size. Garguns are between 7 and 8 feet tall and weigh between 300 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mighty Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, you can add a d4 to Strength (Athletics) checks made to climb or grapple.

Mountain Born. You have resistance to cold damage. You're also acclimated to high altitude, including elevations above 20,000 feet.

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

Snow Eyes. You don't make Wisdom (Perception) checks that rely on sight with disadvantage due to heavy precipitation.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

Survivalist. You are proficient with the Survival skill.

Epic Racial: Gargun Ferocity. Once you reach 25th character level, your claw attacks deal slashing damage equal to 2d4 + your Strength modifier, and you can add 2d4 to Strength (Athletics) checks made to climb or grapple.

STONECHILD

Stonechildren are a grouping of mortal races from the Plane of Earth, each tracing their ancestry back to the Material Plane. Whatever races they once were, they made the journey to the Plane of Earth and remained there, slowly evolving into the hairless creatures we know today. They remain relatively few in number, staying far away from the borders of the Furnaces, the Swamp of Oblivion, and especially the City of Jewels. They survive by staying on the move; they make camps in caves and caverns only for a night before moving on, making sure to cover their tracks, lest the Dao find and enslave them.

A FRACTURED PEOPLE

This constant traveling makes the stonechildren quite energetic in their youth. As they grow older, however, sometimes as early as young adulthood, rigidity sets in and they have trouble keeping up with the young. It is tradition to then separate from the group and wander into the rocky wastes, ensuring their weakness doesn't become a burden; something that is considered a noble sacrifice that bestows great honor. Some then find their way to the Material Plane where they live out the rest of their days, while others are caught and enslaved by the Dao, or simply die in solitude.

STOIC AND RELIABLE

Compared to other mortal races, stonechildren are stoic, calm, and collected, valuing stability, rigidity, stern resolve, and tradition. For these traits alone, they are often welcomed warmly among the races of the Material Plane.

THE END OF THE ROAD

When a stonechild dies of old age, it transforms into a stone statue. Because of this, when they feel old age encroaching, stonechildren tend to spend hours each day posing in a manner they find best tells the story of their life.

STONECHILD TRAITS

Your stonechild character has certain characteristics in common with all other stonechildren.

Age. Stonechildren come of age at around age 60 and live to be a little over 300 years old.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Knowledge of the Ageless Stone. You gain proficiency with the History skill.

Natural Armor. Your AC can't be less than 14 regardless of what kind of armor you are wearing.

Stoneshape. Using an action, your skin transforms to hardened stone for 1 minute. For the duration, your weight doubles and you have resistance to nonmagical bludgeoning, piercing, and slashing damage that isn't adamantine. Once you use this trait, you can't use it again until you finish a long rest.

Petrification Immunity. You are immune to the petrified condition.

Subrace. Three subraces of stonechild exist: the wary chiselvores, the mighty deepcrags, and the disconnected hamartias.

Epic Racial: Child of the Ageless Stone. Once you reach 25th character level, you regain the use of your Stoneshape trait when you finish a short or long rest.

CHISELVORE

Chiselvores are believed to hail from gargoyles, exhibiting many of the same traits, such as incredible patience and loyalty. However, the intense vitriol gargoyles are known for is nowhere to be found in the chiselvores, who are instead driven by an unquenchable curiosity. Added to this is a sense of unflinching loyalty, which combines to form some of the most stalwart adventuring companions that one could hope for. Chiselvores often dedicate themselves to a cause, an object, or a person, doing their utmost to protect what they hold dear. In truth, chiselvores are much more likely to hail from gnomes.

While other stonechildren vary in size and stature, they still resemble humanoids. Chiselvores, by comparison, are the smallest of the stonechildren, resembling wide-faced, hairless animals with tiny wings, small horns, big eyes, and long, floppy ears. Though their lifespan is identical to those of other stonechildren, they can expand it indefinitely while transformed to stone. Prophecies of great events to come might cause a chiselvore to hibernate in this manner, as such things tend to pique their curiosity.

Size. Chiselvores are between 3 and 4 feet tall and average about 80 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Awareness of the Ageless Stone. You gain proficiency with the Perception skill.

Azoic Sentry. When you transform into stone with your Stoneshape feature, you are inanimate until you move, until you take an action other than the Ready action, until you take a reaction, or until you drop unconscious or die. The 1 minute duration of your Stoneshape doesn't begin while you are inanimate. While you remain inanimate, you are indistinguishable from a statue, and you make Wisdom (Perception) checks with advantage. You also don't require drink, food, or sleep, and you stop aging and can't be aged magically. If you remain inanimate for the duration of a rest, you gain the benefit of the rest.

On Wings of Stone. While under the effect of your Stoneshape trait, your wings grow strong enough to carry you aloft in short bouts. For the duration, you gain a flying speed equal to your walking speed. You fall if you end your turn in the air and nothing else is holding you aloft.



A CHISELVORE STONECHILD INTERRUPTS ONE OF ITS BRETHREN DURING A REST IN STONESHAPE



A HAMARTIA STONECHILD IN STONESHAPe, NOW EVEN MORE DETACHED FROM ITS EMOTIONS

HAMARTIA

The hamartia are even more stoic than other stonechildren, almost completely detached from their emotions and driven by a desire to help others atone for their sins and move past them to live better lives. Though quite rare, they are mostly encountered in elven or human societies, where they blend in the best. When making decisions, they don't let the weight of the past influence their actions, and instead act in ways which they feel will lead to the least amount of conflict and suffering, and ultimately bring the most prosperity to all. Because of this, out of all of the stonechildren, they appear to be the most concerned with the welfare of others, rather than themselves.

Size. Hamartias range from under 5 to over 6 feet tall, have a build anywhere from slender to heavy, and generally weigh around 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Castigation of the Ageless Stone. You know the *magic stone* cantrip. When you cast the cantrip, you also create the pebbles you imbue with magic. If you use a magic pebble to attack a creature whose greatest sin you know from your *Sinstalker* trait, you deal additional psychic damage equal to your proficiency bonus on a hit. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this subrace).

Heart of Stone. While under the effect of your *Stone-shape* trait, you are also immune to the charmed condition and your emotions can't be manipulated, such as with the *antipathy/sympathy* spell.

Sinstalker. Using an action while touching a creature, you can make a Wisdom (Insight) check contested by the target's Intelligence (Arcana) check. On a successful check, you discern what the creature considers to be its greatest sin. Once you use this feature, you can't use it again until you finish a short or long rest.

DEEPCRAG

Most common among the stonechildren are the deepcrags, who tend to identify more with dwarves than with their own kind. They are short and sturdy and could easily be confused with a dwarf if not for their coloration and obvious lack of beards. Compared to other stonechildren, the deepcrags are also most likely to take up arms if the need arises.

Deepcrags feel a connection with stone itself, another trait they share with the dwarves, though in a deeper, more primal manner. In fact, many a deepcrag may seem to be staring off at a sunset, deep in thought, or listening to a bard play, when they are in fact communing with the stone floor underfoot, listening as it sends tremors of words up through their bodies.

Size. Deepcrags vary widely in height and build, standing from 4 to 7 feet tall, the smallest weighing about 200 pounds and the largest weighing about 350 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Might of the Ageless Stone. You can use your *Stone-shape* trait as a bonus action, rather than as an action.

Tremorsense. While under the effect of your *Stoneshape* trait, you have tremorsense out to a radius of 10 feet. Within that range, you can effectively see any creature on the same plane of existence as you, even if you're blinded or in darkness, provided both you and the creature are in contact with the ground.



A MIGHTY DEEPCRAG STONECHILD STANDS PROUD IN ITS FAVORED ENVIRONMENT

TROLLKIN

Though a rare occurrence, it is widely known that trolls have the capacity to uncontrollably mutate. This is as true for unborn trolls as it is for all trolls, and sometimes a troll is born small, fickle, and weak. At least, that is how trolls view them, and a troll mother is as like to devour such a newborn as she is to cast it aside. By humanoid standards, however, such a creature is far from frail or weak, and generally referred to as trollkin.

A LIFE OF HARDSHIPS

Some trollkin are forced into positions of labor or mercenary work, while others manage to find a path of their own in life. Utterly despised by true trolls who often kill trollkin on sight, and shunned in much of humanoid society for their monstrous appearance, trollkin struggle throughout their lives regardless of their circumstances.

FAMILY BY CHOICE

Unable to procreate, trollkin have no family to speak of and can't create societies of their own. Instead, they forge strong bonds of friendship with others, and remain fiercely loyal until their last breath once they've come to consider another a true friend.

FITTING IN

Without a cultural heritage or any real history of their own, trollkin often adopt the cultures that surround them, though they are better at mimicking true understanding of such cultures than actually understanding them. They often go to extremes to showcase that they aren't trolls and shouldn't be categorized as such. A trollkin might, for example, be extremely courteous or humble. Being accepted and fitting in is more important than any one conviction. As such, trollkin are extremely flexible in their views and can quickly change their minds. If a trusted friend is convinced of a particular

view, it is almost assured that a trollkin will adopt it and defend their friend.

TROLLKIN TRAITS

Your trollkin character has the following racial traits.

Age. Trollkin reach maturity around age 10 and live up to 100 years.

Size. Trollkin are between 6 and 8 feet tall and weigh between 250 and 350 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Accelerated Healing. Using a bonus action, you can regain hit points equal to your level + your Constitution modifier. You must finish a long rest before you can use this trait again. If you take acid or fire damage, you can't use this trait until the end of your next turn.

Limited Regeneration. You can add your Constitution modifier to your death saving throws. Furthermore, if any of your body parts have been severed, they regrow after a tenday. If you have a severed body part in your possession and hold it to the stump at the end of a long rest, the limb reattaches to the stump.

Predatory Smell. You have proficiency in the Perception skill and you have advantage on Wisdom (Perception) checks that rely on smell as well as on Wisdom (Survival) checks made to track a creature with your sense of smell.

Trollblood Invigoration. Whenever you regain hit points from any source other than your Accelerated Healing trait, you regain an additional number of hit points equal to your proficiency bonus. For the purpose of this trait, it counts as regaining hit points once from a single source when you regain hit points by spending Hit Dice during a short rest, regardless of how many Hit Dice you roll.

Epic Racial: Rapid Restoration. Once you reach 25th character level, you regain the use of your Accelerated Healing trait when you finish a short or long rest.

NEW EPIC LINEAGES AND RACES

Once you reach 25th character level using one of the lineages presented in *Van Richten's Guide to Ravenloft* or one of the races presented in *The Wild Beyond the Witchlight*, you gain the corresponding epic racial trait below.

Epic racial traits for races published prior to *The Wild Beyond the Witchlight* are covered in *Epic Characters*.

Dhampir (Lineage): Hungry Fangs. You regain all expended uses of your empowering bite when you finish a short or long rest.

Hexblood (Lineage): Ethereal Jaunt. You can use a bonus action on your turn to enter the Ethereal Plane from the Material Plane. You return to the Material Plane at the end of your turn.

Reborn (Lineage): Dark Vitality. You become immune to disease and poison.

Faerie (Race): Enhanced Faerie Magic. You regain all expended casts from your Faerie Magic trait when you finish a short or long rest.

Harengon (Race): Jolly Jumping. You can add a d6, rather than a d4, to your saving throws using your Lucky Footwork trait, and you regain all expended uses of your Rabbit Hop trait when you finish a short or long rest.



A TROLLKIN WARRIOR SHARPENS HIS BLADE AS HE ATTEMPTS TO BLEND IN WITH SOCIETY

PART 2: CLASSES

HERE, YOU WILL FIND TWO NEW SUBCLASS OPTIONS for each of the 14 core classes, for a total of 28 subclass options, along with other character options such as new optional rules, new meta magics for sorcerers, and a new pact boon for warlocks. Each subclass option works just fine between 1st and 20th level but also delves into epic levels, following the guidelines established in *Epic Characters*. See the Subclass Options

table for a quick overview of the subclass options available.

The Complexity column of the Subclass Options table aims to quantify the mechanical complexity of each subclass on a scale from 1 to 5, with 1 being relatively easy to understand and play, and 5 being recommended for experienced players only. We try to design subclasses across the spectrum so there is a little bit for everyone. Use the numbers to ballpark the complexity and talk with your DM if in doubt.

SUBCLASS OPTIONS

Class	Subclass	Complexity	Description
Artificer	Mechanist	4	Pilots a wondrous, armored suit akin to a vehicle
Artificer	Toymaker	5	Fills the world with joy through an array of toys, both magical and mundane
Barbarian	Path of the Brewmaster	3	A brewer of potions who fuels a thirsty rage with various brews
Barbarian	Path of Empathic Ire	3	Grows angrier whenever an ally suffers a wound
Bard	College of the Song	3	Uses fractions of the Song of Creation to change reality
Bard	College of Weaving	3	A theatrical master of illusions
Blood Hunter	Order of the Courser	3	Conjures forth eldritch pistols to take down quarry from afar
Blood Hunter	Order of the Lich Hunter	3	Censures magic and punishes those who wield it irresponsibly
Cleric	Cosmic Domain	2	A cleric who serves an entity from beyond the known multiverse
Cleric	Vigilance Domain	2	A protector who watches over others with unflinching conviction
Druid	Circle of Blooming	4	Causes both plants and the hearts of others to bloom
Druid	Circle of the Primeval Grove	2	Utilizes ancient and vengeful magics of the wilds to punish those who would do harm to nature
Fighter	Phylax	3	An elite sentinel, unmatched in defensive tactics
Fighter	Myrmidon	3	This heroic fighter excels at adapting to the flow of battle
Monk	Way of Bestial Mimesis	3	Utilizes martial styles that mimic various beasts
Monk	Way of the Crescent Flow	4	A monk who uses incredible momentum to land mighty blows
Paladin	Oath of Absolution	4	Inspires virtue and punishes sin with exalted determination
Paladin	Oath of Forbiddance	4	A holy warrior who unapologetically censures dark knowledge
Ranger	Primordial Keeper	3	A warrior of the wilds who draws magic from the Elemental Chaos
Ranger	Wildcatter	5	A master at crafting, modifying, and firing any firearm
Rogue	Knife Juggler	2	This rogue hurls blades with unmatched precision and grace
Rogue	Mnemonic	3	A thief of thoughts and dreams alike
Sorcerer	Lunar Sorcery	3	A mage who draws their magic from the gloom of the night sky
Sorcerer	Solar Sorcery	3	Absorbing the rays of the sun, this sorcerer is a solar conduit
Warlock	The Haunter	3	Manipulates memories and perceptions in others
Warlock	The Seeker	2	An arcane investigator who expertly uncovers lost knowledge
Wizard	Siege Magic	4	Favored by rulers and generals, siege mages conjure massive engines of war to reign destruction upon their foes
Wizard	School of Wayfaring	2	Pilgrims, nomads, and guides, these mages are masters of travel

ARTIFICER



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as an artificer. Unlike the features in *Eberron: Rising from the Last War* and *Tasha's Cauldron of Everything*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL ARTIFICER CLASS FEATURES

Artificer Level	Features
2nd	Defuse Item
5th	Magical Salvage
7th	Artifice Ingenuity

DEFUSE ITEM

2ND-LEVEL ARTIFICER FEATURE (OPTIONAL)

While touching an item imbued with one of your artificer's infusions, you can use a bonus action to draw the magic from the item, ending the infusion's effect on it. When you do so, you regain expended spell slots with a combined level equal to or less than your proficiency bonus, and none of the slots can be 6th level or higher. For example, if you're 2nd-level, you can recover up to two levels worth of spell slots.

MAGICAL SALVAGE

5TH-LEVEL ARTIFICER FEATURE (OPTIONAL)

Whenever you finish a long rest, you can touch a magic item to salvage its magic. The item can't be magical because of an artificer's infusion, it can't be consumable, it can't be legendary, and it can't be an artifact. When you do so, the magic item is destroyed and you create a tiny pearl of pure arcane energy; a pearl of salvaged magic.

The pearl is a special magic item, ideal as a component for creating other magic items. The pearl's value depends on the rarity of the item the pearl was salvaged from, as shown in the Value column of the Pearl of Salvaged Magic table.

Only you can attune to a pearl of salvaged magic that you create. If you do and it is on your person, you can use an action to regain one expended spell slot. The level of the spell slot you can regain, depends on the rarity of the item the pearl was salvaged from, as shown in the Spell Slot Level column of the Pearl of Salvaged Magic table. Once you use a pearl to regain a spell slot, it can't be used again until the next dawn.

PEARL OF SALVAGED MAGIC

Magic Item Rarity	Value	Spell Slot Level
Common	50 gp	1st
Uncommon	100 gp	2nd
Rare	500 gp	3rd
Very Rare	5,000 gp	4th

You can use a pearl of salvaged magic as a component for crafting another magic item, destroying the pearl as an action while working on the item. If you do so, your crafting progresses by an amount of gp equal to the pearl's value and if the crafting required you to obtain one or more special components, one of the components (of the DM's choice) is no longer required.

ARTIFICE INGENUITY

7TH-LEVEL ARTIFICER FEATURE (OPTIONAL)

If you have no more uses remaining of your Flash of Genius feature, you can expend a spell slot of 1st level or higher to use it again.



A HIGH ELF ARTIFICER IN THE
PROCESS OF EXTRACTING THE MAGIC
FROM A POWERFUL MAGIC ITEM



UPON REACHING 3RD LEVEL, AN ARTIFICER gains the Artificer Specialist feature. The following Artificer Specialist options are available to an artificer, in addition to those in *Eberron: Rising from the Last War* and *Tasha's Cauldron of Everything*: the Mechanist and the Toymaker.

MECHANIST

“Sometimes you gotta run before you can walk.”

- The first mechanist to successfully construct a mech

You activate the primary power supply and your seat begins to vibrate gently underneath you. You lower your feet down and strap them onto the pedals. With a sudden thrust of momentum from the pneumatic legs, the cockpit rises into the air. The metal outer shield slides over your head and a few feet below you can clearly see two goblins with rough hewn spears stopped mid thrust, confusion spreading across their faces. They brought spears to a mech fight.

MECHANIST FEATURES

Artificer Level	Features	Mech Bonus
3rd	Tool Proficiency, Mechanist Spells, Mech Armor	-
5th	Extra Attack (1)	-
9th	Schematical Enhancement	+1
15th	Mechanization Paradigm	+2
27th	Compatible Schematics	+4

TOOL PROFICIENCY

3RD-LEVEL MECHANIST FEATURE

You gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

MECH

Medium vehicle (500 lb)

Creature Capacity 1 Small or Medium creature

Cargo Capacity -

Armor Class 18

Hit Points equal to your Intelligence modifier + three times your artificer level

Speed equal to your walking speed

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Mech Weapon. The mech comes equipped with a martial weapon of its creator's choice. While piloting the mech, a creature is proficient with this weapon. The weapon disappears when the mech does.

Warded Pilot. The mech's pilot is immune to any spell or effect that would alter its form.

ACTION STATIONS

Cockpit (Requires 1 Crew). Pilot the mech.

MECHANIST SPELLS

3RD-LEVEL MECHANIST FEATURE

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

MECHANIST SPELLS

Artificer Level	Spells
3rd	<i>chromatic orb</i> , <i>shield</i>
5th	<i>find traps</i> , <i>knock</i>
9th	<i>haste</i> , <i>nondetection</i>
13th	<i>greater invisibility</i> , <i>locate creature</i>
17th	<i>antilife shell</i> , <i>destructive wave</i>

MECH ARMOR

3RD-LEVEL MECHANIST FEATURE

You learn how to create a magical vehicle that is worn rather than driven: a mech. Using smith's tools or tinker's tools, you can take an action to magically create a Medium mech in an unoccupied space on a horizontal surface within 5 feet of you. See this vehicle's game statistics in the mech stat block. You determine the vehicle's appearance, whether its shape is humanoid or something else; your choice has no effect on its game statistics.

Once you create a mech, you can't do so again until you finish a long rest or until you expend a spell slot of 2nd level or higher. You can have only one mech at a time and can't create one while your mech is present.

Piloting the Mech. When you move into the mech's space, you enter its cockpit and the mech encloses around you. While piloting your mech, you can use any of its limbs as if they were your own. Only Small or Medium creatures can pilot your mech and only if you allow it. Creatures other than you can't take the Attack or Cast a Spell actions while piloting your mech.

A pilot uses the mech's Strength, Dexterity, and Constitution scores unless their scores are higher, as well as the mech's Armor Class unless their Armor Class is higher.

Once you reach 9th level in this class, your mech gains a +1 bonus to its Strength score and its Armor Class. This bonus increases further as you reach certain levels in this class, as shown in the Mech Bonus column of the Mechanist Features table.

Mech Combat. If you take damage the mech isn't immune to, while piloting the mech, the mech takes the damage, not you. If you take damage the mech is immune to, you take the damage and the mech is unaffected. Damage taken by the mech can't benefit from your resistances or immunities and you don't benefit from the mech's condition immunities.

If the mending spell is cast on the mech, it regains 2d6 hit points. For the purpose of other spells and effects, targeting the mech while you pilot it, counts as targeting you. The mech disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

Mech Spellcasting. While piloting your mech, it counts as a spellcasting focus for your artificer spells and you don't need to provide verbal components for such spells.

EXTRA ATTACK

5TH-LEVEL MECHANIST FEATURE

You can attack twice, rather than once, whenever you take the Attack action on your turn.

SCHEMATICAL ENHANCEMENT

9TH-LEVEL MECHANIST FEATURE

The first time you create your mech after finishing a long rest or if you create your mech using a spell slot of 3rd level or higher, you can modify your mech with a schematic of your choice. If a schematic has prerequisites, you must meet them to use it. Your schematics are detailed under “Mech Schematics” below.

MECHANIZATION PARADIGM

15TH-LEVEL MECHANIST FEATURE

You can magically create a mech using a bonus action and you can choose to create it in your space, causing you to pilot it immediately.

In addition, while piloting your mech, your walking speed increases by 10 feet and you gain darkvision out to a radius of 120 feet. If you already have darkvision, its radius increases by 60 feet.

COMPATIBLE SCHEMATICS

27TH-LEVEL EPIC MECHANIST FEATURE

The first time you create your mech after finishing a long rest or if you create your mech using a spell slot of 4th level or higher, you can add two schematics rather than one.

You can add more schematics by spending a spell slot of a higher level when you create your mech, as shown in the Compatible Schematics table.

COMPATIBLE SCHEMATICS

Spell Slot Level	Addable Schematics
3rd	1
4th	2
5th	3
6th	4

MECH SCHEMATICS

The following schematics are presented in alphabetical order.

ENHANCED WEAPONS SYSTEMS

While piloting your mech, your weapons deal an additional die of weapon damage.

FLUX ACCELERATOR

PREREQUISITE: 27TH LEVEL ARTIFICER

While piloting your mech, you can attack three times, rather than twice, whenever you take the Attack action on your turn.

HEAVY MECH

PREREQUISITE: 15TH LEVEL ARTIFICER

Your mech is Large, weighs 2,000 lbs, and its hit points are equal to your Intelligence modifier + five times your artificer level. While piloting your mech, you have advantage on Strength checks and saving throws.

LIFE SUPPORT MODULE

While piloting your mech, you are unaffected by extreme cold, extreme heat, high altitudes, and you don't need to breathe. You also gain resistance to fire and poison damage.

POWER CELL

The mech disappears if it is reduced to 0 hit points or after 4 hours, rather than after 1 hour. You can dismiss it early as an action.

REPULSORS

PREREQUISITE: 15TH LEVEL ARTIFICER

While piloting your mech, you have a flying speed of 60 feet. If you fly at least 40 feet towards the ground in a straight line before landing, you can cast the *thunderwave* spell as a bonus action immediately after landing without expending a spell slot.

SPELL-ENHANCING ARCANO-MECHANICS

While piloting your mech, the range of your artificer spells is doubled, and if you cast a damaging spell that targets only a single creature, you add a d8 to the spell's damage roll.



DWARVEN MECHANIST

TOYMAKER

"Imagination is the best toy of all."

- Toymaker saying

While all toymakers are playful, artificers who specialize in this trade do much more than play with their toys. In fact, their toys are more often than not tools used to expertly toy with others. To these arcanists, everything can be anything.

TOYMAKER FEATURES

Artificer Level	Features
3rd	Tool Proficiency, Toymaker Spells, Toys, Playful Magic
5th	Toy Army
9th	Artifice Contrivance
15th	Spell-Storing Toy
27th	Toy Menagerie

TOOL PROFICIENCY

3RDD-LEVEL TOYMAKER FEATURE

You gain proficiency with woodcarver's tools and weaver's tools. If you already have one of these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

TOYMAKER SPELLS

3RD-LEVEL TOYMAKER FEATURE

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

TOYMAKER SPELLS

Artificer Level	Spells
3rd	<i>find familiar</i> , <i>sleep</i> ^T
5th	<i>enthrall</i> ^T , <i>magic mouth</i> ^T
9th	<i>glyph of warding</i> , <i>hypnotic pattern</i> ^T
13th	<i>confusion</i> ^T , <i>Leomund's secret chest</i>
17th	<i>animate objects</i> ^T , <i>awaken</i> ^T

Some of your toymaker spells are marked with a ^T. When you cast such a spell, you can either cast it as normal or from a space within 100 feet of you containing one of your magic toys.

TOYS

3RD-LEVEL TOYMAKER FEATURE

You learn how to create a wide array of marvelous toys. You can spend an hour crafting a Tiny toy, either magic or mundane, which you can do during a short or long rest.

Magic Toys. You can have a total of three magic toys at any given time. If you use this feature to create more magic toys than you can have, choose which of your existing magic toys loses its magic.

A magic toy you create has an AC of 10 and a number of hit points equal to three times your artificer level. It is immune to poison damage, psychic damage, and all condi-

tions. It understands your languages, has blindsight out to 30 feet, and is blind beyond that radius. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It loses its magic if it is reduced to 0 hit points.

Mundane Toys. You can craft any number of mundane toys, each costing 1 sp to craft. A mundane toy can be of similar design to one of your magic toys but is a harmless Tiny object with an AC of 5, 1 hit point, and immunity to poison damage, psychic damage, and all conditions.

PLAYFUL MAGIC

3RD-LEVEL TOYMAKER FEATURE

Your connection to your toys enables you to create magical effects through them. You gain the following features.

Toy Message. By expending a spell slot of 1st level or higher, you infuse hidden magic in a mundane toy you are holding, specifying a location, which you must have visited, and a recipient, either by name or one who matches a general description, such as "a person wearing the royal crest." You also speak a message of up to twenty-five words and must leave the toy on the ground.

Through some strange chain of events, as if guided by the strands of fate, the toy will make its way to its intended destination, being picked up and dropped by animals, bought and sold, found and stolen, etc. until it finally arrives. It takes the toy 1d10 days for every 100 miles it has to travel.

When the toy arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The toy speaks only to a creature matching the description you gave and after doing so, its magic fades.

Toy Tricks. Using an action, you can cast the *prestidigitation* cantrip from a space within 100 feet of you containing one of your magic toys.

TOY ARMY

5TH-LEVEL TOYMAKER FEATURE

You have an army at the ready, awaiting your command. Using an action, you can summon a **swarm of animated toy soldiers** that remains for 1 minute, until it is reduced to 0 hit points, or until you dismiss it (no action required). When you do so, you either choose whether the swarm must remain stationary or advance. If you choose for the swarm to advance, choose a direction for it to move towards.

The swarm appears in an unoccupied space of your choice you can see within 30 feet of you. See the swarm's game statistics in the swarm of animated toy soldiers stat block. You determine the appearance of the toy soldiers.

If in combat, roll initiative for the swarm. On its turn, the swarm attacks a creature of your choosing within its reach but it moves only if you ordered it to advance, and only in the direction you designated. If it can't move further in that direction, the swarm stops moving.

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

ARTIFICE CONTRIVANCE

9TH-LEVEL TOYMAKER FEATURE

You gain proficiency with one tool of your choice and when you create a toy familiar or a walking toy, you can add a set of tools to the toy with which you are proficient. Using an action while within 100 feet of the toy, you can command it to use its tool. It uses your proficiency bonus when doing so. You could, for example, install thieves' tools in a teddy bear and have it walk up to a chest, using it to pick the lock.

SPELL-STORING TOY

15TH-LEVEL TOYMAKER FEATURE

You learn how to store spell in your toys. Whenever you finish a long rest, you can touch one of your magic toys and store a spell in it, choosing a 1st or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared).

While holding the toy, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate.

Using a bonus action if the toy is a familiar, you can order the toy to cast the spell using its reaction. If the spell requires concentration, the toy familiar must concentrate.

The spell stays in the toy until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in a toy.

TOY MENAGERIE

27TH-LEVEL EPIC TOYMAKER FEATURE

You can have up to 5 magic toys at a time, you can have up to two toy familiars simultaneously, and you can cast any artificer spell from a space within 100 feet of you containing one of your magic toys.

MAGIC TOYS

The following toys are presented in alphabetical order.

SOUND-EMITTING TOY

By spending 1 gp worth of materials, you create a magic toy that can speak, play music, or make some other sound, such as a tiny carousel, a dancing ballerina, or a music box. The toy is an object and can store up to 1 minute of sound which it repeats on a loop when a certain condition is met. The condition can be that the toy is wound up, touched, opened, or similar, as you choose.

TOY FAMILIAR

By casting the *find familiar* spell while creating a toy, you create a living toy with the chosen familiar's statistics that resembles a toy version of itself. A cat, for example, could be made from feather-filled cloth with buttons for eyes.

The toy is a Tiny construct and you can still only have one familiar. If you cast the *find familiar* spell while you have a toy familiar, you can choose whether to transform the toy familiar into a regular familiar or change its form into that of another toy familiar.

TOY WEAPON

By spending 5 gp worth of materials, you create a toy replica of a real weapon. The weapon uses the statistics of a **flying sword** but its damage is your choice of bludgeoning, piercing, or slashing, depending on the type of weapon.

In combat, the toy weapon shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block. You add your proficiency bonus to the weapon's attack and damage rolls.

WALKING TOY

By spending 1 gp worth of materials, you create a magic toy with a movement speed of 10 feet, such as a doll, a spinning top, or a teddy bear.



HUMAN TOYMAKER

SWARM OF ANIMATED TOY SOLDIERS

Large swarm of Tiny constructs, unaligned

Armor Class 10 (natural armor)

Hit Points equal your Intelligence modifier + five times your level in this class

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	5 (-3)	9 (-1)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities all

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 5

Languages understands the languages of its creator

Dedication to the Master. The swarm's space is difficult terrain to creatures other than you. In addition, you gain the benefit of half cover while you remain in the swarm's space.

Might of the Master. You add your proficiency bonus to the attack and damage rolls of the swarm's attacks.

Reactive. The swarm can take one reaction on every turn in a combat.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny toy. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Tiny Toy Weapons. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) bludgeoning, piercing, or slashing damage, or 3 (1d6) bludgeoning, piercing, or slashing damage if the swarm has half its hit points or fewer.

REACTIONS

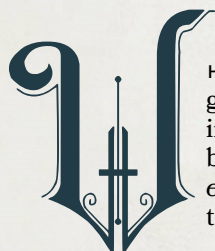
Hold the Line. The swarm makes an attack with its tiny toy weapons when a hostile creature enters the swarm's space.

IT IS BETTER TO DIE ON YOUR FEET
THAN TO LIVE ON YOUR KNEES

BARBARIAN



HUMAN BREWMASTER



WHEN A BARBARIAN REACHES 3RD LEVEL, THEY gain the Primal Path feature. The following Primal Path options are available to a barbarian, in addition to those in the *Player's Handbook*: the Path of the Brewmaster and the Path of Empathic Ire.

PATH OF THE BREWMASTER

Brewing is rightfully considered near to alchemy, producing fantastical substances from common ingredients. However, while mundane alcohol may loosen your tongue, dull your fears, or hone your anger, the tonics that a brewmaster can create go far beyond that.

PATH OF THE BREWMASTER FEATURES

Barbarian Level	Features
3rd	Brewing, Brew-Potions, Chug
6th	Ardent Intoxication
10th	Hollow Legs
14th	Brewmaster
27th	Aftertaste

BREWING

3RD-LEVEL PATH OF THE BREWMASTER FEATURE

You gain a set of brewer's supplies which you have acquired in preparation to walking this path. You also gain proficiency with brewer's supplies and you gain the following features.

Purification. With your brewer's supplies in hand, you can purify liquid, rendering it free of poison and disease. You can purify 1 gallon every 10 minutes in this manner.

Rage Brews. You can brew highly volatile but tasty brews. The brews you know are detailed under "Rage Brews" below. When you finish a long rest, you create a number of rage brews equal to your proficiency bonus.

Your brews last until consumed or until you next finish a long rest. When you consume a rage brew, you enter into a rage and gain the brew's benefits until your rage ends. It also provides you with enough food and drink for a day. Entering into a rage in this manner does not count against your number of times raged.

A creature can consume a rage brew as an action but only you can gain the benefits of a brew. If a creature other than you consumes a rage brew, it must succeed on a DC 20 Constitution saving throw or become poisoned for 1 hour.

BREW-POTIONS

3RD-LEVEL PATH OF THE BREWMASTER FEATURE

You can brew common potions, spending 20 gp and half a workday per potion. You learn to brew rarer quality potions as you gain levels in this class by spending more time and

gold, as shown in the Potion Brewing table.

You can choose to brew a potion at half the shown time and cost, creating a brew that replicates the potion's effect rather than the potion itself. Such brews are beneficial only to you.

POTION BREWING

Barbarian Level	Rarity	Workweeks	Cost
6th	Uncommon	1/2	50 gp
10th	Rare	1	500 gp
14th	Very Rare	2	5,000 gp
27th	Legendary	4	25,000 gp

CHUG

3RD-LEVEL PATH OF THE BREWMASTER FEATURE

You can consume a rage brew or potion using a bonus action. If you drink a rage brew while you're already raging, the duration of your rage increases by 1 minute.

ARDENT INTOXICATION

6TH-LEVEL PATH OF THE BREWMASTER FEATURE

Your brews and potions fuel your very soul. While affected by a rage brew, your rage ends early only if you fall unconscious or if you choose to end it. In addition, the duration and number of dice of potions are doubled for you.

HOLLOW LEGS

10TH-LEVEL PATH OF THE BREWMASTER FEATURE

You are immune to poison.

BREWMASTER

14TH-LEVEL PATH OF THE BREWMASTER FEATURE

Whenever you brew a potion or rage brew, roll a d6. On a roll of 4 or higher, you brew two units instead of one.

AFTERTASTE

27TH-LEVEL EPIC PATH OF THE BREWMASTER FEATURE

When you finish a long rest, choose one of your rage brews. Until you next finish a long rest, you always gain the benefit of the chosen brew while raging.

RAGE BREWS

The following rage brews are available to you.

Redcap Glee-Brew. For the duration, you score a critical hit with melee weapon attacks on a roll of 19 or 20.

Scaleskin Brew. While not wearing armor, your AC increases by 1 for the duration.

Trollheart Brew. While below half your hit point maximum, you regain lost hit points equal to your Constitution modifier at the start of each of your turns for the duration.

PATH OF EMPATHIC IRE

While many warriors are taught to suppress their feelings, for some, dwelling in emotion is as natural as a late autumn frost. Embracing their passions, their terrors, and their joys equally fills these rare souls with a deep internal well of emotion. From there, sadness, joy, compassion, or seething rage can each be called upon at a moment's notice to fuel their actions.

PATH OF EMPATHIC IRE FEATURES

Barbarian Level	Features	Empathy Dice
3rd	Raging Empathy, Sage Advice	d4
6th	True Empath	d6
10th	To the Rescue	d8
14th	Unbound Compassion	d10
27th	Empathic Overflow	d12

RAGING EMPATHY

3RD-LEVEL PATH OF EMPATHIC IRE FEATURE

Your rage becomes fueled by raw emotion, filling you not only with lust for battle but also strengthening your bonds of affection towards your allies. This bond is represented by empathy dice, which are d4s. Your empathy dice increase in size as you gain levels in this class as shown in the Empathy Dice column of the Path of Empathic Ire Features table.

You gain a number of empathy dice equal to your proficiency bonus each time you enter a rage. A empathy die is expended when you use it and you lose all unspent empathy dice when your rage ends.

You can spend your empathy dice to fuel various rage features, detailed below.

Soften Impact. While raging, whenever an ally you can see within 10 feet of you takes damage from a hostile creature, you can use your reaction to give the ally temporary hit points equal to one roll of your empathy die + your Wisdom modifier (minimum of 1).



DRAGONBORN BARBARIAN
OF EMPATHIC IRE

Unshackle. When an ally within 5 feet of you is charmed, grappled, frightened, or restrained by a creature, you can make a special melee attack with the Attack action to attempt to shake them free. To do so, you make a Strength (Athletics) check against the enemy creature's check or save DC, adding one roll of your empathy die to your roll. If the ally is grappled or restrained without a set DC, the enemy creature instead makes a contested Strength (Athletics) check. If you succeed, the condition ends on your ally.

SAGE ADVICE

3RD-LEVEL PATH OF EMPATHIC IRE FEATURE

You are an expert at motivating others and explaining even the most complex machinations. When one of your allies makes a Wisdom check within 10 feet of you, you can use your reaction to add a die to the roll. The die size equals your empathy dice. You can do so after you see the roll but before you know the outcome.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a short or long rest.

TRUE EMPATHY

6TH-LEVEL PATH OF EMPATHIC IRE FEATURE

If you spend at least 1 minute observing or interacting with another creature outside combat, you gain great insight into its current emotional state. The DM tells answers to two of the following questions of your choice.

- If the creature is happy, angry, sad, or indifferent.
- If the best approach to the creature is deception, intimidation, or persuasion.
- If the creature is motivated by ego, hate, hope, love, regret, responsibility, or just wants to get by.
- If the creature currently loves another.
- If the creature is poisoned or afflicted by disease.

Once you use this feature on a creature, you can't use it on that creature again for 24 hours.

TO THE RESCUE

10TH-LEVEL PATH OF EMPATHIC IRE FEATURE

You can take the Dash action as a bonus action on your turn provided that you end your turn closer to an ally than you started. When you do so, you can target an ally within 10 feet of you that can see or hear you as part of the same bonus action, warning them of incoming danger. That creature can immediately use its reaction to take the Dodge action.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

UNBOUND COMPASSION

14TH-LEVEL PATH OF EMPATHIC IRE FEATURE

When you roll an empathy die, you can roll the die twice and choose either result. In addition, you gain the following additional rage feature.

Motivate. When an ally that you can see within 10 feet of you is forced to make a saving throw, you can use your reaction to add a empathy die to the roll.

EMPATHIC OVERFLOW

27TH-LEVEL EPIC PATH OF EMPATHIC IRE FEATURE

When an ally is affected by your Motivate, Soften Impact, To the Rescue, or Unshackle feature, each other ally within 5 feet of the target ally also gains the same benefit.

BARD



HALF ELF BARD
OF THE SONG

AT 3RD LEVEL, A BARD GAINS THE BARD COLLEGE feature. The following Bard College options are available to a bard, in addition to those in the *Player's Handbook*: the College of the Song and the College of Weaving.

COLLEGE OF THE SONG

Some believe the multiverse was sung into existence through a Song of Creation. The words of the gods carried on a melody more beautiful than our mortal minds can imagine. And yet, just like every creature, tree, and rock in our world still holds its Truename from that day, so too did the Song leave echoes. Seekers of the Song, as bards of this college are known, are those who devote their lives to uncovering as much of the Song of Creation as they can.

COLLEGE OF THE SONG FEATURES

Bard Level Features

Bard Level	Features
3rd	Song of Seeking, Vocal Artiste
6th	Anthem, Refrain
14th	Rapture of the Song
27th	Segue

SONG OF SEEKING

3RD-LEVEL COLLEGE OF THE SONG FEATURE

You wield the power of song, capable of shaping reality at your whim. You learn one song of your choice from among those detailed under “Songs” below. You learn an additional song at 6th level, and a final song at 14th level. You can start to sing a song you know by using an action on your turn. Your songs affect an area within 30 feet of you and last for 1 minute or until you lose concentration (as if concentrating on a spell).

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

VOCAL ARTISTE

3RD-LEVEL COLLEGE OF THE SONG FEATURE

When it comes to song, none can match your skill. When you make a check related to singing or to recall information about a song, you can treat a d20 roll of 14 or lower as a 15.

ANTHEM

6TH-LEVEL COLLEGE OF THE SONG FEATURE

Your songs gain the effect of your Countercharm feature.

REFRAIN

6TH-LEVEL COLLEGE OF THE SONG FEATURE

Your songs allow you to exert finer control over your surroundings. By expending a Bardic Inspiration die as a reaction, either when a hostile creature moves within 5 feet of

an ally, or targets an ally with a spell or an attack, you use the refrain option of the song you are currently singing. When you do so, you take your reaction immediately before the trigger, rather than after.

RAPTURE OF THE SONG

14TH-LEVEL COLLEGE OF THE SONG FEATURE

While concentrating on one of your songs, you make Constitution and Wisdom saving throws with advantage.

SEGUE

27TH-LEVEL EPIC COLLEGE OF THE SONG FEATURE

For the duration of one of your songs, you can use a bonus action to begin singing another song instead. When you do so, you don't expend another use of your Song of Seeking feature but the duration remains unchanged.

SONGS

The following songs are presented in alphabetical order.

DIRGE OF EVERYWHERE AND NOWHERE

Hostile creatures can't teleport to or from a space in the area and all creatures in the area are immune to the grappled and restrained conditions. In addition, each creature in the area can move through other creatures and objects as if they were difficult terrain. A creature takes 5 (1d10) force damage if it ends its turn inside an object.

Refrain. One willing creature of your choice in the area is teleported to an unoccupied space within a number of feet equal to 5 x the rolled Bardic Inspiration die.

HYMN OF SPELLDEATH

When a creature in the area casts a spell of 1st level or higher, it must succeed on a saving throw using its spellcasting ability. On a failed save, the spell fizzles and the casting is wasted.

Refrain. One ally of your choice in the area adds the rolled Bardic Inspiration die to the next saving throw it makes before the start of its next turn.

RHYTHM OF SHAPING

When you begin to sing this song, you can choose a number up to your Charisma modifier of unoccupied 5-foot spaces that you can see in the area, causing the ground beneath each space to lift, filling a cube that's 5 feet on a side. Using an action on each of your turns for the duration, you can move any number of mounds to any unoccupied space in the area. You can move a mound into the space of an existing mound, causing it to grow 5 feet in height. When the song ends, the mounds collapse and return to their origin.

Refrain. One ally of your choice in the area adds the rolled Bardic Inspiration die to its AC the next time it is attacked within the next minute.

COLLEGE OF WEAVING

They call themselves weavers. Some would say they've completely lost touch with reality, that they truly don't know what is real and what isn't anymore. But, a weaver would simply ask, "What is reality? Take this chair. Can you see it? Can you smell the wood and dust, and hear it creak when I move it? Feel the wood splintering along the top." Then, with a snap of their fingers the chair is gone. "If you can't trust that it was real, when you had it right in front of you, how do you know anything is?"

Weavers are bards who combine the art of acting with illusion spells to create immersive stories of their own design. They aren't content to act only on the stage, under smokey lights and in front of stilted wooden scenery. No, the thrill of acting is far too great to restrict only to the theater. Instead, weavers choose to make the world around them at any given moment their stage, whenever, wherever, and with whomever passing by drawn into their drama. They can be anyone or anywhere they wish, and in a blink of an eye everything has shifted and they're gone.

COLLEGE OF WEAVING FEATURES

Bard Level	Features
3rd	Thespian Shroud, Weaver's Craft
6th	Melodramatic Choreography, Setting the Stage
14th	Spinning the Tale
27th	True-Woven Veil

THESPIAN SHROUD

3RD-LEVEL COLLEGE OF WEAVING FEATURE

To you, every day is dress rehearsal and you've become a master at playing every part, allowing you to shape any story as you will. You can cast the *disguise self* spell without expending a spell slot. When you cast the spell, its duration lasts until you choose to end it (no action required) or until you cast the spell again.

You can cast the spell in this manner a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

WEAVER'S CRAFT

3RD-LEVEL COLLEGE OF WEAVING FEATURE

To you, it's not about incorporating illusions into your performances; illusions are your performances. You learn the *minor illusion* cantrip which doesn't count against your cantrips known. If you already know this cantrip, you instead learn a different cantrip of your choice from the bard spell list. When you cast the *minor illusion* cantrip, you can create both a sound and an image with a single casting of the spell, and you can cast it out to a range of 120 feet.

You also learn an additional spell when you reach certain levels in this class, as shown in the College of Weaving Spells table. The spell counts as a bard spell for you, but it doesn't count against the number of bard spells you know.

COLLEGE OF WEAVING SPELLS

Bard Level	Spell
3rd	<i>Nystul's magic aura</i>
5th	<i>major image</i>
7th	<i>hallucinatory terrain</i>
9th	<i>seeming</i>

MELODRAMATIC CHOREOGRAPHY

6TH-LEVEL COLLEGE OF WEAVING FEATURE

When another creature rolls one of your Bardic Inspiration dice, your magic conjures forth an illusion that makes the creature appear to be standing in a place near its actual location until the end of its next turn, causing any creature to have disadvantage on attack rolls against it for the duration.

SETTING THE STAGE

6TH-LEVEL COLLEGE OF WEAVING FEATURE

You can seamlessly blend illusions into your social interactions to great effect. When you make a Charisma check, you can create an illusion that reinforces your words and makes you more convincing. When you do so, roll a Bardic Inspiration die and add it to your roll. Doing so does not expend the die.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SPINNING THE TALE

14TH-LEVEL COLLEGE OF WEAVING FEATURE

Like the blacksmith swings a hammer and the butcher wields a knife, so your words are your tool of choice. When a creature within 30 feet of you succeeds on an Intelligence (Investigation) check to determine one of your illusions to be illusory, you can use your reaction to make a Charisma (Performance) check against their Intelligence (Investigation) check. On a successful check, you convince them that the illusion is, in fact, not an illusion. On a failed check, they discern the illusion for what it is but the illusion can't become faint to them.

TRUE-WOVEN VEIL

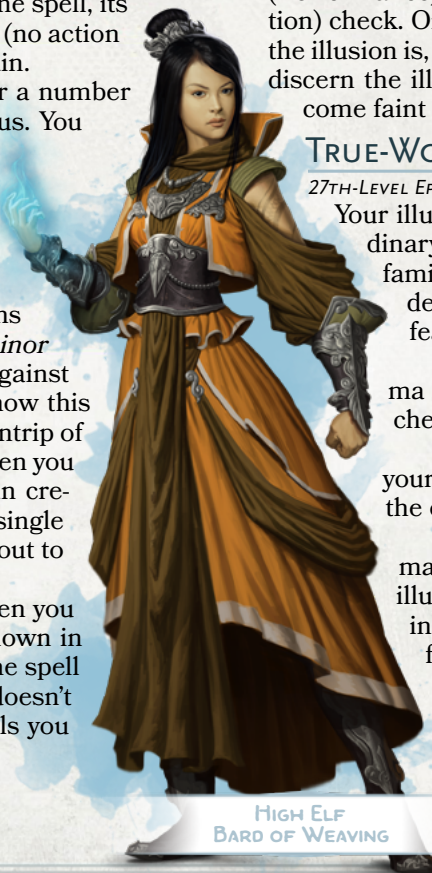
27TH-LEVEL EPIC COLLEGE OF WEAVING FEATURE

Your illusions are so real that even the most extraordinary senses can't see through them, while your familiarity with illusions makes you a master at detecting them yourself. You gain the following features.

Backstage Pass. You can add your Charisma modifier to your Intelligence (Investigation) checks made to detect illusions.

Curtain Call. If a creature detects one of your illusions, the illusion doesn't become faint to the creature.

The Fourth Wall. A creature can't automatically detect visual illusions created by your illusion spells or automatically succeed on saving throws against them, regardless of what features or senses it has. For example, a creature can't benefit from truesight against your illusion spells.



HIGH ELF
BARD OF WEAVING

BLOOD HUNTER



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer when you reach certain levels as a blood hunter. This section offers additional features that you can gain as a blood hunter. Unlike the features in the *Blood Hunter Class for D&D 5e (2020)*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL BLOOD HUNTER CLASS FEATURES

Blood Hunter Level	Features
1st	Fighting Style Options
3rd	Grim Knowledge, Versatile Hemomancy
4th	Martial Versatility
8th	Martial Versatility
10th	Grim Knowledge
12th	Martial Versatility
16th	Martial Versatility
19th	Martial Versatility
20th	Dark Velocity

FIGHTING STYLE OPTIONS

1ST-LEVEL BLOOD HUNTER FEATURE (OPTIONAL)

When you choose a fighting style, the following styles are added to your list of options.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

GUNPLAY

When you roll a 1 on one or more damage dice for an attack you make with a firearm, you can add an additional damage die to the roll.

PROFANE WARRIOR

You learn two cantrips of your choice from the warlock spell list. They count as blood hunter spells for you, and Intelligence is your spellcasting ability for them, so you use

your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a blood hunter spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the warlock spell list.

RETALIATION

When a creature within 5 feet of you that you can see attacks a target other than you, you can use your reaction to make a single weapon attack against the attacker. You must be wielding a melee weapon.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

GRIM KNOWLEDGE

3RD- AND 10TH-LEVEL BLOOD HUNTER FEATURE (OPTIONAL)

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to blood hunters at 1st level.

VERSATILE HEMOMANCY

3RD-LEVEL BLOOD HUNTER FEATURE (OPTIONAL)

Starting at 3rd level, whenever you gain a level in this class, you can do one of the following, as you shift the focus of your hemocraft rites:

- Replace a primal rite you know with another primal rite available to you.
- Replace an esoteric rite you know with another esoteric rite available to you.

MARTIAL VERSATILITY

4TH-, 8TH-, 12TH-, 16TH-, AND 19TH-LEVEL BLOOD HUNTER FEATURE (OPTIONAL)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to blood hunters. This replacement represents a shift of focus in your martial practice.

DARK VELOCITY

20TH-LEVEL BLOOD HUNTER FEATURE (OPTIONAL)

You leap from shadow to shadow with jagged movements and unnatural speed. As a result, opportunity attacks are made against you with disadvantage.

BLOOD HUNTER ORDERS

AT 3RD LEVEL, A BLOOD HUNTER GAINS THE BLOOD Hunter Order feature. The following Blood Hunter Order option is available to a blood hunter, in addition to those in the *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer: the Order of the Courser and the Order of the Lich Hunter.

ORDER OF THE COURSER

Coursers are hunters of humanoids and monsters alike, focusing on tracking, hunting, and slaying their prey with pistols created through hemocraft magic. A courser always finds its quarry and it is said that if a courser comes for you, you best run towards them for there is no escape. If you somehow do manage to outrun a courser, their pistols fire pure magic that none can outrun. Many coursers find work as bounty hunters, where the supply of worthy quarries never runs dry.

ORDER OF THE COURSER FEATURES

Blood Hunter Level	Features
3rd	Courser Wits, Rite Pistol
7th	Blood Curse of the Pariah
11th	Twin Pistols
15th	Brand of Slain Quarries
18th	Quick Draw
27th	Brand of the Broken



COURSER WITS

3RD-LEVEL ORDER OF THE COURSER FEATURE

You gain proficiency with Insight and Investigation. If you are already proficient, you instead gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it.

RITE PISTOL

3RD-LEVEL ORDER OF THE COURSER FEATURE

You can use your Crimson Rite feature without holding a weapon. When you do, you draw forth a rite pistol in a free hand with your hemocraft magic. Your rite pistol is a martial ranged weapon with the light property, a normal range of 120 feet and no long range, and on a hit, it deals rite damage equal to two rolls of your hemocraft die. You use your Intelligence score for your attack and damage rolls using a rite pistol and you are proficient with it.

You don't have disadvantage on attack rolls made with a rite pistol while you are within 5 feet of a hostile creature.

A rite pistol disappears in an inky flash when the rite fades or when you let go of the pistol.

BLOOD CURSE OF THE PARIAH

7TH-LEVEL ORDER OF THE COURSER FEATURE

You gain the Blood Curse of the Pariah for your Blood Maledict feature. This doesn't count against your number of blood curses known.

BLOOD CURSE OF THE PARIAH

As a bonus action, you can target a creature that you can see. For 1 minute, creatures can add a d4 to ranged attack rolls against the target provided it is within 60 feet.

Amplify. The d4 becomes equal to your hemocraft die.

Augment*. The extra die can be added while the target is within 120 feet, rather than within 60 feet.

**Augmenting blood curses becomes available at 22nd level.*

TWIN PISTOLS

11TH-LEVEL ORDER OF THE COURSER FEATURE

When you use your Crimson Rite feature to draw forth a rite pistol, you can instead use your Crimson Rite feature twice to draw forth two rite pistols, provided you have two free hands. You can use a different rite for each pistol.

BRAND OF SLAIN QUARRIES

15TH-LEVEL ORDER OF THE COURSER FEATURE

Your Brand of Castigation now ensures that there is no escape for your foe as your shots magically find their way. Your ranged attacks against the branded target can't be made with disadvantage and ignore half cover, three-quarters cover, and even full cover.

QUICK DRAW

18TH-LEVEL ORDER OF THE COURSER FEATURE

Unless you are surprised when you roll initiative, you can use your Crimson Rite feature to draw forth a rite pistol and make a ranged weapon attack with it before the turn order begins. If you have remaining uses of your Blood Maledict feature, you can also use your Blood Curse of the Pariah immediately before you make your attack.

BRAND OF THE BROKEN

27TH-LEVEL EPIC ORDER OF THE COURSER FEATURE

Once on each of your turns when you hit a branded creature with a ranged attack from a rite pistol, roll a d4. Until the start of your next turn, the target subtracts the d4 from its next ability check, attack roll, or saving throw.

ORDER OF THE LICH HUNTER

While many blood hunter orders dedicate themselves to eradicate diabolical threats, both large and small, the Order of the Lich Hunter hunts those who practice irresponsible or dangerous magic. From the lonely hut with a mischievous witch to the murderous dungeon with an ancient lich, you will find a lich hunter nullifying the arcane as they drive their crackling weapon through the heretic.

ORDER OF THE LICH HUNTER FEATURES

Blood Hunter Level	Features
3rd	Cultist's Bane, Rite of the Occult Slayer
7th	Eldritch Thwart
11th	Brand of Arcane Sovereignty
15th	Weave Severance
18th	Blood Curse of Separation
27th	Brand of Eldritch Jousting

CULTIST'S BANE

3RD-LEVEL ORDER OF THE LICH HUNTER FEATURE

You know how to ask the right questions without arousing suspicion. You can use Intelligence rather than Charisma when you make a Deception, Intimidation, or Persuasion check to obtain information about cults, cultists, and their practices. In addition, you have advantage on Intelligence ability checks to recall information about cults.

RITE OF THE OCCULT SLAYER

3RD-LEVEL ORDER OF THE LICH HUNTER FEATURE

When you join this order, you learn the Rite of the Occult Slayer esoteric rite (detailed below).

Rite of the Occult Slayer. Your rite damage is force damage. While the rite is active, you gain the following benefits:

- Your weapon crackles with arcane energy, both audibly and visibly, causing it to shed dim light out to a radius of 10 feet.
- You can add your Intelligence modifier to saving throws against spells that target only you.
- Creatures have advantage on Wisdom (Perception) checks made to hear or see you.

ELDRITCH THWART

7TH-LEVEL ORDER OF THE LICH HUNTER FEATURE

Most cultists rely on deadly magic to sunder their foes. But you know their dark magic intimately and are always ready. When a creature within 60 feet of you that you can hear casts a spell, you can use a reaction to make an Intelligence (Arcana) check in an attempt to identify the spell (check DC = 15 + the spell's level).

If you successfully identify the spell, you can choose to cast the *counterspell* spell at 3rd level without expending a spell slot as part of the same reaction, to attempt to interrupt the casting.

Once you cast *counterspell* in this manner, you must finish a short or long rest before you can do so again.

BRAND OF ARCANESOVEREIGNTY

11TH-LEVEL ORDER OF THE LICH HUNTER FEATURE

Your Brand of Castigation now grants you a deep insight into your foe's magical intent, allowing you to turn calamity into opportunity. Whenever a branded creature casts a spell you automatically identify the spell.

In addition, if a branded creature targets you with a spell, you can attempt to magically parry the spell. To do so, roll a hemocraft die as a reaction. If the roll is higher than the spell's level, the spell rebounds and instead targets its caster.

WEAVE SEVERANCE

15TH-LEVEL ORDER OF THE LICH HUNTER FEATURE

You can cast the *antimagic field* spell once without expending a spell slot or material components. When you do so, you lose a number of hit points equal to one roll of your hemocraft die. You regain the ability to cast the spell in this manner when you finish a long rest.

BLOOD CURSE OF SEPARATION

18TH-LEVEL ORDER OF THE LICH HUNTER FEATURE

You gain the Blood Curse of Separation for your Blood Maledict feature. This doesn't count against your number of blood curses known.

BLOOD CURSE OF SEPARATION

As a bonus action, you can target a creature that you can see within 30 feet of you. Until the end of its next turn, the target can't cast spells or benefit from magical effects.

Amplify. This curse lasts for 1 minute. At the end of each of its turns, the cursed creature can make a Wisdom saving throw, ending the curse on a successful save.

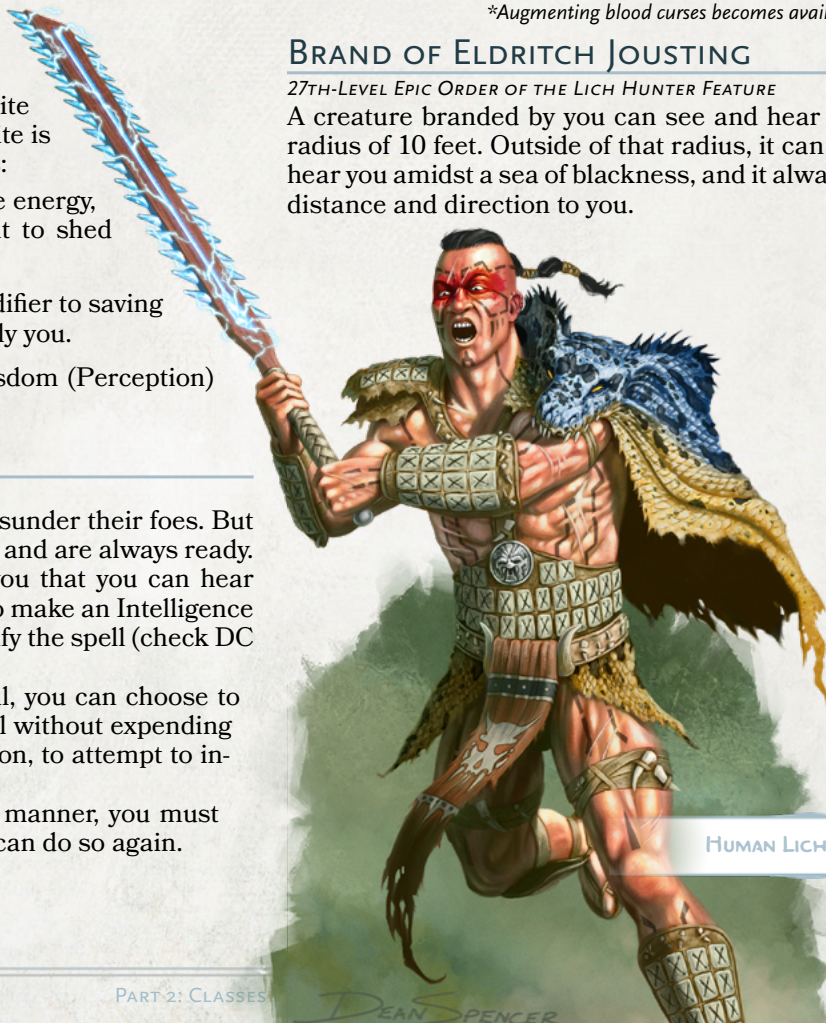
Augment*. Any attunement the target has to a magic item is suppressed for the duration of the curse.

*Augmenting blood curses becomes available at 22nd level.

BRAND OF ELDRITCH JOUSTING

27TH-LEVEL EPIC ORDER OF THE LICH HUNTER FEATURE

A creature branded by you can see and hear only out to a radius of 10 feet. Outside of that radius, it can only see and hear you amidst a sea of blackness, and it always knows the distance and direction to you.



HUMAN LICH HUNTER

CLERIC



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a cleric. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL CLERIC CLASS FEATURES

Cleric Level	Features
2nd	Clerical Principle
5th	Sacred Ritual
10th	Divine Missionary

CLERICAL PRINCIPLE

2ND-LEVEL CLERIC FEATURE (OPTIONAL)

You adopt a particular principle for the performance of your priestly duties. Choose one of the following options. You can't take a Clerical Principle option more than once, even if you later get to choose again.

APOSTLE

Your immaculate faith grants you expert knowledge in many fields. When you make an Intelligence check, you can add your Wisdom modifier to the roll. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

FRIAR

Your faith is pure and untarnished by the influence of the church. When you cast a domain spell, you gain temporary hit points equal to your proficiency bonus.

ORDAINED

You have been blessed through a divine ritual, bringing you closer to your deity. You can cast your domain spells as rituals whether or not they are ritual spells. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

PIARIST

Your divine touch guides others towards noble purpose. You can take the Help action as a bonus action. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

PREACHER

Spreading the teachings of your deity, your faith guides your every word. When you make a Charisma check, you can add your Wisdom modifier to the roll. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

WAR PRIEST

The battlefield is where you spread the good word. You can choose an option from the Fighting Style feature available to the paladin class.

SACRED RITUAL

5TH-LEVEL CLERIC FEATURE (OPTIONAL)

When you cast a cleric spell as a ritual, you can opt to cast it in its normal casting time. Once you use this feature, you can't use it again until you finish a long rest.

DIVINE MISSIONARY

10TH-LEVEL CLERIC FEATURE (OPTIONAL)

You can use your Divine Intervention to regain all spent uses of your Channel Divinity.

VIGILANCE DOMAIN SUGGESTED DEITIES

Deity	Pantheon	Alignment
Angharradh , elven triple god of wisdom and protection	Elven	CG
Arvoreen , halfling god of vigilance and war	Faerûnian	LG
Eldath , god of peace	Faerûnian	NG
Gaerdal Ironhand , gnomish god of protection	Gnomish	LG
Gorm Gulthyn , dwarven god of vigilance	Dwarven	LG
Helm , god of watchfulness	Faerûnian	LN

Deity	Pantheon	Alignment
Ilmater , god of endurance	Faerûnian	LG
Ilneval , orc god of strategy and hordes	Orc	LE
Tempus , god of war	Faerûnian	N
The Red Knight , god of strategy	Faerûnian	LN
Torm , god of courage and self-sacrifice	Faerûnian	LG
Tyr , god of justice	Faerûnian	LG
Selvetarm , drow god of warriors	Drow	CE

DIVINE DOMAINS



CLERIC GAINS THE DIVINE DOMAIN FEATURE AT 1st level. The following Divine Domain options are available to a cleric, in addition to those in the *Player's Handbook*: the Cosmic Domain and the Vigilance Domain.

COSMIC DOMAIN

There are things better left unsaid and unseen, things that would break a man's mind into pieces, that would turn even the most stalwart warrior into a whimpering, pitiful sight. You have glimpsed these truths, a gift, now held safely in your mind's eye. Even the mightiest elven intellect couldn't fathom the whole of that which you know to be out there, but you will grant them the opportunity to try.

COSMIC DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Forbidden Knowledge
2nd	Channel Divinity: Eldritch Revelation
6th	Channel Divinity: Dark Zenith
8th	Potent Spellcasting
17th	Warped Reprisal
21st	Channel the Beyond
25th	Mighty Spellcasting
28th	Non-Euclidean Axioms

DOMAIN SPELLS

1ST-LEVEL COSMIC DOMAIN FEATURE

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



HUMAN CLERIC OF THE COSMOS

COSMIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>arms of Hadar</i> , <i>dissonant whispers</i>
3rd	<i>detect thoughts</i> , <i>phantasmal force</i>
5th	<i>hunger of Hadar</i> , <i>sending</i>
7th	<i>Evard's black tentacles</i> , <i>phantasmal killer</i>
9th	<i>modify memory</i> , <i>Rary's telepathic bond</i>

FORBIDDEN KNOWLEDGE

1ST-LEVEL COSMIC DOMAIN FEATURE

The cosmos has warped your mind. You gain resistance to psychic damage. You also learn the *message* and *vicious mockery* cantrips, which don't count against the number of cleric cantrips you know. For you, *message* doesn't require verbal components, and *vicious mockery* opens a tiny black hole that radiates disturbing imagery into the target's mind.

CHANNEL DIVINITY: ELDRITCH REVELATION

2ND-LEVEL COSMIC DOMAIN FEATURE

Your Channel Divinity allows you to reveal cosmic truths to others. Using an action, you target a number of creatures up to your proficiency bonus that you can see within 60 feet. A target must succeed on a Wisdom saving throw or suffer the effect of the *confusion* spell until the start of your next turn. You don't need to concentrate on the spell.

CHANNEL DIVINITY: DARK ZENITH

6TH-LEVEL COSMIC DOMAIN FEATURE

You can use your Channel Divinity as an action to create an otherworldly halo above your head, where it remains for 1 minute or until you choose to end it (no action required). For the duration, you have a flying speed equal to half your walking speed, you can hover, and you can cast the *grasping vine* spell at will without expending a spell slot. For you, the spell creates a large, slimy tentacle instead of a vine.

POTENT SPELLCASTING

8TH-LEVEL COSMIC DOMAIN FEATURE

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

WARPED REPRISAL

17TH-LEVEL COSMIC DOMAIN FEATURE

If a creature attacks you, or targets you with a spell or harmful ability, you can use your reaction to reveal eldritch truths to the creature. If you do so, the creature is stunned until the start of your next turn without making a saving throw.

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

CHANNEL THE BEYOND

21ST-LEVEL EPIC COSMIC DOMAIN FEATURE

While affected by your Channel Divinity: Dark Zenith, a creature within 30 feet of you can't add its proficiency bonus to saving throws against your cleric spells.

MIGHTY SPELLCASTING

25TH-LEVEL EPIC COSMIC DOMAIN FEATURE

You add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

NON-EUCLIDEAN AXIOMS

28TH-LEVEL EPIC COSMIC DOMAIN FEATURE

If a creature rolls 11 or higher with the d20 on its saving throw against your *vicious mockery*, treat the roll as a 10.

VIGILANCE DOMAIN

“Just as the seed of war is planted in peace, the seed of peace is planted in war.”

- From the Libram of Vigilance

Your god holds back the tides of war, diverts the blades in the night, and diffuses the plots of many. To the best of your abilities and in service to their ideals, you aid them, selflessly and tirelessly, holding vigil wherever and whenever needed. At some time an attack will come and the fate of the many will hang on the discipline of the few, or the one. It will be you that makes the difference in that hour, and you will be ready, as always.

VIGILANCE DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Libram of Vigilance
2nd	Channel Divinity: Preservation Sphere
6th	Ever Vigilant
8th	Potent Spellcasting
17th	Safeguarding Touch
21st	Sheltering Sphere
25th	Mighty Spellcasting
28th	Vigilant Soul

DOMAIN SPELLS

1ST-LEVEL VIGILANCE DOMAIN FEATURE

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

VIGILANCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, shield</i>
3rd	<i>arcane lock, warding bond</i>
5th	<i>glyph of warding, nondetection</i>
7th	<i>aura of purity, death ward</i>
9th	<i>circle of power, dispel evil and good</i>

LIBRAM OF VIGILANCE

1ST-LEVEL VIGILANCE DOMAIN FEATURE

You carry with you a book with your deity's sacred texts, causing it to become a conduit for your deity's might: a libram. Your libram functions as a spellcasting focus for your cleric spells. To creatures other than you, your libram is a normal book and its contents are unintelligible to them.

While holding your libram, you can't be surprised and you gain a bonus to your AC and saving throws equal to half your proficiency bonus (rounded up). Holding your libram also allows you to cast the *blade ward* cantrip with a range of 60 feet, targeting any willing creature you can see.

If you lose your libram, you can perform a 1-hour

ceremony to magically create a new one. This ceremony can be performed during a short or long rest, and it destroys the previous libram. The libram disappears in a flash of brilliant light when you die.

CHANNEL DIVINITY: PRESERVATION SPHERE

2ND-LEVEL VIGILANCE DOMAIN FEATURE

You can call upon your deity to watch over your allies. While holding your libram, you can use your Channel Divinity as an action to designate up to six creatures you can see to be protected for 10 minutes. While within 30 feet of you, a protected creature gains the same bonus to AC and saving throws as you do from your libram.

EVER VIGILANT

6TH-LEVEL VIGILANCE DOMAIN FEATURE

If you take the Cast a Spell action to cast a spell other than *blade ward* while holding your libram, you can use it to cast *blade ward* as a bonus action, targeting a creature other than yourself.

POTENT SPELLCASTING

8TH-LEVEL VIGILANCE DOMAIN FEATURE

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

SAFEGUARDING TOUCH

17TH-LEVEL VIGILANCE DOMAIN FEATURE

When a creature becomes the target of your *blade ward* cantrip, it can immediately make a saving throw against all detrimental spells and effects currently affecting it that require it to make a saving throw at the start or end of its next turn, adding half your proficiency bonus to the roll.

SHELTERING SPHERE

21ST-LEVEL EPIC VIGILANCE DOMAIN FEATURE

When you use your Channel Divinity: Preservation Sphere, each creature you designate to be protected is also affected by the *sanctuary* spell.

MIGHTY SPELLCASTING

25TH-LEVEL EPIC VIGILANCE DOMAIN FEATURE

You add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

VIGILANT SOUL

28TH-LEVEL EPIC VIGILANCE DOMAIN FEATURE

When a creature is targeted by your *blade ward*, it can use its reaction to make a weapon attack.



HUMAN CLERIC OF VIGILANCE

DRUID



YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a druid. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL DRUID CLASS FEATURES

Druid Level	Features
2nd	Harness Primeval Power
5th	Thick Skin
7th	Nourish Primeval Might
10th	Thwart Fey Influence

HARNESS PRIMEVAL POWER

2ND-LEVEL DRUID FEATURE (OPTIONAL)

You can fuel your spells by drawing on your primal connection to nature. You can expend a use of your Wild Shape to cast the *animal friendship* or *speak with animals* spell without expending a spell slot or material components. You can cast a spell with this feature even if you don't have it prepared.

You learn to cast more spells in this manner as you gain levels in this class, as shown in the Spells column of the Primeval Power table. Some higher level spells require you to expend more than one use of your Wild Shape feature to cast them, as shown in the Uses column of the Primeval Power table.

Once you cast a spell using this feature, you can't cast another spell with it until you finish a long rest.

PRIMEVAL POWER

Druid Level	Spells	Uses
2nd	<i>animal friendship</i> , <i>speak with animals</i>	1
3rd	<i>animal messenger</i> , <i>beast sense</i>	1
5th	<i>plant growth</i> , <i>speak with plants</i>	1
7th	<i>dominate beast</i> , <i>locate creature</i> (targeting only a beast or plant)	2
9th	<i>commune with nature</i> , <i>tree stride</i>	2



AN ELVEN DRUID PROUDLY GUARDS
THE ENTRANCE TO HER GROVE

THICK SKIN

5TH-LEVEL DRUID FEATURE (OPTIONAL)

When you use your Wild Shape feature to assume a beast shape, you can choose to expend an additional use of your Wild Shape feature. If you do so, you gain a bonus to AC equal to your proficiency bonus while in your beast shape.

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

NOURISH PRIMEVAL MIGHT

8TH-LEVEL DRUID FEATURE (OPTIONAL)

If you have no more uses remaining of your Wild Shape feature and you are in your normal shape, you can expend a spell slot of 4th level or higher as an action to regain one use.

For each use after the first, the minimum spell slot level required increases by 1. Once you finish a long rest, the minimum spell slot required resets to 4th level.

THWART FEY INFLUENCE

10TH-LEVEL DRUID FEATURE (OPTIONAL)

If a fey forces you to make a saving throw you are proficient with, you can add your proficiency bonus to the saving throw twice instead of once.

DRUID CIRCLES



ONCE A DRUID REACHES 2ND LEVEL, THEY GAIN the Druid Circle feature. The following Druid Circle options are available to a druid, in addition to those in the *Player's Handbook*: the Circle of Blooming and the Circle of the Primeval Grove.

CIRCLE OF BLOOMING

The vines, they grew at lightning speed, up from the ground they came. They intertwined to form the legs, the back, the maw, the mane. Then lilies sprouted from the joints, its hide was daisy swept. And when at last the growth had stopped, a flowered beast was left. The druid then did raise their voice, in sylvan words it spoke. Its eyes, they filled with greenish light; the verdant creature woke.

CIRCLE OF BLOOMING FEATURES

Druid Level	Features
2nd	Spirit of Blossoms, Blooming Spirit
6th	Lush Magic
10th	Emerald Bulwark
14th	Flourishing Bond
23rd	Efflorescent Magic
27th	Ambrosial Spirit

SPIRIT OF BLOSSOMS

2ND-LEVEL CIRCLE OF BLOOMING FEATURE

You learn to cast the *find familiar* spell to conjure forth a spirit of blossoms. If you are in a forest, jungle, or similar terrain, you can cast the spell at will without expending a spell slot. Regardless of the spirit's shape, it resembles a flowery version of itself, you always conjure the same spirit,

and its creature type is fey.

The spirit has a name, personality traits, ideals, bonds, and flaws, which you design for it. It uses your proficiency bonus rather than its own, its Intelligence, Wisdom, and Charisma scores are equal to yours, and its spellcasting ability is Wisdom. Though it gains a personality of its own, it remains loyal to you. Consult with your DM about a compelling story for the spirit to help make it come alive.

BLOOMING SPIRIT

2ND-LEVEL CIRCLE OF BLOOMING FEATURE

You gain the ability to channel shaping magic into your spirit of blossoms. As an action, you can expend a use of your Wild Shape feature to make the spirit bloom, causing it, rather than you, to transform into a beast form. When the spirit transforms in this manner, it resembles a flowery version of the beast it transforms into, its creature type remains fey, and it gains temporary hit points equal to 4 times your druid level. If the spirit is reduced to 0 hit points while transformed, it disappears in a flowery explosion rather than reverting to its true form as a familiar. Other restrictions of your Wild Shape feature still apply.

LUSH MAGIC

6TH-LEVEL CIRCLE OF BLOOMING FEATURE

Your spirit of blossoms learns the *druidcraft* cantrip and can cast it at will. It also learns the *grasping vine*, *plant growth*, and *spike growth* spells. It can cast each of these spells once without expending a spell slot or material components, and it regains the ability to do so when you finish a long rest.

EMERALD BULWARK

10TH-LEVEL CIRCLE OF BLOOMING FEATURE

When a creature that you can see within 30 feet of your bloomed spirit would be hit by an attack, you can use your reaction to magically cause the spirit to die as it evaporates into a protective, sparkling mist that encases the creature immediately before the damage is dealt. The mist clings to the creature until the start of its next turn before disappearing, granting it total cover and making it immune to all damage that isn't psychic damage for the duration, including against the triggering attack.

Using this special reaction requires your spirit of blossoms to be transformed with your Blooming Spirit feature.

FLOURISHING BOND

14TH-LEVEL CIRCLE OF BLOOMING FEATURE

When a spell restores hit points to you or your spirit of blossoms, the other regains the same number of hit points, provided you are within 120 feet of each other.

In addition, if you or your spirit targets the other with a druid spell that has a casting time of 1 action, the spell can instead be cast using 1 bonus action.

EFFLORESCENT MAGIC

23RD-LEVEL EPIC CIRCLE OF BLOOMING FEATURE

Your spirit of blossoms gains three 1st-level spell slots, two 2nd-level spell slots, and one 3rd-level spell slot. It can use these spell slots to cast any spells from the druid spell list and it regains all expended spell slots when you finish a long rest. In addition, it can cast any druid spell as a ritual if that spell is of 3rd level or lower and has the ritual tag.

AMBROSIAL SPIRIT

27TH-LEVEL EPIC CIRCLE OF BLOOMING FEATURE

Your spirit of blossoms is permanently affected by the *aura of life* spell without having to maintain concentration.



A HUMAN DRUID OF BLOOMING
PLAYING A TUNE FOR HIS SPIRIT



CIRCLE OF THE PRIMEVAL GROVE

The ancient forests of the world lie in restless slumber. Humble servants of the Old Way, the Circle of the Primeval Grove are conduits for the vengeful wilds, full of thorn and moss, and of gnarled roots clawing their way across the ground, twisted with malice and old enough to recall every cruelty imposed upon them over the millennia.

CIRCLE OF THE PRIMEVAL GROVE FEATURES

Druid Level	Features
2nd	Vengeance of the Wilds, Voice of the Woods, Wisdom of the Primeval Grove
6th	Primeval Stride, Verdant Sight
10th	Primeval Reclamation
14th	Primeval Prison
23rd	Keeper of the Old Ways
27th	Verdant Conduit

VENGEANCE OF THE WILDS

2ND-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

You learn the *chill touch* cantrip. Instead of a ghostly, skeletal hand, you create a swarm of spectral crows in the target's space. For you, this cantrip counts as a druid cantrip and it doesn't count against your number of cantrips known.

VOICE OF THE WOODS

2ND-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

You can cast the *speak with plants* spell at will without expending a spell slot.

WISDOM OF THE PRIMEVAL GROVE

2ND-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

You gain proficiency with History and Nature. If you are already proficient, you instead gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. When you make a History or Nature check, creatures within 10 feet of you feel an eerie chill and hear the faint, flapping of wings.

PRIMEVAL STRIDE

6TH-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

Using an action, you can disappear in a violent explosion of spectral crows, instantly reappearing in a similar fashion in an unoccupied space you can see within 60 feet, or 120 feet if you are in an area of heavy vegetation. A creature within 5 feet of the space you disappear from or reappear in must make a Dexterity saving throw against your druid spell save DC, taking necrotic damage from the spectral crows on a failed save as if hit by your *chill touch* cantrip, or half as much damage on a successful one.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

VERDANT SIGHT

6TH-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

You can see through vegetation and wooden objects out to a radius of 120 feet as they appear translucent to you. As a result, a creature can't benefit from half cover or three-quarters cover against your attacks or attempt to hide from you due to being behind vegetation or wooden objects.

PRIMEVAL RECLAMATION

10TH-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

Using an action, you can channel the ancient magic through a corpse you touch, causing it to instantly decompose and sink into the ground. When you do so, you gain enough sustenance to sustain you for a day and you gain one of the following benefits of your choice.

- You regain your choice of one expended use of your Primeval Stride feature, or a spell slot of 5th level or lower.
- You gain temporary hit points equal to twice your druid level and you gain resistance to necrotic and poison damage until you next finish a long rest

You can use this feature to decompose a corpse any number of times, but you can only choose a benefit once. You regain the ability to choose a benefit with this feature when you finish a long rest.

PRIMEVAL PRISON

14TH-LEVEL CIRCLE OF THE PRIMEVAL GROVE FEATURE

When you use your Primeval Stride feature, you can cast the *wall of thorns* spell as part of the same action without expending a spell slot or any components. When you do so, the wall appears as a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick centered on the space you disappeared from. A creature does not need to make the initial saving throw if within the wall's area when it appears if the spell is cast in this manner.

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

KEEPER OF THE OLD WAYS

23RD-LEVEL EPIC CIRCLE OF THE PRIMEVAL GROVE FEATURE

You can use your Primeval Stride feature as a bonus action and it affects creatures up to 10 feet away.

VERDANT CONDUIT

27TH-LEVEL EPIC CIRCLE OF THE PRIMEVAL GROVE FEATURE

You can gain a benefit with your Primeval Reclamation feature once per short or long rest, and instead of choosing a benefit, you gain both benefits.



ELVEN DRUID OF THE PRIMEVAL GROVE

FIGHTER



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a fighter. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL FIGHTER CLASS FEATURES

Fighter Level	Features
1st	Arduous Proficiency, Fighting Style Options
5th	Additional Fighting Style
20th	Advanced Fighting Style

ARDUOUS PROFICIENCY

1ST-LEVEL FIGHTER FEATURE (OPTIONAL)

You gain proficiency with one weapon of your choice that has the arduous property (see "Weapon Properties" in Part 4 of this book).

FIGHTING STYLE OPTIONS

1ST-LEVEL FIGHTER FEATURE (OPTIONAL)

When you choose a fighting style, the following styles are added to your list of options.

GUNPLAY

When you roll a 1 on one or more damage dice for an attack you make with a firearm, you can add an additional damage die to the roll.

RETALIATION

When a creature within 5 feet of you that you can see attacks a target other than you, you can use your reaction to make a single weapon attack against the attacker.

VIGILANCE

You can add your proficiency bonus to your initiative rolls.

ADDITIONAL FIGHTING STYLE

5TH-LEVEL FIGHTER FEATURE (OPTIONAL)

You learn an additional option from the Fighting Style class feature.

ADVANCED FIGHTING STYLE

20TH-LEVEL FIGHTER FEATURE (OPTIONAL)

Your known fighting styles are improved as your rigorous training and dedication reaches new heights. You learn the advanced fighting style options that correspond to your known fighting styles. For example, if you know the defense and protection fighting styles, you also know the advanced

defense and advanced protection fighting styles.

ADVANCED ARCHERY

You gain a +2 bonus to damage rolls you make with ranged weapons.

ADVANCED BLIND FIGHTING

Invisible creatures that aren't behind total cover can't hide from you within the range of your blind sight.

ADVANCED DEFENSE

While you are wearing armor, you gain resistance to non-magical bludgeoning, piercing, and slashing damage.

ADVANCED DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to hit rolls with that weapon.

ADVANCED GREAT WEAPON FIGHTING

When you miss with an attack you make with a melee weapon that you are wielding with two hands, you use your reaction to gain advantage on the next attack you make with the same weapon before the end of your next turn.

ADVANCED GUNPLAY

You can use your gunplay fighting style when you roll a 1 or a 2, rather than only when you roll a 1.

ADVANCED INTERCEPTION

When you use your interception fighting style, you reduce the incoming damage by an additional d10.

ADVANCED PROTECTION

When you use your protection fighting style to protect a creature against an incoming attack, the creature also adds your shield's AC to its AC against the incoming attack.

ADVANCED RETALIATION

When you would make an attack with your retaliation fighting style, you can instead make two weapon attacks.

ADVANCED SUPERIOR TECHNIQUE

You learn an additional maneuver of your choice from among those available to the Battle Master archetype, and you gain one superiority die.

ADVANCED THROWING

You can make an opportunity attack with a thrown weapon when a hostile creature that you can see moves within 30 feet of you.

ADVANCED TWO-WEAPON FIGHTING

When you take the Attack action to attack with a melee weapon and you would be able to attack with a different melee weapon as a bonus action, you can instead attack with the second weapon as part of the same action.

ADVANCED UNARMED FIGHTING

Against a creature grappled by you, your unarmed strikes are made with advantage and deal an additional 1d6 bludgeoning damage on a hit.

ADVANCED VIGILANCE

You can't be surprised while conscious.

FIGHTER ARCHETYPES

AT 3RD LEVEL, A FIGHTER GAINS THE FIGHTER ARCHETYPE feature. The following Fighter Archetype options are available to a fighter, in addition to those in the *Player's Handbook*: the Phylax and the Myrmidon.

PHYLAX

In a land of larger than life heroes, whose exploits are praised in song in every mead hall across the land, one should never underestimate the disciplined line fighter. A phylax is among the best of line fighters whose experience has allowed them to become a master of tactics as well. Driven by discipline, duty, and a keen understanding, they know that their shield and the soldier next to them are what will turn the tide of a battle, not individual heroics.

PHYLAX FEATURES

Fighter Level	Features
3rd	Phalanx Warrior
7th	Tactical Mind
10th	Elite Defender, Steadfast
15th	As One
18th	Tactical Mastermind
27th	Tip of the Spear

PHALANX WARRIOR

3RD-LEVEL PHYLAX FEATURE

When you choose this subclass, you become a master with shield and spear, protecting not only yourself but also those around you. You gain the following benefits:

A Fine Thrust. You have a reach of 10 feet with melee weapon attacks made with a spear, yklwa, or similar thrusting weapon.

Deductive Awareness. You can add your Intelligence modifier (minimum of 1) to your initiative rolls.

From Thigh to Neck. While you are wielding a shield, you and allies within 5 feet of you gain the benefit of half cover.

Ready for Battle. Unless surprised, you can draw a weapon and equip your shield when you roll initiative.

TACTICAL MIND

7TH-LEVEL PHYLAX FEATURE

Your experience and keen mind allows you to analyze and map out almost any situation, finding the best possible approach to the situation, both in and out of battle. You can add your Intelligence modifier (minimum of 1) to any skill check with which you are proficient that doesn't already use Intelligence. In addition, you gain proficiency with two skills of your choice.

ELITE DEFENDER

10TH-LEVEL PHYLAX FEATURE

While you are wielding a shield, your allies don't provoke opportunity attacks from Large or smaller creatures within 5 feet of you.

STEADFAST

10TH-LEVEL PHYLAX FEATURE

You can add your Intelligence modifier (minimum of 1) to Strength and Dexterity saving throws made while wielding a shield.

AS ONE

15TH-LEVEL PHYLAX FEATURE

If an ally starts its turn within 5 feet of you and ends its turn a distance away from you equal to your walking speed or less, you can use your reaction at the end of the ally's turn to move up to your walking speed provided that you end your movement within 5 feet of the ally.

TACTICAL MASTERMIND

18TH-LEVEL PHYLAX FEATURE

You can add your Intelligence modifier (minimum of 1) to Wisdom and Charisma saving throws, and attack rolls made with melee weapons.

TIP OF THE SPEAR

27TH-LEVEL EPIC PHYLAX FEATURE

Ever vigilant and looking for an opening, the precision of your strikes are unparalleled. Your melee weapon attacks can't suffer from disadvantage and when you hit a target with a melee attack made as a reaction, you can add your Intelligence modifier to the damage roll.



HUMAN PHYLAX

MYRMIDON

Who is the mightiest warrior? A fighter who is quick with a blade? A commander who can rally the troops and lead an army to victory? A pious knight? No, the warrior who wields not blade, wits, or magic but a hero's soul will always prevail. Relentlessly fighting for glory, capable of perfectly adapting to any situation, always pushing onwards, a myrmidon decides their own fate. Others can squabble over the reasons why they failed, comparing training and styles, blaming each other as well as themselves, while the myrmidon never loses sight of the real prize: living on forever through deeds that echo through eternity.

MYRMIDON FEATURES

Fighter Level	Features
3rd	Agile Fighting, Combat Excellence
7th	Warworn
10th	Heroic Act
15th	Swift Reprisal
18th	Rigorous
27th	Calm Before the Storm

AGILE FIGHTING

3RD-LEVEL MYRMIDON FEATURE

When you choose this subclass, you gain the following bonuses while not wearing heavy armor.

- You can use Dexterity in place of Strength for attack and damage rolls of all melee weapons used with one hand.
- Your walking speed increases by 10 feet.

COMBAT EXCELLENCE

3RD-LEVEL MYRMIDON FEATURE

You learn certain talents that are fueled by your valor.

Heroic Talents. You learn three talents of your choice, which are detailed under “Heroic Talents” below. Some talents require valor points to use, while others grant a benefit so long as your valor points are above a certain threshold.

You learn two additional talents of your choice at 7th, 10th, 15th level, and 27th level. Each time you learn new talents, you can also replace one talent you know with a different one.

Valor. You have a number of valor points equal to your fighter level. A valor point is expended when you use it. You regain all of your expended valor points when you finish a long rest. You also regain 1 expended valor point when you score a critical hit on a hostile creature, when you reduce a hostile creature to 0 hit points, or when you succeed on a saving throw against a harmful spell or ability.

WARWORN

7TH-LEVEL MYRMIDON FEATURE

Your worn armor and one weapon of your choice only weigh half as much for the purpose of your carrying capacity. In addition, you suffer no penalties for sleeping in armor.

HEROIC ACT

10TH-LEVEL MYRMIDON FEATURE

At the end of another creature's turn, you can spend 2 valor points as a reaction to take your next turn immediately. When you do so, you don't regain your reaction on this special turn and you forfeit your next turn in the initiative order.

SWIFT REPRISAL

15TH-LEVEL MYRMIDON FEATURE

When a creature misses you with a melee weapon attack while within 5 feet of you, you can use your reaction to make a melee weapon attack against the attacker.

RIGOROUS

18TH-LEVEL MYRMIDON FEATURE

When you use your Action Surge you also regain up to 2 expended valor points.

CALM BEFORE THE STORM

27TH-LEVEL EPIC MYRMIDON FEATURE

You can refocus yourself during a short rest, regaining expended valor points equal to half your valor point maximum.

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

HEROIC TALENTS

The following talents are available to you.

At the Ready. You have advantage on initiative rolls while you have at least half of your maximum valor points remaining.

Defensive Stance. By spending 1 valor point, you can take the Dodge action as a bonus action.

Echoes of Eternity. When you make an Dexterity (Acrobatics), an Intelligence (History), or a Charisma (Performance) check, you can spend 1 valor point to gain advantage on the roll.

Heroic Strike. When you hit a creature with a melee weapon attack, you can spend 1 valor point to add an additional die to the damage roll.

Mighty Throw. When you throw a weapon with the Thrown property, you can spend 1 valor point to throw it out to twice its long range without suffering disadvantage.

Quick Recovery. Spending any number of valor points as a bonus action, you gain 1d6 temporary hit points for each valor point expended.

Swift Step. As part of the Attack action, you can spend 1 valor point to increase the range of your melee weapon attacks by 5 feet until the end of your turn.

Tenacious. You spend 3 valor points (no action required) to end one effect on yourself that is causing you to be frightened, paralyzed, or stunned.

Unbreakable. When forced to make a saving throw, you can spend 2 valor points to make the roll with advantage.

Underhand Strike. As part of the Attack action, you can spend 1 valor point to make an additional melee weapon attack as a bonus action.

The attack must be made using a weapon that is held in one hand.

Unhindered Advance.

You ignore nonmagical difficult terrain while you have at least half of your maximum valor points remaining.



HUMAN MYRMIDON

MONK



NOW AFFECTED BY THE STONESKIN SPELL, A HUMAN MONK OF THE FOUR ELEMENTS PREPARES FOR A FIGHT

OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a monk. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL MONK CLASS FEATURES

Monk Level	Features
2nd	Tranquil Focus
5th	Inner Eye
20th	Amaranthine Touch

TRANQUIL FOCUS

2ND-LEVEL MONK FEATURE (OPTIONAL)

When you make an ability check using Acrobatics, Athletics, History, Insight, Religion, or Stealth, you can spend 1 ki point to add a martial arts die to the roll. You can do so after you roll the d20 but must do so before you know the outcome of the roll.

INNER EYE

5TH-LEVEL MONK FEATURE (OPTIONAL)

Using your ki, you've uncovered a pathway to a higher consciousness, allowing you to feel everything around you and almost touch it with your spirit. As a result, you can spend 1 ki point to gain blindsight with a range of 10 feet until the end of your next turn. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

The range of this blindsight increases when you reach certain monk levels, as shown in the Unarmored Movement column of the Monk table.

AMARANTHINE TOUCH

20TH-LEVEL MONK FEATURE (OPTIONAL)

By expending 2 ki points as an action, you manipulate the life force and spirit of a humanoid you touch. When you do so, the target magically gains the benefits of your Timeless Body feature until it next finishes a long rest.



AT 3RD LEVEL, A MONK GAINS THE MONASTIC TRADITION feature. The following Monastic Tradition options are available to a monk, in addition to those in the *Player's Handbook*: the Way of the Inner Beast and the Way of the Crescent Flow.

WAY OF THE CRESCENT FLOW

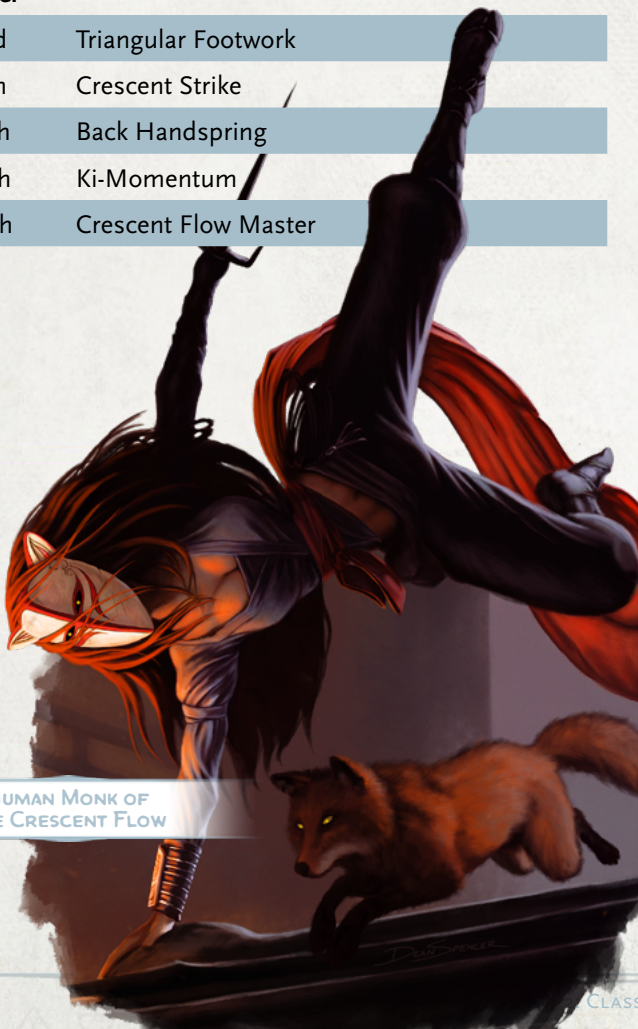
Life is a dance, the greatest dance, and its rhythms are all around us. Stay still and feel them inside you. Move with them and move against them. Learn to weigh your strikes against both the relentless patter of new life and the heavy pull of stillness and night. Simply exist in these until the essence of the dance is known to you.

Combos, beats, and pauses. Fighting is rhythm down to its core. Footwork patterns and the speed of your strikes. Listen and hear. Open yourself and live in the flow. Embrace it, but don't succumb to it. Ride it and make the accents your own. Never be complacent and never be caught in repetition for too long. The rhythm has to flow around and through you. It has to speak slowly at times and be full of speed and vengeance at others.

Never stop listening. All living things have their own rhythms, competing to be heard. Always be aware of those around you. Learn to strike through them, to break those rhythms. Never dance their dance. Control the rhythm and you control the fight. Your rhythm will change dynamically as you yourself change, and as combat changes, but it is always your own. Control the flow.

WAY OF THE CRESCENT FLOW FEATURES

Monk Level	Features
3rd	Triangular Footwork
6th	Crescent Strike
11th	Back Handspring
17th	Ki-Momentum
27th	Crescent Flow Master



HUMAN MONK OF THE CRESCENT FLOW

TRIANGULAR FOOTWORK

3RD-LEVEL WAY OF THE CRESCENT FLOW FEATURE

When you adopt this monastic tradition, you commit yourself to its dance-like movements, becoming an unpredictable opponent as you sweep low to the ground.

Crouching Combatant. While you are prone, you don't have disadvantage on attack rolls and attack rolls made by creatures within 5 feet of you aren't made with advantage.

Ebb and Flow. It costs you only 5 feet of movement to stand up from prone, or 0 feet of movement if you spend 1 ki point (no action required).

Rolling Sprint. You can spend 1 ki point to tumble, roll, and sweep low to the ground in an accelerated crescent dance until the end of your turn. For the duration, it doesn't cost you any extra movement to move while crawling.

CRESCENT STRIKE

6TH-LEVEL WAY OF THE CRESCENT FLOW FEATURE

Your entire body is a weapon, capable of creating thundering momentum to land powerful blows. As a result, you can spend unspent movement to hit harder when you make an unarmed strike or attack with a monk weapon while prone. You gain a +1 bonus to your damage roll for every 10 feet of movement you spend from your walking speed.

BACK HANDSPRING

11TH-LEVEL WAY OF THE CRESCENT FLOW FEATURE

When you use your Flurry of Blows, you can jump up to 10 feet in a straight line as part of the same bonus action. This special move doesn't provoke opportunity attacks and doesn't require you to spend any movement.

KI-MOMENTUM

17TH-LEVEL WAY OF THE CRESCENT FLOW FEATURE

Your crescent dance supercharges your momentum, granting you the following features.

Crescent Sprint. In combat, you always gain the benefit of your Rolling Sprint feature.

Holistic Force. You can use your Flurry of Blows feature when you take the Dash action.

CRESCENT FLOW MASTER

27TH-LEVEL EPIC WAY OF THE CRESCENT FLOW FEATURE

When using your Crescent Strike, you can channel your ki to enhance your strike beyond mortal limitations. You can spend 1 ki point for every 10 feet of movement you spend when making the attack, adding a d4 to the damage roll for each ki point spent in this manner.

RULES TIP: BEING PRONE

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

While prone, a creature has disadvantage on attack rolls. An attack roll against a prone creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

WAY OF BESTIAL MIMESIS

Some monks are captivated by the animals that prowl outside their monastery walls. They feel a deep, primal connection with the beasts as they watch them hunt and fend off other predators. Over time, this fascination grows and they begin to mimic them, to distill the essence of their movements and learn to move as the beasts do. In the process, they unlock something most of us have long forgotten, that we all hold a primal animal deep inside us, just waiting to be let out.

WAY OF BESTIAL MIMESIS FEATURES

Monk Level	Features	Styles Known
3rd	Beast Styles	2
6th	Claws of the Beast	3
11th	Heart of the Beast	4
17th	Adaptive Technique	5
27th	Mimesis Unleashed	6

BEAST STYLES

3RD-LEVEL WAY OF BESTIAL MIMESIS FEATURE

When you adopt this monastic tradition, you become a master of many styles, each channeling your ki to imitate a beast. You learn two styles of your choice, which are detailed under Beast Styles below. You learn more styles as you gain levels in this class, as shown in the Styles Known column of the Way of Bestial Mimesis Features table.

On your turn, you can spend 1 ki point as a bonus action to adopt a style you know for 1 minute. While using a particular style, you can switch from one style to another style you know as a bonus action. The effect ends early if you are incapacitated, restrained, knocked prone, or if you choose to end it (no action required).



WOOD ELF MONK
OF BESTIAL MIMESIS

CLAWS OF THE BEAST

6TH-LEVEL WAY OF BESTIAL MIMESIS FEATURE

When a creature succeeds on its saving throw against your Stunning Strike feature, you can force it to reroll the saving throw (no action required).

Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest, unless you spend 1 ki point to use it again.

HEART OF THE BEAST

11TH-LEVEL WAY OF BESTIAL MIMESIS FEATURE

Your adopted beast styles become so ingrained in your very being, that your active beast style ends early only if you fall unconscious or if you choose to end it.

ADAPTIVE TECHNIQUE

17TH-LEVEL WAY OF BESTIAL MIMESIS FEATURE

You've become adept at adopting your styles and switching between them is as natural as breathing. You can adopt a style you know by expending 1 ki point when you roll initiative (no action required) and you can switch from one style to another style you know, using a reaction at the end of another creature's turn.

MIMESIS UNLEASHED

27TH-LEVEL EPIC WAY OF BESTIAL MIMESIS FEATURE

When you would adopt a beast style, you can instead adopt any number of beast styles you know to gain the benefit of each adopted style, by spending an additional 5 ki points for each beast style you adopt beyond the first.

BEAST STYLES

The bonuses from your Blessed Turtle Style and Velociraptor Claw Style increase as you gain levels in this class, becoming a +2 bonus at 11th level, a +3 bonus at 17th level, and a +4 bonus at 27th level.

The styles below are presented in alphabetical order.

Blessed Turtle Style. You gain a +1 bonus to your AC and saving throws.

Mischievous Tressym Style. You can see invisible creatures and objects out to a radius of 30 feet, you can't be poisoned, and you gain resistance to poison damage. Once you reach 11th level, you also gain a flying speed of 20 feet. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. Your flying speed increases when you reach certain monk levels, as shown in the Unarmored Movement column of the Monk table.

Sly Owl Style. Whenever you use your Flurry of Blows, you gain the benefit of the Disengage action. Once you reach 11th level, you can also add a Martial Arts die to the roll when you use your Deflect Missiles feature.

Stirge-Grip Style. You can use Dexterity (Acrobatics) when you attempt to grapple a creature. Once you reach 11th level, a creature takes bludgeoning damage equal to one roll of your Martial Arts die if it ends its turn grappled by you.

Unseen Jaculi Style. Whenever you use your Flurry of Blows, you can't be targeted by spells and effects that require the caster to see you until the start of your next turn. Once you reach 11th level, you can also add one roll of your Martial Arts die to your Dexterity (Stealth) checks.

Velociraptor Claw Style. You gain a +1 bonus to attack rolls made with monk weapons or unarmed strikes.

PALADIN



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a paladin. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL PALADIN CLASS FEATURES

Paladin Level	Features
2nd	Fighting Style Options
5th	Oathbound Charger
20th	Divine Purpose

FIGHTING STYLE OPTIONS

2ND-LEVEL PALADIN FEATURE (OPTIONAL)

When you choose a fighting style, the following styles are added to your list of options.

RETALIATION

When a creature within 5 feet of you that you can see attacks a target other than you, you can use your reaction to make a single weapon attack against the attacker. You must be wielding a melee weapon.

VIGILANCE

You can add your proficiency bonus to your initiative rolls.

OATHBOUND CHARGER

5TH-LEVEL PALADIN FEATURE (OPTIONAL)

You can expend a use of your Channel Divinity to call upon a mighty steed to carry you forward in pursuit of your oath. You touch your holy symbol and utter your oath, casting the *find steed* spell as an action without expending a spell slot. When cast in this manner, the steed appears under you in your space and you immediately mount it.

DIVINE PURPOSE

20TH-LEVEL PALADIN FEATURE (OPTIONAL)

If your paladin subclass feature at 20th level requires you to finish a long rest before you can use it again, you can also expend a spell slot of 5th level or higher to use it.

A MIGHTY DWARVEN PALADIN
FELLS HIS SWORN ENEMY WITH
BUT A SINGLE PURPOSEFUL BLOW



UPON REACHING 3RD LEVEL, A PALADIN GAINS the Sacred Oath feature. The following Sacred Oath options are available to a paladin, in addition to those in the *Player's Handbook*: the Oath of Absolution and the Oath of Forbiddance.

OATH OF ABSOLUTION

The three great virtues, *diligence*, *harmony*, and *kindness*, bring order and meaning to mortal life by keeping the temptation of sin at bay. Paladins who swear an oath of absolution, often referred to as Sin Eaters, seek to bring these virtues to the masses.

While it is not uncommon for aasimar or stonechildren to take this oath, the most famed Sin Eaters are the Silverhair Knights; an order of drow elite warrior priests of Eilistraee.

TENETS OF ABSOLUTION

The tenets of the Oath of Absolution focus on the three great virtues and imparting them unto others.

Be Diligent. Find a purpose, dedicate yourself to it, and work hard. Do not give in to apathy.

Be Harmonious. Find meaning in your purpose, and temper yourself and your aspirations. Don't succumb to your baser instincts.

Be Kind. Be polite and tread the path of minimal conflict. Do not covet that which belongs to another.

Educate and Absolve. Teach others the three great virtues and help them atone for their sins.

OATH OF ABSOLUTION FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Anathema of Sin (10 feet)
15th	Touch of Expiation
18th	Anathema of Sin (30 feet)
20th	Herald of Virtue
27th	Immaculate Arbiter

OATH SPELLS

3RD-LEVEL OATH OF ABSOLUTION FEATURE

You gain oath spells at the paladin levels listed.

OATH OF ABSOLUTION SPELLS

Paladin Level	Spells
3rd	<i>bane, command</i>
5th	<i>calm emotions, hold person</i>
9th	<i>slow, tongues</i>
13th	<i>banishment, compulsion</i>
17th	<i>geas, hold monster</i>

CHANNEL DIVINITY

3RD-LEVEL OATH OF ABSOLUTION FEATURE

You gain the following Channel Divinity options.

Exalted Tenacity. Using your Channel Divinity on your turn (no action required), you end any number of conditions on yourself.

Stigma of Penance. Using your Channel Divinity as a bonus action, you touch one creature within 5 feet of you with your holy symbol, branding the symbol into its flesh with divine light. At the start of each of its turns for 1 minute, the creature takes radiant damage equal to 1d8 + half your paladin level. This damage can't reduce a creature to below 1 hit point. An affected creature can kneel and verbally repent as an action to make a Charisma saving throw, ending the effect early on a successful save.

ANATHEMA OF SIN

7TH- AND 18TH LEVEL OATH OF ABSOLUTION FEATURE

You are a theomastix of virtue. Each time you finish a short or long rest, you can choose a sin from among apathy, envy, or lust, becoming anathema of the chosen sin until you next finish a short or long rest.

Using a bonus action, you can magically target a creature that you can see within 10 feet of you; the target must succeed on a Charisma saving throw or be punished for your chosen sin by suffering the described effect until the end of its next turn. When you reach 18th level in this class, you can target a creature you can see within 30 feet.

Apathy. The target can't regain hit points or take reactions.

Envy. The target makes ability checks with disadvantage.

Lust. While able to see you, the target is unable to target creatures other than you.

TOUCH OF EXPIATION

15TH-LEVEL OATH OF ABSOLUTION FEATURE

By touching a creature for 10 minutes, you learn its ideals, bonds, and flaws and can replace one of them of your choice with a new one of your design, but in accordance with your tenets. An unwilling target can make a Charisma saving throw to resist the effect. A creature can have an ideal, bond, or flaw changed by this feature once per tenday.

HERALD OF VIRTUE

20TH-LEVEL OATH OF ABSOLUTION FEATURE

Using an action, you can choose one of the great virtues listed below to magically become a herald of that virtue for 1 minute. For the duration, you and your allies within 30 feet of you gain the benefit of your Divine Sense and one of the following benefits based on one of the three great virtues.

Once you use this action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Diligence. You can't be frightened or suffer from any effect that would also incapacitate you.

Harmony. You can't be charmed, and are immune to disease and poison.

Kindness. You can take the Help action as a bonus action, targeting a creature you can see within 30 feet of you, and when you take the Help action, the target gains 2d8 temporary hit points.

IMMACULATE ARBITER

27TH-LEVEL EPIC OATH OF ABSOLUTION FEATURE

When you become a herald of virtue, your allies gain the benefit of the chosen virtue but you gain the benefit of all three.



DROW PALADIN OF ABSOLUTION

OATH OF FORBIDDANCE

We mortals were never meant to understand the greater workings of the multiverse, and it is only in our arrogance that we deemed ourselves worthy. To seek that which is forbidden is beyond folly, it is heresy against the very natural order of the cosmos and cannot be allowed to pass. You will find these caches of forbidden knowledge and return them to obscurity.

TENETS OF FORBIDDANCE

The tenets of the Oath of Forbiddance focus on curating knowledge with an iron fist.

Censor Forbidden Knowledge. Some truths are not meant to be known by mortals but bring only calamity. Hide such truths from the world.

Curate. Learn all you can so that you may judge what knowledge brings calamity and what brings prosperity.

Seek and Protect. Seek out dangerous knowledge and ward it from others, whether it be written on a scroll or known by a mortal. Destroy those who seek to share the forbidden.

Use Any Means. Have no reservations when shielding the world from the forbidden. Lies can be better than truths and the tip of your sword can be a kindness.

OATH OF FORBIDDANCE FEATURES

Paladin Level	Features	Dedication Dice
3rd	Oath Spells, Channel Divinity	1d6
7th	Aura of Censorship (10 feet)	1d8
15th	Lorekeeper	2d8
18th	Aura of Censorship (30 feet)	2d8
20th	Grand Curator	3d8
27th	Eyes of Scrutiny	4d8

OATH SPELLS

3RD-LEVEL OATH OF FORBIDDANCE FEATURE

You gain oath spells at the paladin levels listed.

OATH OF ENLIGHTENMENT SPELLS

Paladin Level	Spells
3rd	<i>command, detect magic</i>
5th	<i>Nystul's magic aura, zone of truth</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>compulsion, Mordenkainen's private sanctum</i>
17th	<i>dispel evil and good, modify memory</i>

CHANNEL DIVINITY

3RD-LEVEL OATH OF FORBIDDANCE FEATURE

You gain the following Channel Divinity options.

Censor the Wicked. You use your Channel Divinity as a bonus action to empower your strikes. The next time you hit a creature within the next minute, it must succeed on a Charisma saving throw or lose any concentration it has and take radiant damage equal to your paladin level. If it loses concentration on a spell, it can't cast that spell again until it finishes a short or long rest.

Curate Self. You use your Channel Divinity as an action, erasing a specific memory from your mind forever unless restored with a *wish* spell. When you do so, your dedication is bolstered, granting you a Dedication Die which is a d6. You can add one Dedication Die to any d20 roll, expending it. Any unspent Dedication Dice fade when you finish a short or long rest. You gain more and increasingly potent Dedication Dice with this feature as you gain levels in this class, as shown in the Dedication Dice column of the Oath of Forbiddance Features table.

AURA OF CENSORSHIP

7TH-LEVEL OATH OF FORBIDDANCE FEATURE

Unless incapacitated, you radiate an aura of censorship out to a range of 10 feet. When a hostile creature enters this aura for the first time on a turn or starts its turn there, it becomes cursed until the end of its turn. While cursed in this manner, a creature can use either the Cast a Spell action or move, not both. In addition, friendly creatures within the range of your aura gain resistance to psychic damage.

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

LOREKEEPER

15TH-LEVEL OATH OF FORBIDDANCE FEATURE

You can read all writing and can decipher any spell scroll as if its spell was on your spell list. In addition, whenever you expend a spell slot to cast an oath spell, you regain lost hit points equal to your Charisma modifier.

GRAND CURATOR

20TH-LEVEL OATH OF FORBIDDANCE FEATURE

Your oath can manifest as a divine spark. As a bonus action, you gain the following benefits for 1 minute:

- You can cast *counterspell* without expending a spell slot. If you successfully interrupt a spell with it, the creature can't cast the spell again until it finishes a long rest, and you create a spell scroll with the spell written on it.
- A spell recorded on a spell scroll with a casting time of 1 action also has a casting time of 1 bonus action for you.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

EYES OF SCRUTINY

27TH-LEVEL EPIC OATH OF FORBIDDANCE FEATURE

You can use your Divine Sense feature as a bonus action and you regain all expended uses when you finish a short or long rest. In addition, within the range of your Divine Sense, you magically learn the highest level of spells a creature you detect can cast, as well as whether or not it has the Legendary Resistance or Magic Resistance traits.



AASIMAR PALADIN OF FORBIDDANCE

RANGER



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL RANGER CLASS FEATURES

Ranger Level	Features
2nd	Fighting Style Options
5th	Land's Guidance
20th	Spirit Sage

FIGHTING STYLE OPTIONS

2ND-LEVEL RANGER FEATURE (OPTIONAL)

When you choose a fighting style, the following styles are added to your list of options.

GUNPLAY

When you roll a 1 on one or more damage dice for an attack you make with a firearm, you can add an additional damage die to the roll.

RETALIATION

When a creature within 5 feet of you that you can see attacks a target other than you, you can use your reaction to make a single weapon attack against the attacker. You must be wielding a melee weapon.

VIGILANCE

You can add your proficiency bonus to your initiative rolls.

LAND'S GUIDANCE

5TH-LEVEL RANGER FEATURE (OPTIONAL)

Using an action, you can summon forth a Medium swarm of tiny spirits from the surrounding land in your space. The swarm has AC 10, 1 hit point, and can't take any actions. It remains in your space for up to 8 hours, until you leave the terrain the swarm is bound to, or until the swarm dies.

The swarm consists of countless glowing, translucent spirits that take on a form appropriate for the land they hail from. If the spirits are from a forest, they may resemble tiny birds or glowing, green orbs, while they may instead resemble insects or floating orbs of mud if they hail from a bog.

The spirits grant you a boon depending on your choice between the Deft Explorer and Natural Explorer features, as shown below.

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

Deft Explorer. While the swarm remains in your space, your walking speed increases by 5 feet and you can't become lost by nonmagical means.

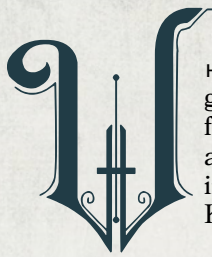
Natural Explorer. While the swarm remains in your space, the terrain the spirits hail from counts as a your favored terrain.

SPIRIT SAGE

20TH-LEVEL RANGER FEATURE (OPTIONAL)

When you summon spirits with your Land's Guidance feature, you also gain the benefit of the *commune with nature* spell. Instead of instantly gaining the knowledge from the spell, you can ask the spirits about one fact at a time, to which they reply honestly. The spell's radius isn't limited in caves and other natural underground settings but its radius can't extend beyond the border of the terrain the spirits hail from. This magic remains until you have asked for three facts or until the swarm disappears.

REGARDLESS OF OBSTACLES OR PERILS, A SKILLED RANGER IS ALWAYS SURE TO FIND A WAY



WHEN A RANGER REACHES 3RD LEVEL, THEY gain the Ranger Archetype feature. The following Ranger Archetype options are available to a ranger, in addition to those in the *Player's Handbook*: the Primordial Keeper and the Wildcatter.

PRIMORDIAL KEEPER

"Fire in hand, guiding your sight. Earth underfoot, tracking their plight. Wind at your back, lifting to flight. Water within, fueling the fight."

- Maxim of the primordial keepers

Wind walkers, stone speakers, and flame dancers. Primordial keepers are rangers who choose to harness raw elemental power over the more subtle, more spiritual connections to animals or plants, and are most often pragmatists. The elements are tools to wield, exactly as they would a sword or bow, simple and direct, versatile and never-failing.

PRIMORDIAL KEEPER FEATURES

Ranger Level	Features
3rd	Primordial Keeper Magic, Elemental's Bane, Primordial Strikes
7th	Elemental Familiarity
11th	Vagabond of the Inner Planes
15th	Surge of Chaos, Wellspring of the Elemental Chaos
27th	Primordial Dominion

PRIMORDIAL KEEPER MAGIC

3RD-LEVEL PRIMORDIAL KEEPER FEATURE

You choose one of two possible spells to learn when you reach certain levels in this class, as shown in the Primordial Keeper Spells table. The chosen spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

PRIMORDIAL KEEPER SPELLS

Ranger Level	Spells
3rd	<i>feather fall</i> or <i>burning hands</i>
5th	<i>misty step</i> or <i>shatter</i>
9th	<i>elemental weapon</i> or <i>meld into stone</i>
13th	<i>fire shield</i> or <i>ice storm</i>
17th	<i>flame strike</i> , <i>wall of stone</i>

ELEMENTAL'S BANE

3RD-LEVEL PRIMORDIAL KEEPER FEATURE

You have a deep connection with all things primordial, giving you unmatched insight into elemental nature and what would count as their anatomy. You gain elementals as a favored enemy. If elementals are already your favored enemy, you can choose a different favored enemy of your choice.

Favored Foe (Optional). If you have the Favored Foe feature (as introduced in *Tasha's Cauldron of Everything*), elementals instead always count as your favored foe without you having to maintain concentration.

PRIMORDIAL STRIKES

3RD-LEVEL PRIMORDIAL KEEPER FEATURE

Once on each of your turns when you hit a hostile creature with an attack, you can imbue the strike with primordial energy, causing it to deal an additional 1d8 damage. This extra damage is your choice of acid, cold, fire, lightning, or thunder.

ELEMENTAL FAMILIARITY

7TH-LEVEL PRIMORDIAL KEEPER FEATURE

Your understanding of the elements is so deep that you know just how to best avoid harm from them. When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type until the start of your next turn, including against the triggering damage.

VAGABOND OF THE INNER PLANES

11TH-LEVEL PRIMORDIAL KEEPER FEATURE

Using a bonus action, you can choose one of the options below, drawing on an Inner Plane to gain a special benefit for 10 minutes. Once you use this feature, you must finish a long rest before you can use it again.

Flame Dancer. Your walking speed increases by 30 feet and you can breathe smoke.

Stone Speaker. You gain a burrow speed of 30 feet and can move unhindered through unworked stone.

Water Virtuoso. You gain a swim speed of 60 feet, you can walk on slippery surfaces without slipping, and you can breathe underwater.

Wind Walker. You gain a flying speed of 40 feet and can hover.

SURGE OF CHAOS

15TH-LEVEL PRIMORDIAL KEEPER FEATURE

When you roll an 8 on the extra damage from your Primordial Strikes feature, you gain your choice of an additional action or an additional bonus action until the end of your current turn. This action or bonus action can only be used to cast a Primordial Keeper spell.

WELLSPRING OF THE ELEMENTAL CHAOS

15TH-LEVEL PRIMORDIAL KEEPER FEATURE

Instead of choosing one of two spells with your Primordial Keeper Magic feature, you now learn both spells. You also learn the spells you didn't choose at previous levels.

PRIMORDIAL DOMINION

27TH-LEVEL EPIC PRIMORDIAL KEEPER FEATURE

The extra damage from your Primordial Strikes feature increases to 2d8. In addition, you regain the use of your Vagabond of the Inner Planes feature when you finish a short or long rest.



HUMAN
PRIMORDIAL KEEPER

WILDCATTER

“Guns. Lots of guns.”

- *The wildcatter’s solution to any problem*

You breathe in the smell of the discharged gunpowder, lowering the barrel to watch your quarry stagger and fall. Your hand reflexively comes to rest on the holstered sidearm strapped to your thigh, ready in case the muzzle flash alerted another nearby predator. You wait, but only a dull breeze comes. As calm descends, you let out your breath and your hand relaxes.

At home in the wilderness, yet born from civilization and unwilling to part from it, the wildcatter straddles these two disparate worlds much more than most other rangers.

WILDCATTER FEATURES

Ranger Level	Features
3rd	Wildcatter Magic, Expert Gunsmith, Wildcatter
7th	Duck and Roll
11th	Firearm Specialization
15th	Gun Nut’s Arsenal
27th	Wildcat Marksman

WILDCATTER MAGIC

3RD-LEVEL WILDCATTER FEATURE

You learn an additional spell when you reach certain levels in this class, as shown in the Wildcatter Spells table. The spell counts as a ranger spell for you, but it doesn’t count against the number of ranger spells you know.

WILDCATTER SPELLS

Ranger Level	Spell
3rd	<i>animal friendship</i>
5th	<i>find steed</i>
9th	<i>haste</i>
13th	<i>dominate beast</i>
17th	<i>mislead</i>



HALF ELF
WILDCATTER

EXPERT GUNSMITH

3RD-LEVEL WILDCATTER FEATURE

You gain proficiency with tinker’s tools and all firearms. You can use your tinker’s tools to craft firearm ammunition and firearm attachments at half the cost, repair damaged firearms, or even draft and create new ones (at the DM’s discretion). You can also install or remove a firearm attachment as an action with tinker’s tools in hand.

Furthermore, as you’ve prepared and trained to become a wildcatter, you’ve crafted either one flintlock rifle, one musketoon, or your choice of two different sidearms from the following list: coat pistol, flintlock pistol, or rimfire revolver.

WILDCATTER

3RD-LEVEL WILDCATTER FEATURE

You learn to alter your wildcatter equipment through different kinds of wildcat modifications of your choice, which are detailed under “Wildcat Modifications” below. Only you gain the benefits of your modifications.

Ammunition Modifications. Some of these modifications require you to expend a spell slot of a certain level to use them for one firearm attack. If a modification modifies a certain kind of ammunition and doesn’t require you to expend a spell slot, all of your ammunition of that type gains the modification’s benefits.

Each time you finish a long rest, you can choose one of the ammunition modifications you know and replace it with another ammunition modification that you could learn at your level.

Firearm Modifications. When you learn a wildcat modification that modifies a specific category of firearm, all of your weapons of that kind gain that benefit. Each time you gain a level in this class, you can choose one of the firearm modifications you know and replace it with another modification that you could learn at that level.

Learning Wildcat Modifications. You learn three modifications when you gain this feature. You learn three additional wildcat modifications of your choice at 7th, 11th, 15th, and 27th level. If you unlearn a modification, you no longer gain its benefits.

If a wildcat modification has prerequisites, you must meet them to learn it. You can learn a wildcat modification at the same time that you meet its prerequisites.

DUCK AND ROLL

7TH-LEVEL WILDCATTER FEATURE

When a creature hits you with a melee attack, you can use your reaction to duck and roll, moving to an unoccupied space within 5 feet of you without provoking opportunity attacks and causing the triggering attack to miss you instead.

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

FIREARM SPECIALIZATION

11TH-LEVEL WILDCATTER FEATURE

You specialize in a firearm category of your choice, which are detailed under “Firearm Specializations” below.

GUN NUT’S ARSENAL

15TH-LEVEL WILDCATTER FEATURE

You are always ready for a fight. You can choose a second option from your Firearm Specialization feature. In addition, you gain the following feature.

Sundering Shots. Your firearms that deal piercing damage count as adamantine for the purpose of bypassing damage resistances.

WILDCAT MARKSMAN

27TH-LEVEL EPIC WILDCATTER FEATURE

Your know-how with firearms is the stuff of legend. You gain the final option from your Firearm Specialization feature. In addition, you gain the following features.

Marksmanship Instinct. You can add your Wisdom modifier to damage rolls made with firearm attacks.

Wildcat Ingenuity. You can ignore the detriments of your firearm attachments.

FIREARM SPECIALIZATIONS

The following gun specializations are sorted by type. When you learn a gun specialization, you gain all its benefits.

SIDEARM SPECIALIZATION

None can match your speed and precision with sidearms. You gain the following features:

Agile Thumbs. You don't need a free hand when reloading your sidearms.

Draw-Shot. When firing a sidearm as part of the Attack action, you can stow and draw a weapon immediately before doing so.

Sidearm Disassembly. Using an action, you can completely disassemble a sidearm or reassemble it. While disassembled, the sidearm can't be identified as a weapon.

BOOMSTICK SPECIALIZATION

In your hands, a boomstick is an extension of yourself. You gain the following features:

Calibrated Blasts. You ignore the Dwindle property of your boomsticks.

Gunrunner. When you take the Dash action while wielding a boomstick, you can make a single firearm attack with the boomstick as a bonus action against a target within the boomstick's normal range.

Head Lead Exemption. While wielding a boomstick with two hands, your AC increases by 1.

LONG GUN SPECIALIZATION

With a long gun in hand, you are a tactical marksman with a surgeon's precision. You gain the following features:

Gunner's High. You ignore the Prepare property of your long guns.

Padded Slings. Your long guns weigh half as much to you.

Overwatch. When you make a firearm attack with a long gun on another creature's turn as a result of having taken the Ready action, you make the attack with advantage.

FIREARMS

Firearms are volatile but powerful. They come in three distinct categories, listed below for your convenience.

Sidearms. Sidearms are one-handed guns, such as pistols and revolvers, that can be fired out to medium range.

Boomsticks. These are large, crudely constructed firearms with short range, often capable of harming multiple targets with a single shot.

Long Guns. Long guns are large, long-range firearms such as rifles. Some can shoot further than even a longbow and can pack an incredible punch.

More Information. See Part 5 of this book for an in-depth look at firearms, including their game statistics.

WILDCAT MODIFICATIONS

The following wildcat modifications are sorted by type and then presented in alphabetical order.

AMMUNITION MODIFICATIONS

The wildcat modifications presented here alter your ammunition in some way.

BEANBAG

AMMUNITION: SHOTSHELL

When you target a creature with this type of ammunition, you can choose for the damage to be non-lethal. If you do and you then reduce a creature to 0 hit points with this attack, you knock the creature out. The creature falls unconscious and is stable.

EXPLOSIVE

PREREQUISITE: 15TH LEVEL RANGER

AMMUNITION: BUCK AND BALL, MASSIVE CARTRIDGE, NOISY CRICKET

COST: 3RD-LEVEL SPELL SLOT OR HIGHER

Once on each of your turns, when you hit a creature with this type of ammunition, you can give your weapon the Explosive property for this attack.

FRAGMENTATION

PREREQUISITE: 15TH LEVEL RANGER

AMMUNITION: MORTAR GRENADE

COST: 3RD-LEVEL SPELL SLOT OR HIGHER

Once on each of your turns, when you hit a creature with this type of ammunition, the damage from the explosive property increases to 2d8 and the radius increases to 10 feet.

GRAPPLING SHOT

PREREQUISITE: 7TH LEVEL RANGER

AMMUNITION: SHOTSHELL

COST: 1ST-LEVEL SPELL SLOT OR HIGHER

When you target an unoccupied space within 100 feet, you fire a grappling hook into that space with a 100-foot-long silken rope connected to your firearm. The hook and rope remain for 10 minutes before winking out of existence.

HARDCAP

PREREQUISITE: 15TH LEVEL RANGER

AMMUNITION: MASSIVE CARTRIDGE, NOISY CRICKET

Your attacks with this type of ammunition can penetrate barriers, up to 3 feet of wood or dirt, 2 feet of stone, or 2 inches of metal. If you don't penetrate material in this manner, when you hit a Medium or smaller creature and there is another creature behind it in a straight line from you and within 10 feet of it, if your attack roll is at least 3 higher than the second creature's AC, that creature takes half as much damage as the target.

HOLLOW POINT

PREREQUISITE: 27TH LEVEL RANGER

AMMUNITION: LIGHT, MEDIUM, AND HEAVY CARTRIDGE

When you hit a creature with this type of ammunition, the target's hit point maximum is reduced by an amount equal to the damage taken.

IMPACT TREMORS

PREREQUISITE: 15TH LEVEL RANGER

AMMUNITION: SHOTSHELL

COST: 2ND-LEVEL SPELL SLOT OR HIGHER

When you fire a weapon with this type of ammunition, the damage becomes thunder damage and deals twice its normal damage to objects and structures. A creature that fails its saving throw against this ammunition (such as when fired with the scatter-gun) is knocked prone. If a creature is instead hit with an attack that uses this ammunition (such as with the peashooter), it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

INCENDIARY

PREREQUISITE: 7TH LEVEL RANGER

AMMUNITION: BUCK AND BALL, MASSIVE CARTRIDGE, NOISY CIRCKET

COST: 1ST-LEVEL SPELL SLOT OR HIGHER

Once on each of your turns, when you hit a creature with this type of ammunition, you can cause the target to erupt in flame. While aflame, the target sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and takes 1d6 fire damage at the start of each of its turns. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

MAGICAL SHOTS

PREREQUISITE: 7TH LEVEL RANGER

AMMUNITION: ALL

The damage from your firearms counts as being magic for the purpose of bypassing damage resistances.

MAGNETIC BULLET

PREREQUISITE: 11TH LEVEL RANGER

AMMUNITION: LIGHT CARTRIDGE, MEDIUM CARTRIDGE, HEAVY CARTRIDGE

COST: 1ST-LEVEL SPELL SLOT OR HIGHER

When you target a creature that wears metallic armor with this type of ammunition, you make the attack with advantage.

MAKESHIFT AMMO

AMMUNITION: BUCK AND BALL, SHOTSHELL

It takes you half as long as normal to craft this type of ammunition and doing so costs only 1 gp.

POISON CHAMBER BULLET

AMMUNITION: LIGHT CARTRIDGE, MEDIUM CARTRIDGE, HEAVY CARTRIDGE

COST: 1ST-LEVEL SPELL SLOT OR HIGHER

When you hit a creature with this type of ammunition, the target must succeed on a Constitution saving throw against your spell save DC or become poisoned until the end of its next turn.

SILVER COATING

AMMUNITION: ALL

COST: 1ST-LEVEL SPELL SLOT OR HIGHER

The damage from your firearms counts as being silvered for the purpose of bypassing damage resistances.

SIDEARM MODIFICATIONS

The modifications presented here improve your sidearms.

IRON SIGHTS

PREREQUISITE: 7TH LEVEL RANGER

You mount two alignment markers on your sidearms, allowing you to aim more precisely. On your turn, the normal range of your sidearms is doubled.

PISTOL GRIP IMPROVEMENT

You replace the grip of your sidearms with better ones, optimized to lessen both recoil and halving their weight. Your sidearms gain the Light property.

LONG-BARREL SIDEARMS

PREREQUISITE: 27TH LEVEL RANGER, WIDE-BARREL SIDEARMS

You replace the wide barrels of your sidearms with longer ones that are just as wide, allowing for increased precision and velocity. You add your Wisdom modifier to your attack rolls made with sidearms.

WIDE-BARREL SIDEARMS

PREREQUISITE: 11TH LEVEL RANGER

You replace the barrels of your sidearms with wider ones, allowing for bigger bullets. The damage of your sidearms increases by one die size. For example, the damage of a coat pistol would increase from 2d4 to 2d6, and the damage of a peacekeeper would increase from 2d6 to 2d8.

BOOMSTICK MODIFICATIONS

These modifications improve your boomsticks.

ARMORED BOOMSTICK STOCKS

You add armored stocks to your boomsticks that cover a part of you. While holding a blaster, your AC increases by 1. You can't wield a shield and gain this benefit.

CHAMBERING-IMPROVED DRUMS

PREREQUISITE: 27TH LEVEL RANGER, DOUBLE-BARREL BOOMSTICKS

You replace the barrels and chambering mechanism of your boomsticks with large drums that can contain more ammunition. Your boomsticks gain the Reload 7 property.

SHORT-BARREL BOOMSTICKS

PREREQUISITE: 7TH LEVEL RANGER

You shorten the barrels of your boomsticks, making you more effective at short range. Your ranged attacks with a boomstick is made with advantage when targeting a target within 10 feet of you. If a boomstick requires a creature to make a saving throw, it makes the saving throw with disadvantage if it is within 10 feet of you.

UNDER-BARREL BOOMSTICKS

PREREQUISITE: 11TH LEVEL RANGER

You add an additional barrel to the bottom of your boomsticks. When you roll the initial damage for a boomstick you can roll one additional damage die. For example, if you hit a target with a peashooter, you roll 3d8 instead of 2d8, or if you hit a target with a handcannon, roll 4d8 for the initial target, rather than 3d8 (the explosive property remains unchanged).

LONG GUN MODIFICATIONS

The modifications below improve your long guns.

BAYONET

You mount a sharp, pointy object at the end of your long guns, such as a dagger or a piece of shrapnel. You can use a long gun as a melee weapon. When doing so, it retains the Two-handed property, has a reach of 5 feet, it deals 1d6 piercing damage on a hit, and it uses Strength or Dexterity for attack and damage rolls. When a hostile creature ends its turn within 5 feet of you while holding a long gun, you can use your reaction to make a melee weapon against it with your long gun.

STABILIZER

PREREQUISITE: 27TH LEVEL RANGER

A stabilizing mechanism assists you when firing your long guns, allowing you to find an enemy's weakness with pinpoint accuracy. Your firearm attacks with a long gun beyond its normal range decimate your target, reducing its movement speed by half until the start of your next turn.

RIFLE BIPODS

PREREQUISITE: 7TH LEVEL RANGER

You mount two "legs" on your long guns which you can pull down to gain additional support when close to the ground. While prone, you add your proficiency bonus twice rather than once to your attack rolls made with long guns.

NIGHT OPTICS

PREREQUISITE: 11TH LEVEL RANGER

On top of your long guns, you mount a cylinder that contains magical glass lenses at both ends, allowing you to see through darkness. When making a firearm attack with a long gun, you have darkvision out to a range of 120 feet. If you already have darkvision, its range is instead increased by 60 feet.

If you use an optics attachment on one of your long guns, you build your night optics into the attachment.

ONE MUST BE CUNNING
AND WICKED IN THIS WORLD

ROGUE



A HALFLING ROGUE IS STALKING
AN UNWITTING TARGET

OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a rogue. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL ROGUE CLASS FEATURES

Rogue Level	Features
3rd	Settling the Score
5th	Surestrike
20th	Preparation

SETTLING THE SCORE

3RD-LEVEL ROGUE FEATURE (OPTIONAL)

If you hit a creature with an attack using a finesse weapon but didn't add the extra damage from your Sneak Attack

feature, you can look for an opening against the target at the start of your next turn. If you do so, you can add your Sneak Attack damage to an attack against the target even if you normally wouldn't be able to, provided you are within 5 feet of it. You can still only apply your sneak attack damage once on a turn.

SURESTRIKE

5TH-LEVEL ROGUE FEATURE (OPTIONAL)

Using a bonus action, you give yourself the following benefits on your next attack on the current turn.

- You make the attack roll with advantage.
- You add your proficiency bonus to the attack roll twice, rather than once.
- On a hit, you add your sneak attack damage, regardless of whether or not you meet the requirements, provided you haven't already added your sneak attack damage to an attack this turn.

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

RESOURCEFUL PREPARATION

20TH-LEVEL ROGUE FEATURE (OPTIONAL)

Using your Cunning Action, you can take the Ready action as a bonus action. When you do so, you can ready any action other than the Attack action.



ONCE A ROGUE REACHES 3RD LEVEL, THEY GAIN the Rogue Archetype feature. The following Rogue Archetype options are available to a rogue, in addition to those in the *Player's Handbook*: the Knife Juggler and the Mnemonic.

KNIFE JUGGLER

Follow the daggers with your eyes, folks! Don't lose sight of them now. In an amazing act of masterful dexterity, our mistress of the blades is juggling three...no, four! Four daggers now! When did she add another? Let's see if you can catch it this time, folks. Watch closely. Five! Did you see it? Faster than lighting. Five razor-sharp daggers, tearing through the air. What a stupendous feat of daring deeds. Now, if we can have a volunteer. You! You sir! Yes, you, don't worry, it's perfectly safe. Come stand over here in front of this wooden plank. Don't pay any mind to the blood stains. Oh, I'm kidding sir, come back, come back. Stand still, back straight, and hold your arms straight out to the sides. I'm going to place an apple on each of your upturned palms and this one, here, balanced on top of your head. No need to look nervous, sir. Are you still watching the daggers, folks? Don't lose sight of them. Mistress! You haven't been drinking again this morning, have you? Oh, I kid folks, I kid. Alright now, sir. Just. Don't. Move.

KNIFE JUGGLER FEATURES

Rogue Level	Features
3rd	Master Thrower
9th	Hidden Blades
13th	Aerial Interception
17th	Sharp Greeting
27th	Swift Aim



GNOME
KNIFE JUGGLER

MASTER THROWER

3RD-LEVEL KNIFE JUGGLER FEATURE

You have mastered the art of juggling and throwing light weapons. You gain the following benefits:

- You gain proficiency with the Performance skill. If you are already proficient, you instead gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it.
- The short and long range of all thrown weapons with which you are proficient is doubled for you.
- When you throw a weapon or object, you can also draw it as part of the attack.
- When you use the Attack action to make a ranged attack with a thrown weapon that has the finesse property, you can use your bonus action to make an additional ranged attack with a thrown weapon that also has the finesse property.

HIDDEN BLADES

9TH-LEVEL KNIFE JUGGLER FEATURE

You master the art of concealing your smallest thrown weapons, hiding them in sewn-in pockets, up your sleeves, behind your belt, and other creative places. Weapons on your person with the thrown property that weigh 1/4 lb. or less gain the concealed property.

AERIAL INTERCEPTION

13TH-LEVEL KNIFE JUGGLER FEATURE

If you use your Uncanny Dodge feature against a ranged weapon attack, you can make an attack roll by throwing a weapon or object at the incoming object. If your attack roll is equal to or higher than the attack roll made to hit you, your thrown object intercepts the incoming object, causing you to take no damage from the attack. If you roll a 20 on the d20 when making the attack roll, you both intercept the incoming object and critically hit your attacker, regardless of the distance or obstacles between you.

SHARP GREETING

17TH-LEVEL KNIFE JUGGLER FEATURE

You can use your reaction to make a ranged attack with a thrown weapon that has the finesse property, when a hostile creature enters the normal range of your thrown weapon.

SWIFT AIM

27TH-LEVEL EPIC KNIFE JUGGLER FEATURE

If you hit a creature that you haven't hit yet on the current turn with a ranged weapon attack using a thrown weapon, you can apply half your Sneak Attack dice to the damage roll. You can do so even if you have already used your Sneak Attack against a different target but other restrictions of your Sneak Attack still apply.

CONCEALED WEAPONS

The Concealed property is a new weapon property introduced in this book. For your convenience, it is summarized below.

A concealed weapon is either exceedingly hard to find or identify as a weapon. If a creature is actively searching the wielder for weapons, it must succeed on a DC 15 Intelligence (Investigation) check. If the wielder is proficient with the weapon, the check DC increases by an amount equal to the wielder's proficiency bonus.

MNEMONIC

Stolen memories are only one part of the services you provide, but the idea is so evocative that the name always sticks. No, in fact you are a broker of any and all information: government secrets, suppressed memories, personal thoughts and desires, or otherwise. You pride yourself on providing your clients with information that can't be found by anyone else, ideas so heavily guarded that they might only exist within the mind of one individual. That doesn't matter to you though. You have your methods, and those that hire you know better than to ask.

MNEMONIC FEATURES

Rogue Level	Features
3rd	Mnemonic Points, Memory Dealer
9th	Thought Serum
13th	Bottled Visions
17th	Thought Shaper
27th	Bulwark of Thoughts

MNEMONIC POINTS

3RD-LEVEL MNEMONIC FEATURE

You have the power to manipulate memories. This power is represented by mnemonic points, which allow you to create a variety of magical effects. You have a number of mnemonic points equal to your level in this class. A mnemonic point is spent when you use it. You regain all spent mnemonic points when you finish a short or long rest.



HUMAN MNEMONIC

MEMORY DEALER

3RD-LEVEL MNEMONIC FEATURE

You know how to twist the memories of others to suit your needs. You gain the Memory Dealer options listed below. Once a creature is affected by an option from this feature, it can't be affected by that option again for 24 hours.

Let Me Rephrase That. When you make a Charisma (Deception, Intimidation, or Persuasion) check against a creature, you can spend 1 mnemonic point as a bonus action to cause the creature to forget what you just said, allowing you to reroll the check. You must then use the new roll.

Must Have Been the Wind. When you make an attack on your turn against a target that can see you, you can spend 2 mnemonic points as a bonus action to cause the target to forget you for a split-second, causing you to gain advantage on the attack.

Nothing to See Here. Outside of combat, you can spend 3 mnemonic point as an action to target a creature you can see within 60 feet of you. The creature can't perceive you by any means for 1 minute or until you roll initiative.

THOUGHT SERUM

9TH-LEVEL MNEMONIC FEATURE

You learn to distill thoughts and ideas into a milky serum and seal it away in a small, 4-ounce vial called a memory flask. Once bottled, if a creature (including you) drinks 1 ounce of the serum, the thoughts and ideas flood their mind and are replayed exactly as their source thought them. You gain the following features.

Bottled Message. By spending 1 mnemonic point, you record up to 1 minute of thoughts, either from yourself or a willing creature within 5 feet of you.

Siphon Dreams. By spending 2 mnemonic points, you can extract the dreams or thoughts of an unwilling creature provided it is unconscious. You must be within 5 feet of the creature for an amount of time equal to how much you want to record, up to a maximum of 1 minute.

BOTTLED VISIONS

13TH-LEVEL MNEMONIC FEATURE

If you would create a memory flask, you can instead create a sensory flask, recording everything a creature senses, rather than its thoughts. Once bottled, if a creature drinks 1 ounce of the serum, the creature loses its own senses which are replaced by those in the sensory flask for its duration. A creature regains its own senses if it takes any damage or becomes the target of a harmful spell or effect.

THOUGHT SHAPER

17TH-LEVEL MNEMONIC FEATURE

You can cast the *detect thoughts* spell without expending a spell slot or components by spending 1 mnemonic point, and you can cast the *modify memory* spell without expending a spell slot or components by spending 3 mnemonic points.

When reading the thoughts of another creature with the *detect thoughts* spell, you can bottle the thoughts you perceive with the spell with your Siphon Dreams feature even if the target is awake.

If you attempt to reshape the memories of a creature with the *modify memory* spell, you can use 1 ounce from a memory flask to implant the stored memory from the flask into the creature.

BULWARK OF THOUGHTS

27TH-LEVEL EPIC MNEMONIC FEATURE

You are permanently affected by the *mind blank* spell.

SORCERER



OPTIONAL CLASS FEATURES

YOU GAIN CLASS FEATURES IN THE PLAYER'S Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a sorcerer. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

OPTIONAL SORCERER CLASS FEATURES

Sorcerer Level	Features
1st	Eschew Materials
2nd	Trace Magic
6th	Expert Sorcery (1)
10th	Expert Sorcery (2)
17th	Expert Sorcery (3)

ESCHEW MATERIALS

1ST-LEVEL SORCERER FEATURE (OPTIONAL)

When you cast a sorcerer spell you don't need to provide material components, provided they aren't consumed and don't cost more than 100 gp.

TRACE MAGIC

2ND-LEVEL SORCERER FEATURE (OPTIONAL)

You can spend 1 sorcery point to cast the *identify* spell as an action without expending a spell slot.

EXPERT SORCERY

6TH-, 10TH-, AND 17TH-LEVEL SORCERER FEATURE (OPTIONAL)

Choose one of the following features: Arcane Endurance, Sorcerous Reservoir, or Supple Spell. The chosen feature grants you additional features at 10th and 17th level.

ARCANE ENDURANCE

The magic that courses through your veins protects you from harmful magics. When you make a saving throw against magic, you can spend 2 sorcery points to gain advantage on the roll. Once you reach 10th level, the cost is reduced to 1 sorcery point, and once you reach 17th level, you can also add your Charisma modifier to the saving throw when you use this feature.

SORCEROUS RESERVOIR

You discover hidden magics within you. You learn two spells of your choice from the sorcerer spell list. The spells must be of a level you can cast and don't count against your number of sorcerer spells known. You learn two more spells in this manner at 10th level and again at 17th level.

SUPPLE SPELL

Some spells are especially malleable to you, allowing you to reshape them with little effort. Choose two sorcerer spells you know as your supple spells. When casting a supple spell, you can use two Metamagic options you know. If you use only one Metamagic option for a supple spell, the Metamagic option costs 1 less sorcery point than normal (to a minimum of 1).

You learn a third supple spell at 10th level, and a fourth supple spell at 17th level.

METAMAGIC OPTIONS

When you choose Metamagic options, you have access to the following additional options.

CHAOTIC SPELL

When you cast a spell of 1st level or higher, you can spend 1 sorcery point to suffuse the casting with chaotic energies. If you do so, roll a d4 to randomly determine an effect from the Chaotic Spell table.

CHAOTIC SPELL

d4	Effect
1	No effect
2	You regain 1 sorcery point
3	The spell is cast at 1 level higher and you take force damage equal to the spell's level
4	The spell is cast at 2 level higher and you take force damage equal to twice the spell's level

DIMINISH/DEVELOP SPELL

When you cast a spell that manifests in a cone, cube, line, or sphere, you can spend 1 sorcery point to diminish the spell or 5 sorcery points to develop the spell. If you diminish the spell, you decrease its length, side, or radius by 5 feet a number of times up to your Charisma modifier. If you develop the spell, you increase its length, side, or radius by 5 feet a number of times up to your Charisma modifier.

INTUITIVE SPELL

When you cast a spell that requires you to see your target, you can spend 3 sorcery points to magically discern the target, making you able to target it even if you can't see it.

POROSITY SPELL

When you cast a spell, you can spend 1 sorcery point to change the spell's school to another school of your choice.

RITUAL SPELL

You can spend 1 sorcery point to cast a spell you know as a ritual provided the spell has the ritual tag.

SORCEROUS ORIGINS



SORCERER GAINS THE SORCEROUS ORIGIN FEATURE at 1st level. The following Sorcerous Origin options are available to a sorcerer, in addition to those in the *Player's Handbook*: Lunar Sorcery and Solar Sorcery.



TIEFLING
LUNAR SORCERER

LUNAR SORCERY

Whether you were born under a lunar eclipse, partook in a secret ritual where you danced under a new moon and drank a drought of liquid starlight, or simply inherited your powers from your lineage, each night you stare up into the face of the moon, filled with an ache and a yearning that never fades, as the dim light fuels the magic in your veins.

LUNAR SORCERY FEATURES

Sorcerer Level	Features
1st	Lunar Magic, Lunar Tenacity
6th	Inescapable Gloom
14th	Lunar Concurrence
18th	Moon Touch
21st	Crepuscule Perseverance
25th	Eternal Nightfall
28th	Eventide Soul

LUNAR MAGIC

1ST-LEVEL LUNAR SORCERY FEATURE

You learn the *message* and *vicious mockery* cantrips, which don't count against the number of sorcerer cantrips you know. For you, *message* doesn't require any components and *vicious mockery* has a range of 120 feet.

You also learn additional spells when you reach certain levels in this class, as shown on the Lunar Spells table. Each spell counts as a sorcerer spell for you, but it doesn't

count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

LUNAR SPELLS

Sorcerer Level	Spells
1st	<i>bane</i> , <i>faerie fire</i>
3rd	<i>moonbeam</i> , <i>silence</i>
5th	<i>bestow curse</i> , <i>Leomund's tiny hut</i>
7th	<i>Otiluke's resilient sphere</i> , <i>phantasmal killer</i>
9th	<i>dream</i> , <i>mislead</i>

LUNAR TENACITY

1ST-LEVEL LUNAR SORCERY FEATURE

When you fail on a saving throw, you can use your reaction to reroll the saving throw. If you do so, you must use the new roll.

You can use this feature once, and you regain the ability to do so when you finish a long rest. You can also expend a spell slot to use the feature again.

INESCAPABLE GLOOM

6TH-LEVEL LUNAR SORCERY FEATURE

Lunar magic permeates from you. Once on each turn, when a hostile creature that you can see within 60 feet of you succeeds on a saving throw against magic, you can spend 1 sorcery point to deal psychic damage equal to twice your Charisma modifier to the creature.

LUNAR CONCURRENCE

14TH-LEVEL LUNAR SORCERY FEATURE

You learn to draw on lunar energies to fuel your spells. When you are in dim light or darkness, you can cast your lunar spells as rituals.

Once you cast a lunar spell without the ritual tag in this manner, you can't cast that spell as a ritual again until you finish a long rest.

MOON TOUCH

18TH-LEVEL LUNAR SORCERY FEATURE

You learn to cast the *Otto's irresistible dance* spell, which doesn't count against the number of sorcerer spells you know. For you, the spell has a range of 60 feet and doesn't require you to maintain concentration. This spell can't be replaced when you gain a level in this class. When you are in dim light or darkness, you can cast the spell by spending 5 sorcery points instead of expending a spell slot.

CREPUSCULE PERSEVERANCE

21ST-LEVEL EPIC LUNAR SORCERY FEATURE

You regain the use of your Lunar Tenacity feature when you finish a short or long rest. While in dim light or darkness, you can also spend 1 sorcery point to use the feature again.

ETERNAL NIGHTFALL

25TH-LEVEL EPIC LUNAR SORCERY FEATURE

You can activate or deactivate this feature as a bonus action. While active, bright light or darkness within 10 feet of you becomes dim light.

EVENTIDE SOUL

28TH-LEVEL EPIC LUNAR SORCERY FEATURE

The sorcery point cost of your Moon Touch feature is reduced to 3 and you can cast it using a bonus action.

SOLAR SORCERY

Let the fools come if they will. The divine light of the sun will burn all who dare to stand in its eternal radiance. You are the conduit, your closed fist like a dam, holding back unfathomable light and heat. Extend one finger to let a ray sear away darkness and pain, or open your palm wide to cleanse all who would oppose you.

SOLAR SORCERY FEATURES

Sorcerer Level	Features
1st	Solar Magic, Solar Tenacity
6th	Wrath of the Sun
14th	Heliacal Might
18th	Flaring Fist
21st	Fortitude of the Sun
25th	Everlasting Dawn
28th	Morning Glory

SOLAR MAGIC

1ST-LEVEL SOLAR SORCERY FEATURE

You learn the *light* and *sacred flame* cantrips, which don't count against the number of sorcerer cantrips you know. Your *sacred flame* cantrip has a range of 120 feet and if you concentrate on your *light* cantrip, the bright light it produces is sunlight.

You also learn additional spells when you reach certain levels in this class, as shown on the Solar Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

SOLAR SPELLS

Sorcerer Level	Spells
1st	<i>bless</i> , <i>burning hands</i>
3rd	<i>continual flame</i> , <i>scorching ray</i>
5th	<i>daylight</i> , <i>fireball</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>dawn</i> , <i>flame strike</i>

HUMAN
SOLAR SORCERER

SOLAR TENACITY

1ST-LEVEL SOLAR SORCERY FEATURE

When you take damage, you can use your reaction to regain lost hit points equal to half the damage taken. You gain these hit points even if you would be reduced to 0 hit points and if the damage would reduce your hit point maximum, it instead doesn't reduce your hit point maximum.

You can use this feature once, and you regain the ability to do so when you finish a long rest. You can also expend a spell slot to use the feature again.

WRATH OF THE SUN

6TH-LEVEL SOLAR SORCERY FEATURE

The undying heat of the sun courses through you. Whenever a creature that you can see within 60 feet of you takes damage, you can spend 1 sorcery point as a reaction to magically change that damage to be radiant damage.

HELIACAL MIGHT

14TH-LEVEL SOLAR SORCERY FEATURE

You can cast your solar spells by spending a number of sorcery points equal to the spell's level, rather than expending a spell slot. When you do so, you regain a number of lost hit points equal to the number of sorcery points spent.

FLARING FIST

18TH-LEVEL SOLAR SORCERY FEATURE

You learn to cast the *sunbeam* spell, which doesn't count against the number of sorcerer spells you know. For you, the spell creates a beam of brilliant light in a 10-foot-wide, 120-foot-long line. This spell can't be replaced when you gain a level in this class. When you are in bright light, you can cast the spell by spending 5 sorcery points instead of expending a spell slot.

FORTITUDE OF THE SUN

21ST-LEVEL EPIC SOLAR SORCERY FEATURE

You regain the use of your Solar Tenacity feature when you finish a short or long rest. While in bright light, you can also spend 1 sorcery point to use the feature again.

EVERLASTING DAWN

25TH-LEVEL EPIC SOLAR SORCERY FEATURE

You can activate or deactivate this feature as a bonus action. While active, bright light shines from you out to a radius of 5 feet, followed by 5 feet of dim light. The bright light is sunlight.

MORNING GLORY

28TH-LEVEL EPIC SOLAR SORCERY FEATURE

Your Wrath of the Sun feature no longer requires you to use your reaction, but you can use it only once per turn. In addition, when you use sorcery points to cast one of your solar spells that deals damage, one target of the spell takes additional radiant damage equal to half your sorcerer level.

WARLOCK

HUMAN WARLOCK
OF THE HAUNTER

AT 1ST LEVEL, A WARLOCK GAINS THE OTHERWORLDLY Patron feature. The following Otherworldly Patron options are available to a warlock, in addition to those in the *Player's Handbook*: the Haunter and the Seeker.

THE HAUNTER

An ancient specter, a mighty oni, or something else entirely, your patron grants you the power to manipulate the memories and perceptions of others to feed off of their regrets.

THE HAUNTER FEATURES

Warlock Level	Features
1st	Haunted Ground
6th	Meticulous Malice, Sense Regret
10th	Far Bedevilment
14th	Haunting Isolation
23rd	Boundless Rancor
27th	Scrupulous Malice

HAUNTED GROUND

1ST-LEVEL HAUNTER FEATURE

You can magically draw your patron's influence into a nearby area. As a bonus action, you create an invisible cube that is 10 feet on each side in a space you can see within 60 feet of you. This cube is your Haunted Ground. The Haunted Ground lasts for 1 minute or until you lose concentration (as if concentrating on a spell). You can move your Haunted Ground up to 30 feet as a bonus action on your turn.

When a creature other than you starts its turn in your Haunted Ground, it must make a Wisdom saving throw. On a failed save, you can roll a d4 on the Haunts table below and the creature suffers the rolled effect.

You can summon the Haunted Ground a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

HAUNTS

d4 Effect

- The creature takes psychic damage equal to your warlock level.
- The creature becomes incapacitated until the end of your next turn and spends the duration screaming, laughing, or weeping.
- The creature retreats into its mind and becomes paralyzed until the end of your next turn. The effect ends early if the creature takes any damage.

- The creature becomes frightened of you until the end of your next turn. While frightened in this manner, it must use its action and movement to flee from you.

- One of the creature's most treasured memories is warped into a nightmarish experience. Until the end of your next turn, the creature subtracts a d4 whenever it rolls a d20.

- The creature is stunned until the end of your next turn as its remembered past is twisted into a life of regret.

METICULOUS MALICE

6TH-LEVEL HAUNTER FEATURE

Whenever you roll on the Haunts table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the number and choose any effect on the table. In addition, you now roll a d6 whenever you roll on the Haunts table.

SENSE REGRET

6TH-LEVEL HAUNTER FEATURE

Your patron enables you to sense regret in others so you can use it against them. Using an action, you can target a creature you can see within 30 feet and magically learn its greatest regret in life.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a warlock spell slot to do so.

FAR BEDEVILMENT

10TH-LEVEL HAUNTER FEATURE

You learn the *dream* spell which doesn't count against your number of warlock spells known. If you choose for the messenger to appear monstrous, your message isn't limited to a specific number of words.

You can cast this spell once without expending a spell slot and you regain the ability to do so when you finish a long rest. When cast in this manner, you must choose to make the messenger appear monstrous.

HAUNTING ISOLATION

14TH-LEVEL HAUNTER FEATURE

Other creatures inside the area of your Haunted Ground, can't hear, see, or smell anything outside of the area.

BOUNDLESS RANCOR

23RD-LEVEL EPIC HAUNTER FEATURE

You regain all expended uses of your Haunted Ground and Sense Regret features when you finish a short or long rest.

SCRUPULOUS MALICE

27TH-LEVEL EPIC HAUNTER FEATURE

Whenever you roll two dice on the Haunts table, you can choose to unleash one or both of the rolled effects. If you roll the same number on both dice, you can ignore the number and choose any one or two effects on the table.

THE SEEKER

The patrons of any two seeker warlocks are unlikely to share any common ground, other than the fact that they empowered a servant to act as their tool and agent, to find and retrieve whatever they require. Demon lords will seek lost lore the same as lesser divine beings of knowledge and craft, and to fulfill vastly different desires, while a tyrant or vengeful power might send seekers to find living targets.

THE SEEKER FEATURES

Warlock Level	Features
1st	Seeker Magic, Scholarly Prestige
6th	Seeker's Sense
10th	Assimilation Doctrine
14th	Literary Excursion
23rd	Uncovered Secrets
27th	Seeker's Boon

SEEKER MAGIC

1ST-LEVEL SEEKER FEATURE

The Seeker lets you learn additional spells, called seeker spells, when you reach certain levels in this class, as shown on the Seeker Spells table. Each spell counts as a warlock spell for you, but it doesn't count against the number of warlock spells you know. These spells can't be replaced when you gain a level in this class.

You can also cast a warlock spell you know as a ritual if that spell has the ritual tag or is a seeker spell.

SEEKER SPELLS

Warlock Level	Spells
1st	<i>faerie fire, feather fall</i>
3rd	<i>levitate, locate object</i>
5th	<i>clairvoyance, sending</i>
7th	<i>arcane eye, locate creature</i>
9th	<i>legend lore, passwall</i>

SCHOLARLY PRESTIGE

1ST-LEVEL SEEKER FEATURE

You can use Charisma instead of Intelligence whenever you make an Arcana, History, Investigation, or Religion check, and you read ten times as fast as normal.

SEEKER'S SENSE

6TH-LEVEL SEEKER FEATURE

Using an action while focusing on a subject, you can open your awareness to seek others nearby who have similar or related thoughts. Until the end of your next turn, you know the location of any creature within 60 feet of you that is thinking about the subject you are focusing on. You could, for example, focus on a recently stolen diamond or a sentence like "I can't let them find me." Within the same radius, you also detect the presence of any object with written references to the subject you focus on.

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

ASSIMILATION DOCTRINE

10TH-LEVEL SEEKER FEATURE

You gain resistance to psychic damage and you can add your Charisma modifier to your Intelligence and Wisdom saving throws. In addition, if you cast a seeker spell using a warlock spell slot, you don't have to make Constitution saving throws to maintain concentration on the spell as a result of taking damage.

LITERARY EXCURSION

14TH-LEVEL SEEKER FEATURE

Your patron rewards you for your contributions. You gain the ability to pull yourself and your allies into your patron's library; a timeless pocket plane filled with endless lore going back millennia, contributed to by yourself and the countless warlocks that came before you. Using an action, you shift yourself and up to six willing creatures you can see into the library. The library expels you after 1 hour or when you take an action to make it do so. When expelled, you return to the spaces you all occupied when you used this ability, with no time having passed in the world. A creature can't bring anything with it from the library and if anything is left behind when a creature leaves the library, it becomes the property of the Seeker.

While in the library, a creature can spend an hour studying to borrow knowledge from the Seeker, learning a new language or gain proficiency with a tool, weapon, or skill, but you can do so in half the time. The borrowed knowledge is lost when the creature next finishes a long rest.

Once you use this ability, you cannot use it again until you finish a long rest.

UNCOVERED SECRETS

23RD-LEVEL EPIC SEEKER FEATURE

You can learn two additional eldritch invocations.

SEEKER'S BOON

27TH-LEVEL EPIC SEEKER FEATURE

You reap the reward for having contributed greatly to your patron's hoard. You can choose a second option from the Pact Boon feature. Moreover, while in your patron's library, you can spend 1 hour to replace any number of eldritch invocations you know with an equal number of eldritch invocations you can learn.



PACT BOON

AT 3RD LEVEL, A WARLOCK GAINS THE PACT BOON feature. The following option is available to a warlock, in addition to those in the *Player's Handbook*. You gain a feature that improves your Pact Boon at 21st level, and again at 25th level.

PACT OF THE CIRCLET

Your patron gifts you an eldritch ring; a Ring of Multitudes. You must attune to the ring in order to use it. If another creature attunes to the ring, it disappears with a faint popping noise and reappears on your person.

When you finish a short or long rest while attuned to the ring, you can magically change the ring's properties to become identical to those of any magic ring of uncommon or lower rarity. Regardless of what properties the ring takes on, it has three charges and regains expended charges when you finish a long rest.

If you lose your Ring of Multitudes, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous ring. If you die, the ring disappears with a faint popping noise 1 hour later.

ELDRITCH PHENOMENON

21ST-LEVEL EPIC PACT OF THE CIRCLET FEATURE

You can attune to a magic item as an action.

TWIN CIRCLET

25TH-LEVEL EPIC PACT OF THE CIRCLET FEATURE

While wearing your Ring of Multitudes, you can take an action to magically create a duplicate ring. The duplicate functions exactly like your Ring of Multitudes except that other creatures can attune to it and if you wear it, you gain its benefits without having to attune to it. If another creature wears and is attuned to the duplicate while you wear your Ring of Multitudes, the two of you always know the location of the other regardless of planar boundaries.

If you create a duplicate while a duplicate already exists, the first duplicate disappears with a faint popping noise.

YOUR PACT BOON

The Pact Boon option produces an object or effect that reflects your patron's nature.

Pact of the Circlet. The material, shape, and engravings of your Ring of Multitudes greatly depend on the type and personality of your otherworldly patron. The Archfey might cause the ring to be inscribed with beautiful sylvan calligraphy upon a polished, silver exterior. The Celestial might gift you a golden amulet instead that always feels warm and calming to the touch, a tiny halo of light floating just above the ring. The Fiend might cause the ring to be of crude, blackened iron with wisps of sulfurous smoke rising from it. The Great Old One is likely to gift you a slug-like creature that encircles your finger, continuously in motion as it slithers in circles. The Haunter could very well conjure forth a ring of twisted metal, continuously moving to create nightmarish imagery. The Hexblade might cause the ring to appear as brass knuckles attached to the hilt of your weapon, causing you to equip it each time you wield your weapon. Finally, the Seeker could gift you a cobalt ring adorned with a topaz which reflects the starry night sky.

ELDRITCH INVOCATIONS

IN YOUR STUDY OF OCCULT LORE, YOU HAVE UNEARTHED eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

COIL OF APATHY

PREREQUISITE: ELDRITCH BLAST CANTRIP, PACT OF THE CIRCLET

Once on each of your turns when you hit a creature with your *eldritch blast*, you can force that creature to waste its reaction doing nothing.

HARMONY OF MULTITUDES

PREREQUISITE: 5TH LEVEL, PACT OF THE CIRCLET

You no longer need to attune to your Ring of Multitudes.

LOOP OF AWE

PREREQUISITE: 7TH LEVEL, PACT OF THE CIRCLET

When you would magically change the properties of your Ring of Multitudes to become identical to those of any magic ring of uncommon or lower rarity, you can instead cause its properties to become identical to those of any magic ring of rare or lower rarity.

LOOP OF WONDERS

PREREQUISITE: 12TH LEVEL, PACT OF THE CIRCLET, LOOP OF AWE INVOCATION

When you would magically change the properties of your Ring of Multitudes to become identical to those of any magic ring of rare or lower rarity, you can instead cause its properties to become identical to those of any magic ring of very rare or lower rarity.

OBVIATING LINK

PREREQUISITE: 15TH LEVEL, PACT OF THE CIRCLET

You can cast *warding bond* once without expending a spell slot or material components. You can't do so again until you finish a long rest. When you cast the spell in this manner, the effects are reversed, giving you the spell's benefits while within 60 feet of the target creature.

SPOILS OF DIVERSITY

PREREQUISITE: 9TH LEVEL, PACT OF THE CIRCLET

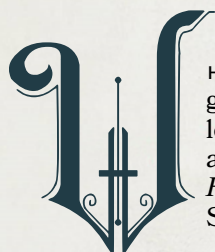
You ignore all class, race, and level requirements on the use of magic items.



A RING OF MULTITUDES GIFTED BY A GREAT OLD ONE

ANYONE CAN KNOW,
FEW CAN TRULY UNDERSTAND

WIZARD



WHEN A WIZARD REACHES 2ND LEVEL, THEY gain the Arcane Tradition feature. The following Arcane Tradition options are available to a wizard, in addition to those in the *Player's Handbook*: Siege Magic and the School of Wayfaring.

SIEGE MAGIC

War has been a constant throughout the ages, and you don't imagine that will change any time soon. You likely weren't drawn to the thrill of battle, so much as you found your calling, and eventually your home, in the camaraderie shared between your fellow soldiers. Other wizards are certainly employed in armies but battles aren't decided by them, regardless of what they think. Let the war mages and front line fighters seek their glory in the muddy fields. It is the siege weapons, unrelenting and unstoppable, that break the back of the opposing army. You, your weapons, and the troops you command, are what win the day.

SIEGE MAGIC FEATURES

Wizard Level	Features	Siege Creation
2nd	Operator, Siege Creation	Ballista, Battering Ram, Cauldron
6th	Arcane Bombardier	Onager, Scorpion
10th	Coordinated Defense	Drake, Mangonel
14th	Siege Arcana	Trebuchet, Siege Tower
21st	Swift Beleaguer	Cannon, Sky Tamer
25th	Instant Artillery	Mortar
28th	Reign of Destruction	Dragon, Howitzer

OPERATOR

2ND-LEVEL SIEGE MAGIC FEATURE

You gain proficiency with siege equipment and you learn the *mending* cantrip, which doesn't count against the number of wizard cantrips you know.

SIEGE CREATION

2ND-LEVEL SIEGE MAGIC FEATURE

By standing in deep concentration for 10 minutes, you conjure forth a siege weapon in an unoccupied space within 5 feet of you, choosing between ballista, battering ram, or cauldron. You learn to create other siege weapons as you gain levels in this class, as shown in the Siege Creation column of the Siege Magic Features table.

The siege weapon is a creation of magical force that is a translucent color of your choice. Using an action on your turn, you can operate a siege weapon you have created or

move it up to 30 feet. You can do so regardless of how many creatures it would normally take to do so. If the creation requires ammunition, it is magically filled or loaded at the start of each of your turns. It otherwise functions as normal.

The creation lasts for 1 hour, until targeted by a *dispel magic*, *disintegrate*, or similar spell, or until you dismiss it as an action.

Once you use this feature to create a siege weapon, you can't do so again until you finish a long rest.

ARCANE BOMBARDIER

6TH-LEVEL SIEGE MAGIC FEATURE

You learn the *shatter* spell. For you, the spell has a range of 120 feet and affects a 20-foot radius sphere.

In addition, your spells deal double damage to structures, objects, and creatures made of inorganic material such as stone, crystal, or metal.

COORDINATED DEFENSE

10TH-LEVEL SIEGE MAGIC FEATURE

You learn the *shield* spell if you don't already know it. In addition to its normal use, you can also cast it if an ally or a siege engine that you can see within 30 feet of you is hit by an attack or targeted with the *magic missile* spell.

SIEGE ARCANA

14TH-LEVEL SIEGE MAGIC FEATURE

You add your Intelligence modifier to the save DC of any siege engine created with your Siege Creation feature and you can add a d4 when rolling to determine if there is a mishap or when you roll on the Siege Engine Mishap table.

SWIFT BELEAGUER

21ST-LEVEL EPIC SIEGE MAGIC FEATURE

It takes you only 1 minute to conjure forth a siege engine with your Siege Creation feature.

INSTANT ARTILLERY

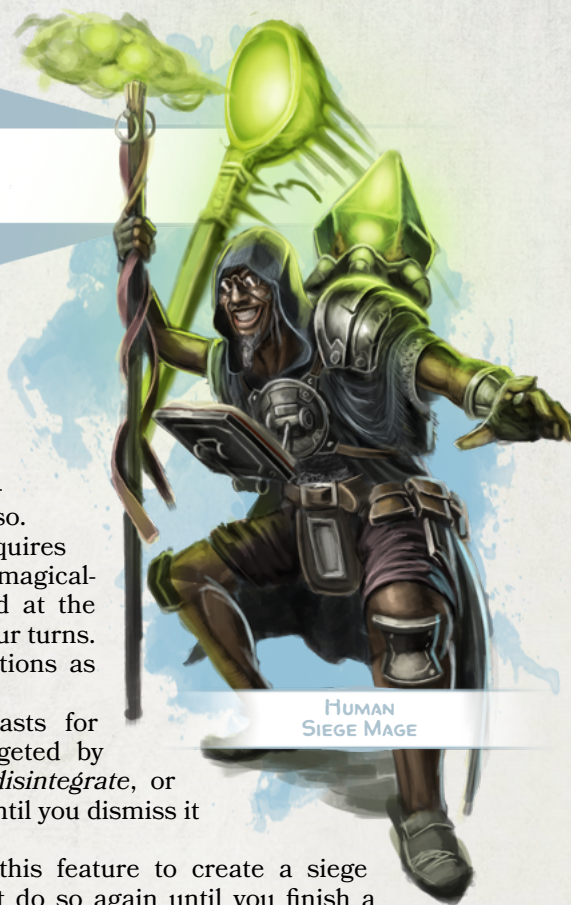
25TH-LEVEL EPIC SIEGE MAGIC FEATURE

The range of your *shatter* spell increases to 300 feet and it affects a 30-foot radius sphere.

REIGN OF DESTRUCTION

28TH-LEVEL EPIC SIEGE MAGIC FEATURE

The damage dice of your siege engines and your *shatter* spell increases by one die size.



HUMAN
SIEGE MAGE

SCHOOL OF WAYFARING

Wayfaring is a common profession among wizards, just as many become scholars, counselors, or war mages. Using teleportation spells to ferry the wealthy and powerful from place to place can be a less prestigious job than most others though, and certainly less glamorous. In fact, many who start in the profession leave at the first opportunity, in search of greater renown of their own. However, wayfaring gives them a reason to see the world, and the planes, and pays them handsomely to do so, causing a select few to stay. Their familiarity with teleportation magic also allows wayfarers to manipulate it in ways that other wizards might never have considered.

SCHOOL OF WAYFARING FEATURES

Wizard Level	Features
2nd	Spacial Redistribution
6th	Wayfaring
10th	Dimensional Tear
14th	Emergency Exit, Voyager
21st	Portation Pivot
25th	Master Traveler
28th	Wormhole

HUMAN WAYFARER



SPACIAL REDISTRIBUTION

2ND-LEVEL SCHOOL OF WAYFARING FEATURE

When you adopt this tradition, you learn to move others with the mere flick of a finger. By expending a spell slot as a bonus action, you can choose a willing target that you can see (including yourself) within 30 feet of you, and magically move it to a space that you can see. You can move a target a number of feet equal to the expended spell slot's level x 10.

WAYFARING

6TH-LEVEL SCHOOL OF WAYFARING FEATURE

When you cast a spell of 1st level or higher on your turn, you can magically teleport to an unoccupied space that you can see within a distance equal to your walking speed. You spend 1 foot of movement for each foot teleported in this manner. Furthermore, you can move twice the distance you normally would be able to when you cast a spell that teleports you.

DIMENSIONAL TEAR

10TH-LEVEL SCHOOL OF WAYFARING FEATURE

When a creature you can see makes an attack against you, you can use your reaction to create a tear in reality that remains for but an instant, causing the attacking creature to miss you. You must do so when the creature makes the attack, but before the outcome of the attack is determined.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

EMERGENCY EXIT

14TH-LEVEL SCHOOL OF WAYFARING FEATURE

At the start of another creature's turn, you can muster your willpower to cast any spell that teleports you (no action required) that would normally have a casting time of 1 action or 1 bonus action.

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

VOYAGER

14TH-LEVEL SCHOOL OF WAYFARING FEATURE

When you use a teleportation spell you become naturally acclimated to the environment of your destination (at the DM's discretion) until you leave that destination. For example, if you plane shift to the Plane of Fire, you become acclimated to hot environments and gain resistance to fire damage. You can bestow the same benefit to up to two other creatures that were teleported with you.

In addition, your walking speed increases by 5 feet and you don't suffer any consequences if you roll a mishap for the *teleport* spell.

PORTATION PIVOT

21ST-LEVEL EPIC SCHOOL OF WAYFARING FEATURE

When a creature that you can see within 60 feet attempts to teleport, you can use your reaction to change the teleport destination to any unoccupied space that you can see.

MASTER TRAVELER

25TH-LEVEL EPIC SCHOOL OF WAYFARING FEATURE

You gain two additional 9th-level spell slots. These spell slots can only be used to cast spells that teleport you. You regain these spell slots when you finish a short or long rest.

In addition, when you cast a teleportation spell that transports you and other creatures, the number of additional creatures you can teleport apart from yourself is doubled.

WORMHOLE

28TH-LEVEL EPIC SCHOOL OF WAYFARING FEATURE

When you use your Dimensional Tear feature to cause an attack to miss you, you can also create an additional tear in reality next to a creature and cause the attack to land there instead. Choose a target that you can see within 60 feet of you. The attacking creature makes its attack roll against that target instead.

PART 3: BACKGROUNDS



EVERY STORY HAS A BEGINNING. YOUR character's background reveals where you came from, how you became an adventurer, and your place in the world. The sample backgrounds in this chapter provide both concrete benefits and roleplaying suggestions.



A TATTOO MIGHT OFFER A CLUE TO A PAST FORGOTTEN

AMNESIAC

You recently awoke with no memory, your past clouded in mystery. To keep your background unknown to you, your DM decides where and when you awoke. It is suggested that only experienced players use this background, as it grants you very little control over your character's past.

Skill Proficiencies: The DM chooses any two skills.

Tool Proficiencies: The DM chooses any one tool.

Languages: The DM chooses any one language. You don't know this language until you hear or read it.

Equipment: The DM chooses one of each of the following: a set of clothes, one tool you are proficient with, a pouch containing 1d4 x 5 gp, ten rations, and any two pieces of adventuring gear.

FEATURE: DÉJÀ VU

You occasionally gain glimpses into your past. Whenever you roll a 1 or a 20 on the d20 when making an ability check, you might recall a fractured memory or feeling related to the activity you are currently undertaking. If the roll is for a skill you are not proficient with, you gain proficiency with that skill until you next finish a long rest, when the feeling fades. If the roll is for a skill you are proficient with, you gain inspiration instead. Once you use this feature, you can't use it again until you finish a long rest.

SUGGESTED CHARACTERISTICS

If your situation becomes known, some are sure to try and take advantage and you can't be certain how those who know you might react to you now.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I don't care how things get done so long as they get done.
- 2 I'm convinced that I lost my memory because of some horrible crime I committed.
- 3 I am practical in my approach to any situation.
- 4 I never back away from a challenge.
- 5 I only have a "friend" so long as they are useful to me.
- 6 I am horribly, horribly awkward in social situations.
- 7 I weave an intricate web of lies about my past.
- 8 My humor is incredibly dark.

d6 Ideal

- 1 **Destiny.** I must find my purpose in life. (Lawful)
- 2 **Freedom.** Unburdened by memory I am truly free. (Chaotic)
- 3 **Hero.** I choose who I am. I am a champion of the needy. (Good)
- 4 **Knowledge.** I must regain my memories. (Any)
- 5 **Might.** Others must bend to my will or be broken. (Evil)
- 6 **Nature.** The wilds will be here long after I am gone. (Neutral)

d6 Bond

- 1 I'm not sure what purpose "friends" and "family" serve.
- 2 I must find out what caused my memories to fade.
- 3 I'm certain I have friends and family I can't remember. I must find them!
- 4 I find solace in the haunting echoes of my lost past.
- 5 Somebody did this to me. That somebody must pay.
- 6 I keep a diary in case I forget again.

d6 Flaw

- 1 I suspect everyone wants to take advantage of my situation.
- 2 Violence is my answer to almost any challenge.
- 3 Recalling my memories is worth any price.
- 4 I can't assess threats of any kind.
- 5 I'm quick to trust others if they claim they know me.
- 6 I believe myself to be far superior to everyone else.

OPTIONAL FEATURE: ECHOES OF THE PAST

Though clouded in mystery, your past is one of meaning. This option is intended to inspire your DM and provide them with tools to make your background meaningful at the table. Your DM rolls on or chooses from the table below. Depending on the chosen option, you may or may not know which one your DM has chosen.

d6 Echoes of the Past

- 1 **History in Ink.** You are covered in tattoos of mysterious symbols. Each symbol might offer a clue into your past, though you can't see the tattoos on your back and you can't yet interpret the ones you can see.
- 2 **Familiar Faces.** Each time you use your Déjà Vu feature, the memory or feeling is accompanied by glimpses of ghostly faces that feel familiar.
- 3 **Haunting Voices.** When you sleep or meditate during a long rest, you occasionally hear faint whispers that seem to want to guide you. You can't be sure whether these voices are benevolent or malevolent.
- 4 **Not Alone.** There are several or perhaps many other amnesiacs. Perhaps you all lost your memories in the same event or they may all be exact copies of you.
- 5 **Past Incarnations.** You may have forgotten your past before, rediscovering parts of it before losing your memory again. You may have done so several times. Regardless, your personality has been vastly different with each incarnation. Your DM rolls a d4 to determine how many incarnations you have had before this one and uses the Suggested Characteristics tables to determine the personality of each incarnation. Your DM tells you when the personality of another incarnation emerges, prompting you to roleplay their personality instead of your own.
- 6 **Helping Hand.** You occasionally stumble upon symbols or signs in the world meant for you and only you, always intending to help you on your path. Whether left there by some unknown force or by yourself before you lost your memories, you do not know.

COURIER

You have a well earned reputation for being both trustworthy and swift when delivering all manner of things: jewelry, family heirlooms, legal documents, suspiciously acquired artwork, or even perfume scented love letters. You don't simply know the lay of the land and how to get from one destination to another, however. You also know which roads will bring trouble and which won't, and which toll guards to bribe with silver and which with liquor (and which require both).

Skill Proficiencies: Choose any one from among Athletics, Deception, Nature, and Survival

Tool Proficiencies: Cartographer's tools

Languages: None

Equipment: Cartographer's tools, a map of the region you worked in, a waterskin, a piece of chalk, a blanket, a tinderbox, a set of trickster's clothes (see "Adventuring Gear" in Part 4 of this book), and a pouch containing 1 gp

FEATURE: ROVER

You have advantage on Constitution saving throws made to avoid exhaustion.

COURIER SPECIALTY

Couriers often specialize in different ways to transport their cargo or what type of cargo they transport, and some might even transport information rather than physical objects. You can work with your DM to determine your specialization, or you can choose or roll on the table below.

d8 Courier Specialty

- Envoy.** You bring messages from powerful individuals. You gain proficiency with Persuasion and you learn one language of your choice.
- Freight Master.** No bulk or volume is too much for you. You gain proficiency with vehicles (land) and you gain the Warehousing feature.
- Hauler.** No package is too heavy. You count as one size larger when determining your carrying capacity and you gain the Warehousing feature.
- Hazard Bearer.** You transport the alchemical and arcane goods nobody else is willing to touch. You have advantage on saving throws against effects from objects in your possession. You also know the *mending* cantrip, using your choice of Wisdom, Intelligence, or Charisma as your spellcasting ability for it. Once you cast this cantrip, you can't cast it again until you finish a long rest.
- Letter Carrier.** You learn one language of your choice and you gain proficiency with one skill of your choice from among Athletics, Deception, Nature, and Survival.
- Sea Courier.** You expertly ferry your packages across the seas. You gain proficiency with navigator's tools and vehicles (water).
- Smuggler.** You expertly move contraband. You gain the Stash Away feature and you gain proficiency with your choice of the forgery kit or the Sleight of Hand skill.
- Travel Guide.** You specialize in transporting humanoids. You gain proficiency with the History skill and you learn one language of your choice.

FEATURE: STASH AWAY

PREREQUISITE: SMUGGLER SPECIALTY

By concentrating for 1 minute with at least one free hand, you can hide away an object in your possession, giving it the concealed property (see "Weapon Properties" in Part 4 of this book) for as long as it remains on you. You can only have one object hidden in this manner at a time and the object can be no larger than 1 foot on a side.

FEATURE: WAREHOUSING

PREREQUISITE: FREIGHT MASTER SPECIALTY OR HAULER SPECIALTY

You can find storage facilities in every metropolis, city, and large town, using your connections and knowhow to secure warehousing services for free. Whatever you store in this manner, you can have delivered to a storage facility in a different location for half the normal price and at half the normal time.

SUGGESTED CHARACTERISTICS

Transporting goods from one location to another, couriers often encounter many different people and cultures. As a result, they often absorb customs from many different places and are as diverse as they come.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 2 I would rather make a new friend than a new enemy.
- 3 I'm not one to inquire. I just need to know what the job is.
- 4 I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
- 5 I don't pay attention to risks. Never tell me the odds.
- 6 When something is free, I take more than is socially acceptable.
- 7 I can't stand still for long.
- 8 Sarcasm and insults are my weapons of choice.

d6 Ideal

- 1 **Aspiration.** Even if I break every bone in my body during the journey, I will complete my task. (Any)
- 2 **Duty.** I never inspect a package. (Lawful)
- 3 **Greed.** If I'm moving valuables, there's a high chance the package will get "lost" in transit. (Evil)
- 4 **Live and Let Live.** A job is important but there are more important things to life. (Neutral)
- 5 **Respect.** I only work with those I know to be decent. (Good)
- 6 **Unbound.** It'll get done when it gets done. (Chaotic)

d6 Bond

- 1 I accepted a package that I can't deliver.
- 2 I lost a package once. I must find it again and deliver it.
- 3 My word is my bond.
- 4 I have only one great love in my life: danger.
- 5 I once delivered a package that resulted in calamity. I must do all I can to redeem myself.
- 6 To travel is to live.

d6 Flaw

- 1 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 2 It's not stealing if I need it more than someone else.
- 3 If I'm outnumbered, I will run away from a fight.
- 4 I have a "tell" that reveals when I'm lying.
- 5 I can't resist a pretty face.
- 6 If it shines, it's mine!



AN ELVEN COURIER
TREKKING THROUGH A DESERT

FERAL

You spent your formative years in the wilds, cared for by animals or only yourself and having little to no contact with civilization. As a result you have no idea how to function in humanoid societies and feel uneasy both within their confining houses and navigating their many spoken and unspoken sets of rules. Perhaps you ended up in your situation by shipwreck, lost your family through warfare, or toddled out of an open gate and never found your way home. Regardless, you don't remember any family other than the one that raised you, nor could you imagine it any other way.

Skill Proficiencies: Animal Handling, Nature, Survival

Tool Proficiencies: None

Languages: None

Equipment: A homemade, poorly crafted yklwa or spear, a sling, a set of barbaric clothes (see "Adventuring Gear" in Part 4 of this book), a trophy from the first animal you killed, and a small gemstone or pearl worth 5 gp

FEATURE: DEN DWELLER

Whether you find a hidden cavern, craft hanging make-shift beds from vines, or animals invite you into their den, while in the wilds you always seem to find a safe place to rest.

RAISED BY ANIMALS

Perhaps you weren't entirely on your own as a group of animals adopted you into their midst? You can work with your DM to determine what animals adopted you, or you can choose or roll on the table below to determine their nature.

Depending on the animals that raised you, you might choose to adopt an additional characteristic to represent how you differ from others raised in the wilds.

d8	Animals	Bonus Characteristic
1	Apes	Bond. I like to keep my friends clean and groomed.
2	Aurochs	Personality Trait. I don't like violence but I don't shy away from it either.
3	Bears	Bond. I will burn the ground and ignite the skies to protect those under my care.
4	Elephants	Personality Trait. I never forget a face, a kindness, or a slight.
5	Jaculis	Flaw. I don't like it when other people look at me.
6	Lions	Personality Trait. I bow to no one.
7	Vultures	Flaw. I'm willing to do anything I can get away with without consequences.
8	Wolves	Bond. The lone wolf dies but the pack survives.

SUGGESTED CHARACTERISTICS

If your situation becomes known, some are sure to try and take advantage and you can't be certain how those who know you might react to you now.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I feel uneasy in civilization.
- 2 I am horribly, horribly awkward in social situations.
- 3 I have a lesson for every situation, drawn from observing nature.
- 4 I dislike using spoken words, preferring body language and sounds such as grunts, squeals, and roars.
- 5 I feel far more comfortable around animals than people.
- 6 I watch over my friends as if they were a litter of newborn pups.
- 7 I hide scraps of food and trinkets away in my pockets.
- 8 I eat like a pig and have bad manners.

d6 Ideal

- 1 **Change.** Life is like the seasons, in constant change, and we must change with it. (Chaotic)
- 2 **Family.** Blood runs thicker than water. (Any)
- 3 **Friendship.** Nothing is worth as much as a good friend. (Good)
- 4 **Might.** Life is eat or be eaten. (Evil)
- 5 **Nature.** The natural world is more important than all the constructs of civilization. (Neutral)
- 6 **Responsibility.** I do what I must for my pack. (Lawful)

d6 Bond

- 1 An injury to the unspoiled wilderness of my home is an injury to me.
- 2 My loyalty to my pack is unbreakable.
- 3 I make prey of those who would hunt or harm animals for sport.
- 4 Everybody should have an upbringing as pure and uncorrupted as mine.
- 5 I am suspicious of strangers and expect the worst of them.
- 6 One day nature will be freed from the shackles of civilization.

d6 Flaw

- 1 Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.
- 2 I consider anyone a friend who offers me food.
- 3 Violence is my answer to almost any challenge.
- 4 I'd rather kill someone in their sleep than fight fair.
- 5 I see no value in gold and don't understand the concept of bartering.
- 6 Truth is found in emotion, not in so-called "logical thinking."

VARIANT FEATURE: BESTIAL HARMONY

If your character has the feral background, you may select this background feature instead of Den Dweller.

Beasts don't attack you unless you attack them first.



A FERAL HUMAN

INFILTRATOR

You have been trained and trained well, in a very specific and peculiar vocation. Whether you were employed by the intelligence gathering arm of the royal guard or you associated with a large criminal syndicate, people rarely develop skills such as yours on their own. One doesn't stumble upon them or rely on raw talent to get by. This experience has left you not only with an invaluable skill set, but also with a web of contacts of similarly unique individuals.

Skill Proficiencies: Choose two from among Deception, Insight, Perception, and Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Languages: None

Equipment: A disguise kit, concealed thieves' tools*, a case of wax blank*, a set of trickster's clothes*, and a pouch containing 1 gp (for objects marked with an asterisk (*), see "Adventuring Gear" in Part 4 of this book)

FEATURE: CONSPIRATOR

You still have ties to powerful cabals or at least know a contact or two who can get you in touch with the right people. As a result, you can always procure the services of another infiltrator who performs any of the services listed in the Infiltration Specialty table - for a price.

INFILTRATION SPECIALTY

Infiltration serves many purposes, and while you likely could perform them all, you have mastered a single discipline. Choose the purpose of past infiltrations, or roll on the table below.

d8 Specialty

- 1 **Acquirer.** You acquire objects that are hard to get regardless of whether or not it belongs to another.
- 2 **Assassin.** Sometimes the most efficient way to solve a problem is to make sure whoever is responsible is no longer breathing.
- 3 **Blackmailer.** You employ social engineering and other trickery to obtain compromising information on others, giving you incredible power over them.
- 4 **Cleaner.** Sometimes powerful individuals need something to disappear or appear as something else. You expertly make bodies disappear, cause witnesses to recant their statements, make a brutal murder look like a break in, and similar. Regardless of the complexities, you always have a solution.
- 5 **Fabricator.** Politicians might want you to plant falsified documents to implicate a rival, a general could ask you to "edit" battle plans in the enemy camp, or a corrupt guard captain might want you to plant a murder weapon at a suspect's home. Ethical or not, when somebody needs a specific something to be in a specific place, they call you.
- 6 **Liberator.** Whether held as a ward, locked up in prison, or stranded in hostile territory, you always manage to secure and extract the "package."
- 7 **Saboteur.** You go behind enemy lines to strike at targets of strategic importance. None in the enemy encampment will ever know how all their gunpowder got wet.
- 8 **Spy.** Information is the most powerful weapon of all and you are a master at procuring it.

SUGGESTED CHARACTERISTICS

Infiltrators are cunning and meticulous, often using disguises and abusing the inherent weaknesses in others to achieve their own ends.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I always have a plan for what to do when things go wrong.
- 2 I never reveal my past to others.
- 3 I rely on humor to make others like me.
- 4 I believe that anything worth doing is worth doing right. I can't help it - I'm a perfectionist.
- 5 I always want to know how things work and what makes people tick.
- 6 I like a job well done, especially if I can convince someone else to do it.
- 7 Though under a pseudonym, I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.
- 8 I live for the thrill of a difficult job.

d6 Ideal

- 1 **Aspiration.** I work hard to be the best there is at my craft. (Any)
- 2 **Charity.** I use my talents only to help the less fortunate. (Good)
- 3 **Code.** I do only what I am hired to, no more, no less. (Lawful)
- 4 **Heartless.** I don't care if my actions hurt others. (Evil)
- 5 **No Limits.** I can achieve anything I set my mind to. (Chaotic)
- 6 **Sincerity.** There's no good in pretending to be something I'm not. (Neutral)

d6 Bond

- 1 My reputation is worth more to me than my life.
- 2 I was tricked into completing a horrific contract for someone.
- 3 I owe a great debt to a secret organization for forging me into the person I am today.
- 4 I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- 5 I destroyed the life of a person who didn't deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.
- 6 A contract is sacred.

d6 Flaw

- 1 I will never fully trust anyone other than myself.
- 2 I'm convinced that no one could ever fool me the way I fool others.
- 3 If I'm outnumbered, I will run away from a fight.
- 4 I can't resist the thrill of taking unnecessary risks.
- 5 My pride will probably lead to my destruction.
- 6 I never go back on my word regardless of the consequences.

VARIANT FEATURE: EIDETIC

If your character has the infiltrator background, you may select this background feature instead of Conspirator.

You have trained your mind to remember everything you see and hear in vivid detail. In fact, you never need to write anything down.



A HUMAN INFILTRATOR WORKING INCONSPICUOUSLY TO FULFILL A CONTRACT

INNKEEPER

Your inn was an iconic landmark in your old village or neighborhood, or perhaps a well loved watering hole along an otherwise lonely road. Everyone knew you and toasted your health, and you in turn knew most of them by name, plus the endless stories that they would tell to you over their pints. That is all gone, for better or worse, which is still hard to believe at times. But you have a new life now, and one you never imagined could be. Soon you'll be telling tales of your own adventures to the friendly face behind a new bar, which sounds just about perfect to you.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Brewer's supplies, cook's utensils

Languages: None

Equipment: Brewer's supplies, cook's utensils, an apron, a handkerchief, a 1-gallon barrel half full of ale or wine, a jar labeled "tips," a random trinket from the Trinkets table ("Trinkets" in chapter 5 of the *Player's Handbook*) which your inn was named for, a set of common clothes, and a pouch containing 10 gp



FEATURE: AFFABLE

When you serve food or drink to others, they are likely to share gossip or tell you of their struggles.

LOST BUSINESS

Why did you leave your inn behind? You can work with your DM to determine the reason, or you can choose or roll on the table below to determine what caused you to become an adventurer.

d8 Lost Business

- 1 A wealthy merchant or organization took your inn from you through illicit means.
- 2 You've heard countless tales from adventurers over the years. Now it's time to create a tale of your own.
- 3 Your inn and everything in it was burned to the ground. You barely escaped.
- 4 You were forced to sell your inn to procure enough coin to help another or yourself get out of a bad scrape.
- 5 The bank foreclosed your inn to settle debts.
The inn was gifted to you by your mentor years ago. Recently, your old mentor passed away and their child or children laid claim to the inn.
- 6 The part of the town or city where your inn was located, was transported to another plane of existence.
- 7 You gifted the inn to a protégé, an adventurer, a family member, or somebody else entirely.
- 8

SUGGESTED CHARACTERISTICS

Regardless of their personality, innkeepers are synonymous with food, drink, recuperation, and wondrous tales.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I secretly loathe listening to others.
- 2 Everybody is a teacher and there's a lesson to be learned from every moment.
- 3 Important matters should never be discussed on an empty stomach.
- 4 I have a story for every occasion.
- 5 Whenever I have a spare moment, I clean something.
- 6 I count every copper and keep meticulous records of all transactions.
- 7 I love listening to others. It is through stories that we can live forever.
- 8 I always give others advice, whether they want me to or not.

d6 Ideal

- 1 **Aspiration.** I want more from life than just serving others. (Any)
- 2 **Excitement.** If I don't keep moving I stagnate. (Chaotic)
- 3 **Generosity.** I do my part to keep others sated. (Good)
- 4 **Greed.** It's all about the money. (Evil)
- 5 **Honor.** The customer is always right. (Lawful)
- 6 **Respect.** All people have a story of their own. (Good)

d6 Bond

- 1 Serving drinks or meals to others is still my passion. Inn or no inn, every friendly face is a patron.
- 2 My ledger tells the story of my professional life.
- 3 My inn will be immortalized through the stories I tell.
Somebody is to blame for me losing my inn. I will bring the slopes of Gehenna, the ashen sky of Hades, and the desolation of Carceri to those responsible.
- 4 I need a steady income to take care of somebody dear to me. Losing my inn has not severed me from that responsibility.
- 5 I am on a journey to visit every inn in the entire land.
- 6

d6 Flaw

- 1 I can't keep a secret to save my life, or anyone else's.
- 2 I know truths that could threaten the very fabric of reality if revealed.
- 3 I get others to tell me about their lives so that I may use it against them if need be.
- 4 No matter how long, no matter how tedious, I can't resist a good story.
- 5 I must know every story, every truth, and every dark little secret.
- 6 I tend to assess my relationships in terms of profit and loss.

VARIANT FEATURE: SHADY CONTACT

If your character has the innkeeper background, you may select this background feature instead of Affable.

You've had side dealings with thieves' guilds and other shady organizations, allowing their agents to use your inn as a base of operations or safe house. As a result, you know thieves' cant; a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

HUNTER

You are a hunter, a stalker of beasts and anything that moves. You might hunt for food, for sport, or for profit. You might revere your quarry and thank it for its sacrifice, be indifferent as it falls, or relish in its death. One thing is certain though, whatever is out there, hiding under leaf and rock, you are certain you can track it. Then, when the moment is just right, bring your target down.

Skill Proficiencies: Choose two from among Nature, Perception, Stealth, and Survival

Tool Proficiencies: Cook's utensils

Languages: None

Equipment: Cook's utensils, a waterskin, a hunting trap, a foldable stretcher (see "Adventuring Gear" in Part 4 of this book), a two-person tent, a bedroll, a blanket, a birdcall whistle (see "Adventuring Gear" in Part 4 of this book), a set of traveler's clothes, and a belt pouch containing 1 gp

FEATURE: HUNTER'S HARVEST

You have advantage on Wisdom (Survival) checks made to track beasts. If you have access to a rural area that sustains wildlife, you can maintain a moderate lifestyle while working as a hunter, and you can catch enough food to feed yourself and up to ten other people each day.

MOTIVATION

What is your motivation for hunting? You can work with your DM to determine the reason, or you can choose or roll on the table below to determine what caused you to choose your career.

d8 Motivation

- 1 I hunt mainly for sport. My trophy collection proves me a mighty hunter.
- 2 I can't recall how I got started but I have since learned the truth. There is no hunting like the hunting of people, and those who have hunted armed people long enough and liked it, never care for anything else thereafter.
- 3 I find industry and animal husbandry distasteful and honorless. I hunt to not participate in that system.
- 4 I hunt to earn coin. No more, no less.
- 5 Hunting is the only thing I've ever been good at.
- 6 I hunt to put food on the table.
- 7 I come from a long line of hunters. It's the only thing I've ever known.
- 8 I came upon my path through mere happenstance.



A DWARVEN HUNTSMAN
TRACKS HIS PREY

SUGGESTED CHARACTERISTICS

You're a hard worker who has accumulated much wisdom from countless days of honest work.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I work hard; nature offers no handouts.
- 2 A dog that barks much is never a good hunter.
- 3 Rich folk don't know the satisfaction of hard work.
- 4 I am only truly alive when I pursue mighty prey.
- 5 I need long stretches of quiet to clear my head.
- 6 To hunt successfully, you must know your ground, your pack and your quarry.
- 7 When you shoot an arrow of truth, dip its point in honey.
- 8 If I come back with mushrooms, don't ask me how the hunt was.

d6 Ideal

- 1 **Balance.** Do not hunt the same area twice in a row; suppress your greed, and nature will reward you. (Neutral)
- 2 **Cruelty.** I enjoy watching the life fade away from my prey. (Evil)
- 3 **Fairness.** I hunt only what I need. If I acquire more than I need, I share what I have so nothing goes to waste. (Lawful)
- 4 **Independence.** I would never buy a meal. I am self-sufficient in every way. (Chaotic)
- 5 **Respect.** I am thankful for the offering my prey bestows upon me and others, and I repay that kindness with a quick and painless death. (Good)
- 6 **Wisdom.** Who hunts two hares will catch neither. (Any)

d6 Bond

- 1 Nothing compares to the thrill of sharing a hunt with a friend.
- 2 Nature is life. Nature is death. Nature provides.
This is my weapon. There are many like it, but this one is mine. My weapon is my best friend. It is my life. I must master it as I must master my life. Without me, my weapon is useless. Without my weapon, I am useless. I must wield my weapon true.
- 3 Others depend on me to provide for them.
- 5 When others make a beast suffer and don't finish the kill, I return the favor in kind.
- 6 Someone else's greed destroyed my livelihood, and I will be compensated.

d6 Flaw

- 1 I am judgmental, especially of those I deem homebodies or otherwise lazy.
- 2 I have little respect for anyone who can't sustain themselves.
- 3 I have lived a hard life and find it difficult to empathize with others.
- 4 I must collect a trophy from everything I kill.
- 5 All lives are fleeting and deep down I care about none of them.
- 6 I am obsessed with catching an elusive beast, often to the detriment of other pursuits.

VARIANT FEATURE: SALUMIST

If your character has the hunter background, you may select this background feature instead of Hunter's Harvest.

You expertly cut and dry meat to create exquisite jerky. Spending a workday, you can craft up to 20 rations. If you have access to a steady supply of meats, you can maintain a comfortable lifestyle while working as a salumist.

You can also craft 2 rations during a short rest. You need 3 lb of meat for each ration you create.

TINKERER

You have always found a way to fit in wherever you go, or at least others have found you useful and wanted to keep you around. You rarely feel like you fit in with them, though. You are much more comfortable in a workshop or any place where you can be left alone with your tools, a few broken gearworks, or a bucket of spare parts to build with.

Skill Proficiencies: Investigation and one skill of your choice from among Arcana or Sleight of Hand

Tool Proficiencies: Tinker's tools and one artisan's tool of your choice

Languages: None

Equipment: Tinker's tools, a bag of ball bearings, a flask of oil, a tinderbox, a set of common clothes, and a pouch containing 10 gp

FEATURE: EUREKA!

You have invented a technological marvel. You can work with your DM to determine what your invention is, or you can choose or roll on the table below.

Regardless of your invention's nature, only you can use it, it has AC 12, 1 hit point, and immunity to poison and psychic damage. Any damage causes it to break and become inoperable. A mending cantrip can repair the damage, provided all the broken pieces are present. You can also repair it over the course of 1 hour with your tinker's tools in hand. If lost, you can create a replacement over the course of 8 hours, using your tinker's tools.

If you somehow end up with more than one invention, the oldest invention inexplicably ceases to function and can't be made to function by any means.

d6 Invention

1 **All-in-One Station.** You can use an action to activate your all-in-one station, choosing any artisan's tool. The station transforms into the chosen tool for 1 hour. Once activated, you must finish a long rest before you can activate it again.

2 **Charged Gloves.** You own a pair of gloves that generate or harness the power of lightning. Using an action while wearing these gloves, you can touch a creature within 5 feet of you that is at 0 hit points and not dead. The next time the creature makes a death saving throw, it does so with advantage, and if successful, it returns to life with 1 hit point. Once used, you can't use your gloves again until you finish a long rest.

3 **Clock.** This small apparatus accurately tells date and time. With your tinker's tools in hand, you can operate its intricate mechanisms to set an alarm for a specific time. At the given time, the apparatus will continually emit an incredibly annoying, high-frequency sound for 1 minute or until a button is pressed.

4 **Go-Getter.** This tiny, spider-like device is designed to check corpses, chests, and hard-to-reach places for valuables. Once placed on the ground, it moves to a target or location you designate, grabs all objects it can and returns to you. The go-getter has a walking and climbing speed of 15 feet.

5 **Parachute Pouch.** When falling, you can use your reaction to pull a cord from your parachute pouch, causing a cloth canopy to eject from it that slows your rate of descent to 60 feet per round until you land. You then take no damage from landing. It takes 1 hour of work to properly fold and stuff the canopy into the pouch again.

6 **Switchblaster.** By spending 10 minutes tinkering with your tinker's tools in hand, you can transform this marvelous creation into any firearm worth 300 gp or less (see Part 5 of this book). It comes fully loaded with fitting ammunition of your choice and can't be reloaded. Once you use this feature to change your switchblaster, you can't use it again until you finish a long rest.

SUGGESTED CHARACTERISTICS

Tinkerers are generally very focused on tasks and achievements, leaving them little time to polish their empathy or social skills.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I am far more interested in things than in people.
- 2 I like to show off my skills whether a moment is opportune or not.
- 3 I am practical in my approach to any situation.
- 4 I inspect, touch, and fidget with anything I can.
- 5 The best ideas come after a good fight.
- 6 I'm convinced that people are always trying to steal my secrets.
- 7 I feel uneasy in the wilds.
- 8 I always want to know how things work and what makes people tick.

d6 Ideal

- 1 **Creativity.** We need to constantly reinvent everything. (Chaotic)
- 2 **Generosity.** My inventions must benefit the world. (Good)
- 3 **Knowledge.** Knowledge is the key to everything. (Neutral)
- 4 **Logic.** Emotions have no place in science. (Lawful)
- 5 **Power.** My technological superiority will break all who oppose me, from the lowliest peasant to the mightiest mage. (Evil)
- 6 **Self-Improvement.** When I work on an invention, I really aim to work on myself. (Any)

d6 Bond

- 1 My inventions are my heart and soul.
- 2 I took credit for a rival's invention. It still haunts me.
- 3 In my youth, I created schematics for an amazing invention that I later lost. I am still trying to find them to this day.
- 4 I sold my soul for knowledge. I hope to do great deeds and win it back.
- 5 The scientific approach is the only road to truth.
- 6 A rival took credit for my invention which propelled him into fame and wealth.

d6 Flaw

- 1 I often focus so much on the task at hand that I become oblivious to the world around me.
- 2 I always start new projects but I rarely finish any.
- 3 Magic and religion are archaic, lazy, and stupid.
- 4 I have no patience for so-called "humor."
- 5 I'm short-fused when one of my inventions doesn't work.
- 6 I often demand admiration. Very often.



A HALF-ELF TINKERER WORKING ON A STRANGE CONTRAPTION

VILLAIN

You were taught to aim high and never let others define your station in life, advice that you took to heart early on. Though, you decided to ignore any other lessons there might have been about sharing, always telling the truth, or playing by the rules. You had the dreams and the drive to make it to the top, and weren't about to let any moral dilemmas stand in your way. But maybe that's all in the past. Maybe. Whether there's still a villain in you remains to be seen.

Skill Proficiencies: Choose two from among Deception, Insight, Intimidation, Persuasion, Sleight of Hand, and Stealth

Tool Proficiencies: Choose two from among disguise kit, forgery kit, poisoner's kit, and thieves' tools

Languages: None

Equipment: One of your chosen tool sets that you are proficient with, a comb, a cape, a set of fine clothes dyed in a color of your choice, a fine cane*, a fascinator* or top hat*, and a belt pouch containing 5 gp and a severed finger (for objects marked with an asterisk (*), see "Adventuring Gear" in Part 4 of this book)

FEATURE: BIG BOSS

With your villainous history, you command the respect of many lesser criminals and know exactly how to procure their services. In urban environments, you can always find hirelings to perform menial tasks or morally questionable acts, paying half as much as normal for such services (see "Services" in chapter 5 of the *Player's Handbook*). Minions recruited in this manner, regard you as a leader to be respected and follow your instructions, but won't do anything that results in certain death.

If you have access to untrained hirelings, you can maintain a comfortable lifestyle by running a criminal enterprise. If you also have access to skilled hirelings, you can instead maintain a wealthy lifestyle, provided you remain in good standing with them.



A DWARVEN VILLAIN ABOUT TO ARROGANTLY REVEAL HIS PLANS

VILLAINOUS REPUTATION

Whether true or false, your reputation still follows you. You can work with your DM to determine your reputation, or you can choose or roll on the table below.

d8 Reputation

- 1 **Anti-Villain.** Though your methods might be criminal or downright evil, you are known for having a noble goal in mind.
- 2 **Arch-Villain.** You were a villain for the sake of being a villain, constantly battling it out with a particular hero.
- 3 **Avaricious.** You are all about business and nothing is personal.
- 4 **Cordial.** Your enterprise aside, you are very approachable.
- 5 **Fanatic.** You are driven by ideology, methodically eradicating those who oppose your convictions.
- 6 **Mastermind.** You remain inactive for long periods, concocting genius plans that take every outcome into account.
- 7 **Puppet Master.** You can convince anyone to do anything.
- 8 **Terror.** You care nothing for others and can't be reasoned with.

SUGGESTED CHARACTERISTICS

Everybody knows that nothing interesting ever happens without a good villain. But villains come in all shapes and sizes, and they often operate in gray areas.

By default, a character has two personality traits, one ideal, one bond, and one flaw.

d8 Personality Trait

- 1 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 2 I'm always polite and respectful. I expect the same of others.
- 3 Patience is my mightiest weapon. I play the long game.
- 4 I would rather make a new friend than a new enemy.
- 5 I always have a plan for what to do when things go wrong.
- 6 My favor, once lost, is lost forever.
- 7 If you do me an injury, I will crush you and everyone you know.
- 8 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.

d6 Ideal

- 1 **Danger.** Everything worth doing is dangerous. (Any)
- 2 **Dignity.** Without manners we are just animals. (Lawful)
- 3 **Greater Good.** It's not about what I do but why I do it. (Good)
- 4 **Humility.** We all have our role to play. (Neutral)
- 5 **Might.** I can take what I want when I want it. (Evil)
- 6 **No Limits.** I make my own luck. (Chaotic)

d6 Bond

- 1 I will build a criminal empire that lasts for millennia.
- 2 Even those closest to me are expendable.
- 3 I must carefully curate my reputation. It is my legacy.
- 4 Favors are the purest form of currency and respect.
- 5 Those who work for me are my true family.
- 6 The world must burn so it can be built anew.

d6 Flaw

- 1 I believe I am the living incarnation of a god.
- 2 I don't care for the lives of others.
- 3 I really, really like to monologue.
- 4 I can't allow others to utter my name as more than a whisper.
- 5 Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
- 6 I lose my temper when disrespected in the slightest.

VARIANT FEATURE: INFAMOUS

If your character has the villain background, you may select this background feature instead of Big Boss.

Commoners are afraid to speak your name, and make every effort to accommodate you and avoid your displeasure.

PART 4: EQUIPMENT OPTIONS

AS THE ASSORTMENT OF AVAILABLE SPELLS GROWS more abundant over time, it feels only right that those who don't inherently rely on spells gain new options that fit them. Martial classes in particular rely greatly on their equipment both with regards to defense and offense, much like other classes rely on spells. This part aims to address this discrepancy.

Mantlet. A mantlet is a portable, ironshod, wooden shelter carried on the back. While on your back, you gain a +1 shield bonus to your AC. Using an action, a mantlet can be placed on the ground and pulled up to create a wall, 5-foot wide and 5-foot tall, providing full cover. It can be folded back down and swung over one's back using another action. While placed on the ground, a mantlet has an AC of 15 and 30 hit points.

ARMOR AND SHIELDS

LIGHT ARMOR

If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Gambeson. A gambeson is designed to be worn underneath heavy armor and is included if you buy heavy armor. A gambeson can be worn comfortably while sleeping.

Reinforced Duster, Light. Resembling a regular duster coat, a reinforced duster neither looks nor feels like it offers much in terms of protection.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Reinforced Duster, Medium. Resembling a regular duster coat, a reinforced duster doesn't look like it offers much protection but close inspection reveals layers of steel rings underneath held together by tight leather straps.

SHIELD

A shield offers additional protection. Your AC can benefit from only one shield at a time. If a character is proficient in the use of shields, they can use all shields effectively.

Tower Shield. A tower shield is rectangular, stretching from the ground and up to your shoulders. Wielding a tower shield increases your Armor Class by 2 and grants you half cover against ranged attacks but you can't make opportunity attacks.

WEAPON PROPERTIES

New special properties are described below.

Arduous. Regardless of a creature's starting proficiencies, it isn't proficient with an arduous weapon until it has received specialized training.

Concealed. A concealed object is exceedingly hard to find and a concealed weapon is difficult to identify as a weapon. A creature must succeed on a DC 15 Intelligence (Investigation) check to find or identify it. If the wielder is proficient with the object or weapon, the check DC increases by an amount equal to the wielder's proficiency bonus.

Crippling. If you hit a Large or smaller creature with a crippling weapon, the target can't take the Dash action until the start of your next turn.

Disorienting. If you hit a Large or smaller creature with a disorienting weapon, the target can't take the Disengage action until the start of your next turn.

Double-Bladed. If you attack with a double-bladed weapon as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals one damage die less than normal.

Entangling. When you hit a creature of your size or smaller with an entangling weapon, you can use a bonus action to attempt to grapple them with it. If successful, you can't attack with the weapon for the duration of the grapple.

Free-Hand. A free-hand weapon is worn on a hand or wrist and leaves the hand free to interact with other objects but it can't be used to attack while holding an object.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack, 1 action, or 1 bonus action to reload (the character's choice). You must have one free hand to reload a weapon and you

ARMOR AND SHIELDS

Armor Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Gambeson	15 gp	11 + Dex modifier	-	-	8 lb.
Reinforced Duster, Light	100 gp	11 + Dex modifier	-	-	4 lb.
<i>Medium Armor</i>					
Reinforced Duster, Medium	50 gp	12 + Dex modifier (max 2)	-	-	8 lb.
<i>Shield</i>					
Tower Shield	50 gp	+2	Str 15	Disadvantage	18 lb.
Mantlet	10 gp	+1 / Special	Str 13	Disadvantage	50 lb.

can only do so on your turn.

Ruse. A weapon with this property has the finesse and vicious properties during the first round of combat.

Secured. A creature can't be disarmed of a secured weapon. Equipping or unequipping it requires an action.

Vicious. When you score a critical hit with a vicious weapon, you can set one damage die of your choice to its maximum value.

SPECIAL WEAPONS

Weapons with special rules are described here.

Blackjack. Once per turn, if you hit a humanoid you're hidden from that hasn't taken a turn in combat yet, the target must succeed on a Constitution saving throw or drop unconscious for 10 minutes. The save DC equals your attack roll. The unconscious target wakes up if it takes damage or if another creature uses an action to shake it awake.

Garrote. If you hit a creature of one size category larger than you or smaller that hasn't taken a turn in combat

yet, the target is grappled. For the duration of the grapple, the target can't breathe or speak, and takes 2d4 slashing damage at the start of each of its turns. If the target is your size or smaller, it has disadvantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks made to escape the grapple. The grapple ends early if you do anything else that requires the use of a hand.

Madu. Your AC increases by 1. A madu counts as wielding a shield for the purposes of calculating Armor Class.

Recurve Bow. Firing arrows from this weapon requires a minimum Strength score of 15. When fired, it makes a loud snapping noise heard up to 150 feet away. The ability modifier used for attacks with this weapon is Strength.

Sai. While wielding two sais, your AC increases by 1.

MONK WEAPONS

The following weapons also count as monk weapons: claw-fist, retractable blade, rope dart, and sai.

WEAPONS

Weapon Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Blackjack	1 gp	1 bludgeoning	1/2 lb.	Special
Cane-blade	200 gp	1d6 piercing	3 lb.	Concealed, finesse
Garrote	5 gp	2d4 slashing	1/8 lb.	Finesse, ruse, special, two-handed
Gauntlet	25 gp	1d4 bludgeoning	1 lb.	Free-hand, secured
<i>Martial Melee Weapons</i>				
Claw-fist	10 gp	1d4 piercing	2 lb.	Finesse, free-hand, secured
Double-bladed scimitar	100 gp	2d4 slashing	6 lb.	Double-bladed, two-handed
Double-bladed axe	150 gp	2d6 slashing	10 lb.	Arduous, double-bladed, heavy, two-handed
Double-bladed sword	200 gp	2d6 slashing	8 lb.	Arduous, double-bladed, heavy, two-handed
Great flail	150 gp	1d12 bludgeoning	16 lb.	Arduous, disorienting, heavy, two-handed
Headhunting axe	50 gp	1d12 slashing	6 lb.	Arduous, heavy, two-handed, vicious
Longspear	2 gp	1d6 piercing	4 lb.	Reach, versatile (1d8)
Madu	20 gp	1d6 piercing	4 lb.	Arduous, special
Retractable blade, loose	100 gp	1d4 piercing	1/4 lb.	Arduous, concealed, ruse
Retractable blade, worn	100 gp	1d4 piercing	1/4 lb.	Arduous, concealed, finesse, free-hand, secured, vicious
Rope dart	1 sp	1d4 piercing	1/2 lb.	Arduous, reach, two-handed
Sai	5 gp	1d4 piercing	1 lb.	Finesse, light, special
Spiked chain	15 gp	1d6 slashing	5 lb.	Arduous, finesse, reach, two-handed
Spiked chain, heavy	25 gp	1d10 slashing	10 lb.	Arduous, entangling, heavy, reach, two-handed
War-scythe	50 gp	1d10 slashing	6 lb.	Arduous, crippling, heavy, reach, two-handed
<i>Martial Ranged Weapons</i>				
Recurve bow	75 gp	1d8 piercing	5 lb.	Ammunition (range 150/600), arduous, crippling, heavy, special, two-handed
Repeating crossbow, hand	500 gp	1d6 piercing	5 lb.	Ammunition (range 20/80), reload 1
Repeating crossbow, heavy	250 gp	1d10 piercing	20 lb.	Ammunition (range 80/320), heavy, reload 5, two-handed
Repeating crossbow, light	150 gp	1d8 piercing	10 lb.	Ammunition (range 60/240), heavy, reload 3, two-handed

WEAPON DESCRIPTIONS

The following weapons are sorted by type and then presented in alphabetical order.

SIMPLE MELEE WEAPONS

Simple melee weapons are relatively easy to master.

BLACKJACK

A blackjack is a short wooden club with a heavy, lead tip. While ineffective as a melee weapon, it serves a very particular use: it is designed to knock out others when striking them over the head while they're unawares.

CANE-BLADE

A thin sword about the length of a shortsword, its hilt in the shape of a cane handle, its scabbard round and wooden; such is the cane-blade best described. A sword disguised as a cane.

GARROTE

Bought at a musical instrument store, a garrote is simply a masterfully crafted piano wire. Similar to the blackjack, it isn't much of a weapon in the heat of battle and is better used for infiltration tactics to incapacitate or take out a single foe caught off guard.

GAUNTLET

A gauntlet is glove crafted from studded leather covered by interlocking metal plates. Gauntlets are always part of a suit of plate armor but can also be worn separately.

MARTIAL MELEE WEAPONS

Some of the most difficult-to-master weapons in existence are found in this category.

CLAW-FIST

A claw-fist is a glove of studded leather with anywhere from one to five blades attached to it. When worn, the glove's blade or blades protrude from a hand's dorsal side.

DOUBLE-BLADED SCIMITAR

A haft of fine wood supports a long, curving blade on either end. Forged with Elven techniques honed over centuries, these blades are strong, sharp, and remarkably light. Each scimitar is a true masterpiece.

DOUBLE-BLADED AXE

Double-bladed axes are the Dwarven attempt at mimicking the techniques used for the double-bladed scimitar, albeit with a weapon that better fits them. A double-bladed axe is both heavier and hits harder than a double-bladed scimitar, though it is incredibly unwieldy and requires specialized training to master.

DOUBLE-BLADED SWORD

Just as dwarves adopted Elven techniques for the crafting of double-bladed weapons, so did humans. After trying and failing for generations, the technique was finally mastered and the result was the double-bladed sword. Though identical to the double-bladed axe in terms of stopping power, it is also lighter and much more expensive due to the complicated crafting process.

GREAT FLAIL

Where a regular flail has a round, iron striking head attached to handle via a chain, a great flail has a much larger, cylindrical striking head made from steel attached to a two-handed shaft. Though very difficult to use properly, the great flail is a truly menacing weapon.

HEADHUNTING AXE

The shape and extreme sharpness of this axe makes its the pinnacle of effective melee striking power. It cuts through flesh, bone, wood, and butter with equal ease, devastating whatever it carves through. The only downside is its somewhat odd weight distribution which results in odd swings for anyone who hasn't training rigorously with this weapon.

LONGSPEAR

Identical to a regular spear but with a slightly longer shaft. While this change gives the weapon greater reach, it also makes it much more difficult to throw.

MADU

A madu is a small, round shield of iron or wood with two spikes extending from opposite sides, finding a useful middle ground between defensive and offensive use. The spikes are either metal or made from animal horns.

RETRACTABLE BLADE

A retractable blade is spring-mounted and hidden inside another object that can be carried. Only the correct presses or shakes causes the blade to spring forth and lock into place. A retractable blade could, for example be hidden within a figurine, a spellcasting focus, or a bouquet of flowers.

Some retractable blades are instead hidden inside objects that can be worn, such as wristbands or boots.

ROPE DART

Though simple in its design, a rope dart is exceedingly hard to master. Using one hand as the rope's anchor, the other hand controls the rope's extensions and movements, transforming the end of the rope, a sharp, steel blade, into a flexible and astonishingly effective weapon.

SAI

A sai is best described as an edgeless dagger designed exclusively for stabbing. It has two sideprongs that act as a crossguard.

SPIKED CHAIN

The spiked chain is wielded universally by the shadar-kai. They come in regular and heavy variants. Regardless of its type, a spiked chain is a length of metal chain whose last few links on each end are enlarged and adorned with sharp metal spikes.

WAR-SCYTHE

While far from an agricultural tool, the war-scythe is named for its resemblance to a regular scythe. However, it is in fact a pole weapon with a curving blade at the end.

MARTIAL RANGED WEAPONS

This category contains some of the most advanced, hand-held weaponry in existence.

RECURVE BOW

The bow's limbs curve away from the wielder, requiring more power to draw but allowing the bow to be smaller. It requires much more training and strength to use a recurve bow properly; a feat that most never achieve.

REPEATING CROSSBOW

Though similar to a regular crossbow, a repeating crossbow is loaded very differently. A lock on the middle of the crossbow is released, allowing the tiller to roll forward on a metal rail. The strings are then attached to the tiller before rolling it back into firing position by rotating a handle on the side. Once rolled back, it is locked into place. The bolts are then placed in the crossbow.

A repeating crossbow comes in three variations, all of which can hold a different number of bolts at a time.

ADVENTURING GEAR

This section offers many new gear options that can offer a mundane approach to situations that would normally require magic to solve. These options are themed mostly around deception, infiltration, and survival.

ACCESSORIES

Accessories are objects used to compliment an outfit.

CANE

A cane is a slender, wooden stick used to accessorize or to assist with walking. Some canes are finely adorned with a silvered or gilded tip and handle.

PARASOL / UMBRELLA

While a parasol and an umbrella are fundamentally the same, they utilize different materials that make them suitable for vastly different purposes. Both consist of a stick with six to eight iron tines, called ribs, fastened at the top, with canopy lined between the them. The ribs can be pulled up to provide cover against the sky, or down to collapse it into a more easily held object.

For a parasol, the canopy is made from cloth, providing shelter against the sun. For an umbrella, the canopy is made from animal skin, protecting against rain.

Only those of means can afford to spend coin on one of these extravagant accessories. As such, they are quite the fashion statement in noble circles.

BREAKABLE OBJECT

A breakable object can be almost any object, such as a chain, manacles, a weapon, or a tool. A breakable object costs, weighs, and looks exactly like the object it imitates, requiring a successful DC 20 Intelligence (Investigation) check to discern as a breakable object.

A creature can make a DC 10 Strength (Athletics) check to break a breakable object, destroying it in the process. If the object is intended for labor, such as a hammer, it breaks on its own after 1 hour of use.

CLOTHING

The sets of clothing found here are intended to compliment those found in the *Player's Handbook*.

BARBARIC CLOTHES

Crude and savage to behold, this outfit consists of hides, pelts, and leather, as well as an animal skull that functions as a belt buckle.

COLD WEATHER CLOTHES

This outfit consists of a heavy fur coat or cloak over layers of wool clothing, as well as a fur-lined hat or hood, goggles, and fur-lined leather boots and gloves.

As long as cold weather clothing remains dry, its wearer automatically succeeds on saving throws against the effects of extreme cold.

TRICKSTER'S CLOTHES

This outfit consists of pants, a shirt, a belt, a hooded reversible cloak, soft leather boots, and a shawl. Each part of the set can be reversed and worn inside-out, where the part is dyed in a different color. The pants are also outfitted with concealed pockets, allowing for small objects to be hidden. When searching the wearer for contraband, a creature must succeed on a DC 15 Intelligence (Investigation) check to find an object hidden in this manner.

ADVENTURING GEAR

Item	Cost	Weight
<i>Accessories</i>		
Cane, common	1 sp	1/2 lb.
Cane, fine	5 gp	1/2 lb.
Parasol/Umbrella	10 gp	3 lb.
Breakable Object	-	-
<i>Clothing</i>		
Clothes, barbaric	1 gp	6 lb.
Clothes, cold weather	5 gp	10 lb.
Clothes, trickster's	30 gp	4 lb.
Uniform	10 gp	6 lb.
Compass	100 gp	1/2 lb.
<i>Gaming sets</i>		
Loaded dice set	5 gp	1/8 lb.
Trick card set	1 gp	-
Glass cutter	500 gp	2 lb.
<i>Grenades</i>		
Dust grenade	20 gp	-
Flashpowder grenade	120 gp	-
Noise grenade	30 gp	-
Poison smoke grenade	300 gp	-
Vanishing smoke grenade	20 gp	-
<i>Millinery</i>		
Fascinator/Hennin	20 gp	1/2 lb.
Top hat	10 gp	1/8 lb.
Rappel kit	50 gp	20 lb.
Snorkel	2 cp	-
Snow goggles	1 gp	-
Stretcher, foldable	1 gp	5 lb.
Sunburn ointment, jar	5 gp	1/2 lb.
Thieves' tools, concealed	250 gp	1 lb.
Thurible (holy symbol)	50 gp	3 lb.
<i>Tools</i>		
Saw, hand	5 sp	3 lb.
Saw, two-person	1 gp	5 lb.
Shears	2 sp	-
Wax blank, case	5 gp	1/4 lb.
Weapon black, vial	3 gp	-
Wheelbarrow	5 gp	50 lb.
Whistle	5 sp	-
Whistle, Birdcall	5 gp	-

COMPASS

A compass is a handheld device with a magnetized arrow that always points north on the Material Plane. While using a compass, you make Wisdom (Survival) checks made to navigate with advantage. Magnetic or magical interference might cause a compass to spin uncontrollably.

CONCEALED THIEVES' TOOLS

A set of concealed thieves' tools work exactly like regular thieves' tools, except that every part is disguised as a mundane object. A creature must succeed on a DC 20 Intelligence (Investigation) check to discern a set of concealed thieves' tools.

GAMING SETS

These gaming sets are designed for cheating in dice or card games. When making an ability check to play a game using one of these sets, you can treat a roll of 9 or lower on the d20 as a roll of 10. Care must be taken though, as other players generally don't take too kindly to cheaters.

GLASS CUTTER

A glass cutter consists of two connected parts. One part has a tiny, sharp diamond-tip and the other consists of a suction cup. The parts can be adjusted to allow the changing of the radius of the cutter's movement around the suction cup. When the suction cup is placed on a glass surface, the diamond-tip can be moved around to create a circular hole up to four feet in diameter. A creature proficient with thieves' tools is also proficient with a glass cutter.

GRENADES

Commonly used to create distractions, grenades are emptied eggshells or vials carefully packed with various alchemical substances. Finding a merchant who sells grenades is exceptionally rare even in the largest metropolis.

To throw a grenade make a ranged attack roll. All grenades have a normal range of 10 feet and a long range of 30 feet, and weigh next to nothing. There is no effect if a dust, flashpowder, or poison smoke grenade misses its target (though the grenade is ruined).

Blood hunters, fighters, rangers, and rogues are proficient with grenades.

DUST GRENADE

A creature hit by a dust grenade must succeed on a DC 13 Constitution saving throw or become blinded until the end of its next turn.

FLASHPOWDER GRENADE

A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light. Any creature within 10 feet must succeed on a DC 13 Constitution saving throw or become blinded until the end of its next turn.

NOISE GRENADE

On impact the bomb creates a short sound depending on what kind of noise bomb you throw. The *shatter* type creates a sound that imitates shattering glass, the *whisper* type sounds like indistinct dialogue, the *scream* type sounds like a quick fearful scream, and the *thunder* type releases a loud thundering boom.

POISON SMOKE GRENADE

A poison smoke grenade is effective only when thrown into a fire source, where it bursts into a cloud of vile, stinking smoke. The cloud spreads to a radius of 10 feet from the fire source, and has the effect of the *stinking cloud* spell.

VANISHING SMOKE GRENADE

On impact the bomb creates a 20-foot-radius sphere of fog centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured. After 1 round the area becomes lightly obscured, as the smoke slowly dissipates, and after 1 additional round the smoke is gone completely. A wind of moderate speed (at least 10 miles per hour) immediately disperses the smoke.

MILLINERY

While accessories much like canes, millinery is fashionable clothing worn on the head. The more expensive millinery one wears, the more status and admiration it buys among nobles and royalty, though it is an unspoken rule that one must never wear more expensive millinery than royalty when in their presence. When walking in a seedy area, nothing attracts bandits quite like a lone noble signaling their wealth through their head-worn attire.

RAPPEL KIT

A rappel kit is similar to a climber's kit in that it includes special pitons, gloves, 100 feet of silken rope, and a special harness. You can use the rappel kit as an action to anchor yourself; when you do, you can walk down a vertical surface at twice your walking speed or up a vertical surface at half your walking speed, provided you use both of your hands. You remain in place while only using one hand and you fall if you use both hands for something else.

SAW

A serrated blade commonly used to cut wood. Some saws require two people but can cut the same amount of wood as a hand saw in half the time.

SNORKEL

A hollowed-out reed or cane, allowing a creature to breathe while submerged, provided it is near the surface.

SNOW GOGGLES

Made to fit from carved wood, bone, or antler, this eyewear is beneficial only to the creature it was crafted for. The goggles fit tightly against the wearer's skin, ensuring no light or precipitation gets in. Narrow, horizontal slits in the front allow the wearer to see. While wearing snow goggles, a creature doesn't make Wisdom (Perception) checks that rely on sight with disadvantage due to heavy precipitation.

SUNBURN OINTMENT

A thick, fresh-smelling, milky-white substance contained in a jar. A creature can spend 1 minute applying the ointment to its skin, granting it protection against temperatures up to 200 degrees Fahrenheit for 4 hours. A jar of sunburn ointment has enough for ten applications.

STRETCHER

It takes an action to fold a stretcher out or back together. While folded together, it can be stored in a backpack. If folded out, there is enough room for one Medium or smaller humanoid to lay comfortably on it. The stretcher can then be pulled by one Medium or Small creature using two hands, who treats all terrain as difficult terrain while doing so. Two Medium or Small creatures can instead lift the stretcher at either end with two hands, carrying it in tandem with no penalty to movement. Alternatively, the stretcher can be fastened behind a mount, which will then pull the stretcher behind it.

THURIBLE

Used for ceremonial and religious practices, a thurible is a censer that is filled with incense and can be used as a holy symbol. When lit, it continuously produces smoke, the color and smell of which depends on the incense. One block of incense allows a thurible to produce smoke for 1 hour. The price ranges from 1 sp for the simplest incense all the way to 10 gp for the finest.

WAX BLANK

A case of wax blank is about 1 foot on each side. It can be separated into two halves, each side filled with malleable wax. If an object is placed on one half and the two halves are then closed shut, the result is a perfect impression of the object. This resulting mold can then be used to create a perfect replica of the object by filling it with a suitable material. Wax blank cases are most commonly used to create copies of keys, signet rings, holy symbols, or similar.

WEAPON-MATTE

A thick, dark substance. If smeared on a metallic object, the object doesn't reflect light for 1 hour, until cleaned, or until used to make an attack or deflect a blow. A vial of weapon-matte has enough material for three applications.

WHEELBARROW

A wheelbarrow is a one-wheeled, wooden vehicle, designed to carry heavy loads as it is operated by a creature using two handles at the rear. The weight is distributed evenly between the wheel and the operator, allowing an operator to move double their carrying capacity, provided it doesn't exceed 600 lb.

WHISTLES

You can use a whistle as a bonus action, producing a loud ringing sound that can be heard clearly up to 150 feet away. Some whistles produce other types of sounds, the most common type being birdcall whistles which mimic the sounds of birds.

POISONS

The poisons listed here are expensive and hard to come by, thus used only by the most expensive and morally flexible assassins. There is one new poison for each of the following four types.

Contact. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when they are inhaled. A single dose fills a 5-foot cube.

Injury. A creature that takes slashing or piercing damage from a weapon or piece of ammunition coated with injury poison is exposed to its effects.

KINGSLAYER VENOM (CONTACT)

A toxin drawn from a rare jellyfish that grows no larger than the size of a human thumb. The poison is named for an ancient king who died as a result of being stung by such a

jellyfish while swimming. The poison causes severe chest pains almost immediately upon contact. Necrosis of the skin, swelling of the throat, and slowing of the heart, sets in shortly thereafter.

A creature subjected to this poison must make a DC 16 Constitution saving throw. On a failed save the poisoned creature suffers 14 (4d6) poison damage, becomes poisoned for 24 hours, and must repeat the saving throw every hour. With each failed save, the damage increases by 1d6. On a successful save the creature takes half damage, but is still poisoned for the duration. While poisoned the creature cannot regain hit points by any means.

NAGA'S KISS (INJURY)

This poison must be harvested from a dead or incapacitated guardian naga. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

STRYCHNINE SEED (INGESTED)

These seeds can be ground into a colorless, crystalline powder with a telltale bitter taste. The powdered seeds lose their potency after 24 hours, but retain it for up to 30 days as seeds. A successful DC 17 Wisdom (Perception) check that relies on taste is required to taste the poison's bitterness if disguised within a dish. If eaten raw, the bitterness is obvious and no check is needed.

A creature that ingests this poison suffers no effect until the next time it ingests a meal. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw. On a successful save the creature takes 31 (9d6) poison damage, and cannot benefit from eating or drinking before completing a long rest. On a failed save, the creature dies.

TIGER BEAN (INHALED)

These beans, named for their tiger-like stripes, are harmless if eaten. If ground into a powder and then inhaled, however, the toxin causes quickening of the heartbeat, sweating, irregular pulse, and respiratory problems leading to paralysis and death.

A creature subjected to this poison is poisoned until cured (no save allowed). While poisoned in this manner, a creature must make a DC 12 Constitution saving throw at the end of each of its turns. On a failed save, a creature is paralyzed until the end of its next turn. On a successful save, the creature suffers no detrimental effects but must make the saving throw again at the end of its next turn. With every failed save, the creature's hit point maximum is reduced by 5 (1d10).

POISONS

Poison	Type	Price per Dose
Kingslayer Venom	Contact	3,000 gp
Naga's Kiss	Injury	1,400 gp
Strychnine Seed	Ingested	2,500 gp
Tiger Bean	Inhaled	1,500 gp

PART 5: FIREARMS

FIREARMS ARE A NEW AND VOLATILE TECHNOLOGY, and as such bring their own unique set of weapon properties (see Weapon Properties below). The Firearms table shows the most common firearms, their price and weight, the damage they deal when they hit, and any special properties they possess.

Firearms aren't recommended for new players. They are instead intended for use by experienced players who enjoy managing complex and deep mechanics. However, firearms don't fit into every world of D&D. Speak with your DM to see if firearms fit into your game.

FIREARM RULES

This section offers rules for using firearms in your game. Using these rules, every weapon is classified as either melee, ranged, or firearm. If a feature grants you a bonus with weapon attacks, your firearm attacks can also gain that benefit. If a feature grants you a bonus with only melee or ranged attacks, your firearm attacks gain no benefit.

FIREARM TYPES

There are three types of firearms: sidearm, boomstick, and long gun. Each type is unique and offers certain advantages over the others, provided you are proficient in their use.

SIDEARMS

If you are proficient with sidearms, you can make an opportunity attack with a sidearm when a hostile creature that you can see moves out of your normal range. To make the opportunity attack, you use your reaction to make one firearm attack against the provoking creature with a sidearm. The attack occurs right before the creature leaves your normal range.

BOOMSTICKS

If you are proficient with boomsticks, your firearm attacks made with boomsticks aren't made with disadvantage due to hostile creatures being within 5 feet of you.

LONG GUNS

If you are proficient with long guns, and you make a firearm attack with a long gun with advantage, you can aim for the target's weak points, allowing you to add an additional damage die on a hit.

FIREARM PROFICIENCY

Proficiency with ranged weapons does not grant you proficiency with firearms. Instead, you gain proficiency with firearms only if you train or if a feature grants you proficiency.

If you gain proficiency with one weapon of specific firearm type, you gain proficiency with all firearms of that type. If you, for example, gain proficiency with one sidearm, you gain proficiency with all sidearms.

If a firearm requires a target to make a saving throw, you can't add your proficiency bonus to the save DC if you aren't proficient.

FIREARM AMMUNITION

Firearms require ammunition to fire and the ammunition is destroyed upon use.

CRAFTING FIREARMS

Firearms are rare, making it difficult to find a merchant who sells them. Some firearms, however, are so unique that you can't find them anywhere and must craft them yourself. Such firearms are marked with a * next to their cost, as seen in the Firearms table. You can craft a firearm at half its cost.

Due to its rare nature, ammunition may be near impossible to find or purchase but, if materials are gathered, a character can craft ammunition with a set of tinker's tools. Different firearms use different ammunition and it is generally sold or crafted in batches as shown in the Firearm Ammunition table.

FIREARM ATTACKS

Though often fired at range, firearm attacks are not ranged attacks. When you attack with a firearm, you make a firearm attack. Firearm attacks are weapon attacks.

Attacking with a firearm is otherwise similar to attacking with a melee or ranged weapon, in that you roll a d20 and add the appropriate modifiers, hitting a target if the roll plus modifiers equals or exceeds the target's Armor Class (AC).

Ability Modifier. The ability modifier used for a firearm attack is Dexterity.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a firearm with which you have proficiency.

RANGE

Like many ranged weapons, firearms have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

DAMAGE ROLLS

To deal damage with a firearm, you roll the damage dice of the ammunition loaded into the firearm and apply the damage to your target. You do not add any ability modifiers to the roll. Magic firearms, special abilities, and other factors can grant a bonus to damage.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice two times and add them together. To speed up play, you can roll all the damage dice at once.

TWO-GUN FIGHTING

When you take the Attack action and attack with a light firearm that you're holding in one hand, you can use a bonus action to attack with a different light firearm that you're holding in the other hand.

FIREARM ATTACKS IN CLOSE COMBAT

Aiming a firearm is more difficult when a foe is next to you. When you make a firearm attack, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

UNDERWATER COMBAT

When making a firearm attack while underwater, a creature automatically misses a target further than 5 feet away.

FIREARM AND AMMUNITION PROPERTIES

Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the *Dungeon Master's Guide*.

FIREARM PROPERTIES

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can make a special attack spraying a 10-foot-cube area with shots within its normal range. Each creature in the area must succeed on a Dexterity saving throw (DC equal to 8 + twice your proficiency bonus) or take the weapon's normal damage. This special attack uses ten pieces of ammunition.

Concealed. A concealed weapon is either exceedingly hard to find or identify as a weapon. If a creature is actively searching the wielder for weapons, it must succeed on a DC 15 Intelligence (Investigation) check. If the wielder is proficient with the weapon, the check DC increases by an amount equal to the wielder's proficiency bonus.

Divine Aim. Your aim is guided by a higher power, allowing you to use Wisdom in place of Dexterity as your ability modifier when making a firearm attack with this weapon.

Double Barrel. This firearm has two barrels. When making an attack with this firearm, you can choose to fire one or both barrels. If you fire both barrels, you make one attack roll but include the damage dice of both shots, using them both in the process. The immense recoil causing attack rolls against you to have advantage until the start of your next turn. For the purpose of the loading and reload properties, each barrel counts as a separate weapon.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Precise. You don't make attack rolls with disadvantage with this weapon due to being prone.

Prepare. Some firearms require you to light a fuse, oper-

ate a mechanism, carefully take aim, or perform some other task before use. Whatever the case, you must prepare this firearm to be fired before you can fire it on your turn or if you take the Ready action in order to fire it on a later turn. You use a bonus action on your turn to prepare a firearm.

Reload. The firearm can be fired a number of times equal to its Reload score before you must spend 1 attack, 1 action, or 1 bonus action to reload (the character's choice). You must have one free hand to reload a firearm and you can only do so on your turn.

Sanctified. This firearm is either consecrated or desecrated. On a critical hit, the damage becomes necrotic if the weapon is desecrated or radiant if it is consecrated.

AMMUNITION PROPERTIES

Blare. Upon being fired, this ammunition releases a thundering boom that can be heard a number of feet away up to its Blare score.

Dwindle. Ammunition with this property wanes or weakens at longer ranges. Beyond the weapon's normal range, it deals damage equal to the dwindle score of its ammunition, marked in parenthesis next to the property.

Explosive. Upon a hit, everything within 5 feet of the target must succeed on a Dexterity saving throw (DC equal to 8 + twice your proficiency bonus) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly.

Rend. This ammunition is designed to pierce hide and scale alike. It deals double damage to beasts.

Spread. When you hit a target with this ammunition, you can choose a second target within 5 feet of it that you can see clearly. If your attack roll equals or exceeds the second target's Armor Class, it takes half as much weapon damage as the original target.

Wreck. This ammunition is propelled with incredible force, shattering anything in its path. It deals double damage to objects and structures.

SPECIAL FIREARMS

Firearms with special rules are described here.

Scatter-Gun. When fired, each creature in a 15-foot cone must make a Dexterity saving throw (save DC = 8 + twice your proficiency bonus), taking weapon damage on a failed save, or half as much on a successful one.

FIREARM AMMUNITION

Ammunition Name	Damage	Amount	Cost	Weight	Properties
Light cartridge	2d4 piercing	20	1 gp	1/2 lb.	Blare (30)
Medium cartridge	2d6 piercing	20	2 gp	1 lb.	Blare (60)
Heavy cartridge	2d8 piercing	10	5 gp	5 lb.	Blare (120)
Massive cartridge	2d10 piercing	5	5 gp	5 lb.	Blare (300), wreck
Noisy cricket	3d10 piercing	1	5 gp	2 lb.	Blare (600), rend, wreck
Ball	2d4 piercing	20	5 sp	1/2 lb.	Blare (60)
Buck and ball	2d6 piercing	20	1 gp	1 lb.	Blare (60), dwindle (2d4)
Shotshell (Snake)	2d6 piercing	5	1 gp	1/2 lb.	Blare (60), dwindle (2d4), spread
Shotshell (Buck)	2d8 piercing	5	5 gp	1/2 lb.	Blare (60), dwindle (2d6), rend, spread
Shotshell (Slug)	2d10 piercing	5	10 gp	1/2 lb.	Blare (60), rend, wreck
Mortar grenade	3d8 fire	1	50 gp	5 lb.	Blare (300), explosive, wreck

FIREARMS

Firearm Name	Cost	Ammo	Weight	Range	Properties
<i>Sidearms</i>					
Castigator	1,500 gp	Massive cartridge	6 lb.	40/120	Heavy, loading
Coat pistol	150 gp	Light cartridge	1/2 lb.	20/60	Concealed, light, reload 1
Coat pistol, double barrel	400 gp*	Light cartridge	1 lb.	20/60	Concealed, double barrel, light, reload 1
Flintlock pistol	100 gp	Buck and ball	2 lb.	20/60	Loading
Flintlock pistol, double barrel	500 gp*	Buck and ball	4 lb.	20/60	Double Barrel, dwindle (2d4), loading
Peacekeeper	500 gp	Medium cartridge	2 lb.	60/180	Reload 6
Pepperbox pistol	500 gp	Heavy cartridge	3 lb.	40/120	Reload 4
Persuader	1,000 gp*	Heavy cartridge	3 lb.	60/180	Reload 6
Redeemer	1,000 gp	Medium cartridge	3 lb.	30/300	Divine aim, reload 7, sanctified
Rimfire revolver	250 gp	Light cartridge	3 lb.	40/120	Light, reload 6
Thumb Gun	300 gp	Medium cartridge	2 lb.	40/120	Reload 4
<i>Boomsticks</i>					
Dragon's roar	1,000 gp*	Shotshell (Buck or Slug)	10 lb.	15/30	Double barrel, heavy, reload 2, two-handed
Handcannon	3,000 gp	Mortar Grenade	15 lb.	30/60	Heavy, loading, prepare, two-handed
Jaculi charmer	500 gp	Shotshell (all)	4 lb.	15/30	Reload 2, two-handed
Jaculi charmer, revolving	1,000 gp	Shotshell (all)	8 lb.	10/20	Heavy, reload 5, two-handed
Jaculi charmer, sawed-off	500 gp	Shotshell (all)	2 lb.	5/10	Light, reload 2
Musketoon	150 gp	Buck and ball	4 lb.	20/40	Loading, two-handed
Peashooter	300 gp	Shotshell (Snake or Buck)	6 lb.	20/40	Heavy, reload 1, two-handed
Scatter-gun	600 gp*	Shotshell (Snake or Buck)	6 lb.	Special	Heavy, loading, prepare, special, two-handed
<i>Long Guns</i>					
Arquebus	200 gp	Ball	6 lb.	80/320	Loading, prepare, two-handed
Auroch's bane	3,000 gp*	Noisy Cricket	30 lb.	600/2,400	Heavy, prepare, loading, precise, two-handed
Flintlock rifle	500 gp	Medium cartridge	10 lb.	150/600	Heavy, loading, two-handed
Flintlock musket	250 gp	Buck and ball	10 lb.	80/320	Heavy, loading, two-handed
Marksman rifle	600 gp	Heavy cartridge	12 lb.	300/1,200	Heavy, prepare, reload 1, precise, two-handed
Mechanus carbine	1,500 gp*	Massive cartridge	12 lb.	100/400	Heavy, reload 5, two-handed
Pepperbox rifle	1,000 gp	Heavy cartridge	12 lb.	150/600	Heavy, prepare, reload 4, two-handed
Rainmaker	3,000 gp*	Heavy cartridge	25 lb.	60/240	Burst fire, heavy, prepare, reload 10, two-handed
Woodpecker rifle	2,000 gp*	Medium cartridge	15 lb.	60/240	Burst fire, heavy, prepare, reload 10, two-handed

FIREARM ATTACHMENTS

A firearm attachment can be applied to a firearm of a specific type or that has a specific property. The Firearm Attachments table shows examples of attachments that might be available to you, including what firearms are compatible with and what the market value is. Each attachment has a benefit and a detriment. Installing or removing an attachment takes 1 hour of work with tinker's tools in hand which can be done during a short or long rest.

BARLGURA'S GRIP

A narrowing "choke" at the end of the barrel ensures a tighter spread. The firearm gains the following benefits and detriments when using ammunition with the spread property:

Benefits. The normal range increases by 10 feet and the long range increases by 20 feet.

Detriments. Ammunition fired with this firearm loses the spread property and you can't also install a Boar Snout.

BOAR SNOOT

This oval-shaped diverter at the end of the barrel ensures a wider spread. The firearm gains the following benefits and detriments when using ammunition with the spread property:

Benefits. Firearm attacks against an unseen target aren't made with disadvantage.

Detriments. This firearm can't score a critical hit and you can't also install a Barglura's Grip.

DEATH'S WHISPER

Attached at the firearm's nozzle, this heavy "suppressor" device reduces the sound of its shots. The firearm gains the following benefits and detriments:

Benefits. The first time on a turn you hit a creature that hasn't taken a turn in combat yet with a firearm attack, you score a critical hit. In addition, ammunition fired with this firearm loses the blare property if it has it.

Detriments. When you hit a creature that has taken a turn in combat with a firearm attack, the attack deals half its normal damage on a hit. In addition, this firearm's weight increases by 2 lb and it loses the light property if it has it.

EAGLE EYE

You mount these optics on top of your firearm. The firearm gains the following benefits and detriments:

Benefits. You don't suffer disadvantage on firearm attacks against targets beyond your normal range.

Detriments. You make firearm attacks with disadvantage against targets within your normal range and the firearm's weight increases by 1 lb.

FIREARM ATTACHMENTS

Mod Name	Firearm Type	Price
Barglura's Grip	Boomstick	250 gp
Boar Snout	Boomstick	150 gp
Death's Whisper	Sidearm	1,000 gp
Eagle Eye	Long gun	1,000 gp

FIREARM DESCRIPTIONS

Firearms are divided into subcategories depending on how the firearm functions. These subcategories are sidearms, boomsticks, and long guns.

SIDEARMS

Sidearms are one-handed firearms with a medium range.

CASTIGATOR

This enormous and unwieldy sidearm holds only a single, massive cartridge at a time. It is breechloaded, requiring its user to lift a hinged lid, slide the cartridge into the chamber from the back of the barrel, and then close the lid. While cumbersome to carry and wield, the castigator packs an incredible punch for a sidearm.

COAT PISTOL

A very small single-shot firearm that can be easily concealed. Though most common with a single barrel, artisan gunsmiths have been known to craft coat pistols with two separate barrels.

FLINTLOCK PISTOL

Flintlock pistols are muzzleloaded with gunpowder and then with buck and ball. To fire a flintlock pistol, a "hammer" is cocked using a thumb, locking it into place in a spring-tensioned position. Once cocked, a trigger can be pressed to release the hammer, which causes the flint at the end of the hammer to strike steel, creating sparks that ignite the gunpowder. Though limited in both range and stopping power, flintlock pistols are both cheap and the most common of sidearms. A few exceptional gunsmiths have managed to craft flintlock pistols with two separate barrels.

PEPPERBOX PISTOL

A pepperbox pistol has four barrels, firing from the top-most barrel. Once fired, the barrels revolve around the central axis, moving the previous top-most barrel to the left and bringing another barrel in from the right to be in the top-most position.

PEACEKEEPER

A revolver is a technological marvel. A peacekeeper has a revolving cylinder in its center with six chambers, the top-most chamber aligning with its single barrel. Each chamber can house a single cartridge. A "hammer" above the handle can be cocked using a thumb, causing the cylinder to rotate partially to index the next chamber into alignment with the barrel. Once cocked, the trigger can be pressed to release the hammer, hitting the center of the cartridge in the top-most chamber, causing the bullet to be fired from the firearm.

PERSUADER

A much larger, more precise version of the peacekeeper that uses larger cartridges. Only true gunsmith artisans know how to craft this sidearm, which is considered to be the pinnacle of sidearm technology.

REDEEMER

A revolver similar to the peacekeeper and the persuader, though with the notable difference that the cylinder can hold seven cartridges. It is the favored weapon of faithful gunslingers, exclusively used by agents of various churches.

Constructing a redeemer involves a seven-day ritual where the weapon is blessed seven times each day by seven different clerics of the same faith.

RIMFIRE REVOLVER

Using a revolving cylinder like all revolvers, the rimfire revolver is an impressive weapon that allows for quick successive shots to be fired. It differs from other revolvers in that the hammer, once released, hits the rim of the cartridge in the top-most chamber, rather than the center. This design is a necessity due to the small cartridge size it uses, though it makes up for it by being incredibly light.

THUMB GUN

A thumb gun is held in the palm with its barrels protruding between the fingers. The thumb is pressed down from above in order to fire, causing the barrels to revolve with a mechanism similar to the pepperbox pistol.

BOOMSTICKS

Boomsticks are large, crudely constructed firearms with short range. Some boomsticks can use various types of ammunition, some of which can hit multiple targets with a single shot.

HANDCANNON

This firearm resembles a small cannon with a fuse. It is loaded with gunpowder and a mortar grenade. The two are separated by a wax-treated wad to keep the igniting gunpowder from damaging the grenade as it is propelled by the ignition.

JACULI CHARMER

Similar to a long gun, though slightly wider, and much shorter, this firearm holds up to two shotshells. It earned its name when it became a favored weapon of many explorers and hunters in jungles of Chult. Some creative gunslingers have found use in sawing off the barrel and stock to make a much smaller weapon while others have incorporated an internal cylinder that revolves with each fired shell, not much different from some sidearms.

MUSKETOON

Similar to a flintlock musket in design, but with a much shorter barrel. Contrary to other boomsticks, the musketoon uses buck and ball and is muzzleloaded. It is relatively easy to wield and is the most common of all the boomsticks.

PEASHOOTER

With an elegant design, the peashooter is the simplest and most reliable of all the shotshell based boomsticks. It has a single, long barrel which gives it a longer range than most other boomsticks.

SCATTER-GUN

A scatter-gun resembles an oversized jaculi charmer, though it is much wider and quite unwieldy. It holds only a single shot at a time and requires several mechanisms to be pulled and pressed before firing. Once fired, the shot is sprayed into the vicinity with little to no precision.

THE MISFIRE MECHANIC

Many firearm systems in TTRPGs include a misfiring mechanic. Generally this design makes firearms deal more damage at the added risk of misfiring. This, however, translates into the firearm-wielder dealing more damage than everybody else 90% of the time (when the firearm isn't misfiring), which isn't fun for most of the table. The remaining 10% of the time (when the weapon is misfiring), it isn't fun for the firearm-wielder who is penalized heavily. So, fundamentally speaking, somebody is always not having fun which is the exact opposite of what we hope to achieve. For this reason, we opted to go with a different design approach.

LONG GUNS

Long guns are large, long-range firearms. Some hit incredibly hard and can shoot further than a longbow.

ARQUEBUS

The arquebus has a rifled barrel and uses a matchlock mechanism for firing. A priming pan is manually filled with gunpowder and the ball ammunition is muzzleloaded. Due to the barrel's unwieldy length, a fork rest can fold down from below the firearm to provide support, thereby allowing steady firing.

AUROCH'S BANE

A very large and heavy long gun, holding only a single, specially crafted, massive cartridge at a time, firing out to extremely long range. The auroch's bane earned its name for its ability to fell an aurochs with a single bullet.

FLINTLOCK RIFLE

With a single, rifled barrel, the flintlock rifle is elegantly designed. It is loaded with a single ball and is muzzleloaded like all flintlock weapons. Its long barrel and dedication ammunition gives it incredible range.

FLINTLOCK MUSKET

Similar to the flintlock rifle but much cheaper to produce with its shorter, smoothbore barrel. It is muzzleloaded and, like most flintlock weapons, uses buck and ball as ammunition. Though all long guns are rare, the flintlock musket is the most commonly used.

MARKSMAN RIFLE

Best described as a smaller auroch's bane, the marksman rifle is an exceptional weapon with incredible range. A single cartridge is chambered from above the barrel, then loaded into a spring-loaded position with a bolt-handle. If pulled back, the bolt-handle releases the loading chamber, causing the spent cartridge case to eject.

MECHANUS CARBINE

A single-barrel long gun with an internal chamber that holds up to five immense cartridges, first designed in Mechanus. When fired, a spring pushes the next cartridge into place. Though much shorter, the barrel is rifled, giving it incredible range.

PEPPERBOX RIFLE

An oversized pepperbox sidearm with barrels similar in length to that of a musket. The inside of the barrels are rifled, allowing bullets to travel much further with incredible precision.

RAINMAKER

Originating from the same plane, the rainmaker is similar in design to the Mechanus carbine, and can hold an impressive ten cartridges. Though it requires operation of several complex mechanisms before firing and has a short range of fire for a long gun, it makes up for it with its incredible stopping power and, most notably, its ability to fire its cartridges in rapid succession. It does so by utilizing the recoil from the firing of the first cartridge to eject its cartridge case while simultaneously chambering the next cartridge and immediately firing it.

WOODPECKER RIFLE

Similar to the Mechanus carbine and the rainmaker, the woodpecker rifle was invented in Mechanus. It is best described as a smaller rainmaker and it gained its name from the sound it makes when firing its cartridges in rapid succession.

AMMUNITION DESCRIPTIONS

There are many different types of ammunition, each with different technical properties such as diameter, weight, and velocity. The ammunition descriptions below are listed in alphabetical order.

BALL

A ball is a .5 inch diameter lead pellet, weighing 1,750 grains. When muzzleloaded into a firearm, the wielder must take the ramrod, a metal rod secured in a notch in the firearm's frame, to ram the wad up against the ball and fasten both at the bottom of the barrel.

BUCK AND BALL

Buck and ball comes in paper cartridges bound with string. First three lead pellets, roughly .3 inches in diameter and weighing around 440 grains each, are filled into the paper cartridge, string tightening the paper above and below the pellets to create a half-choke and a choke, respectively. Then a .5 inch diameter, 1,750 grains heavy lead ball is put on top, again using string to half-choke the paper above. Finally, gunpowder is poured into the paper cartridge, and the leftover paper is folded to close it.

When loading a firearm with buck and ball, the end of the paper cartridge is torn off and the gunpowder is poured into the barrel. The remainder of the paper cartridge is then muzzleloaded into the firearm, acting as a wad. Just as with ball ammunition, the wielder must then ram the cartridge up against the gunpowder at the bottom of the barrel with the ramrod.

HEAVY CARTRIDGE

These 3-inch-long cartridges weigh nearly 1 oz each with their .5 inch diameter. Though more costly than steel, the casing is brass as it creates a better chamber seal and less recoil. As all cartridges, it is first filled with gunpowder. The casing is sealed with a .338 inch diameter cylindro-spherical lead bullet that is fired at speeds up to 2,500 feet per second; an astounding speed considering the bullet's weight of 300 grains.

LIGHT CARTRIDGE

Light cartridges are about 1 inch long and .3 inches in diameter, weighing .222 oz. They are the smallest cartridge and aren't used for many firearms due to their relatively low stopping power. The steel casing is filled with gunpowder and closed with a 45-grain heavy, .22 inch diameter cylindro-spherical lead bullet that moves at almost 1,000 feet per second once fired.

MASSIVE CARTRIDGE

No cartridge is as aptly named as this one, weighing nearly 4.2 oz with its 5.45-inch length and .8 inch diameter. Like the heavy cartridge, this cartridge has a brass casing. The copper bullet, which is cylindro-conical, has more than twice the mass of a heavy bullet, weighing a whopping 700 grains with a .51 inch diameter. It reaches speeds exceeding 3,000 feet per second.

MEDIUM CARTRIDGE

True to its name, a medium cartridge lands exactly halfway between the light and heavy cartridges in terms of diameter and length. With its steel casing, it weighs .311 oz and holds a 60 grains heavy bullet with a .223 inch diameter. A medium bullet, cylindro-spherical in shape, reaches immense velocity once fired, nearing almost 3,000 feet per second.

MORTAR GRENADE

A mortar grenade is an iron-cast sphere containing a vial of alchemist's fire that is held in place by gunpowder. Upon impact, the vial shatters, causing the gunpowder to combust. The result is a small explosion.

NOISY CRICKET

As the pinnacle of bullet cartridges, the noisy cricket is unparalleled in both mass, weight, and pure stopping power. The cartridge is slightly shorter than that of a massive cartridge with its 5 inches, though it is much broader with its 1-inch diameter. This increase in mass gives it a weight of 21.4 oz. The cylindro-conical copper bullet has a diameter of .95 inches and weighs a whopping 3,600 grains (equivalent of a little over 1/2 lb). The mass and weight of a noisy cricket are staggering but nothing compared to the bulk of a firearm required to fire it. Once fired, the bullet travels at speeds up to 2,200 feet per second, devastating anything it touches.

SHOTSHELL

A shotshell consists of a cylindric, brass casing, 2 3/4 inches long and .71 inches in diameter, with a primer at one end. The casing is filled with gunpowder, a wad, then the shot before being sealed with candle wax.

When the firearm is fired, the gunpowder combusts, causing the shot to tear through the wax and travel along the smoothbore barrel before finding open air.

There are three kinds of shot used in shotshells, each of which is described below in order from smallest to largest.

Snake. Commonly called snakeshot, this shot consists of .19 inch diameter, 10 grains heavy lead pellets. A total of 77 pellets fit in a cartridge, which is the heaviest shotshell cartridge at 2.348 oz. The shot's name is derived from its primary use, though some opt to instead refer to it as birdshot, dustshot, or ratshot. It is ideal for hunting small critters without excessively damaging the surrounding environment. Once fired, snakeshot reaches speeds up to 1,200 feet per second.

Buck. With .33 inch diameter, 54 grains heavy lead pellets, this type of shot is ideal for hunting medium and large game. A shotshell cartridge holds 9 of these pellets and is the lightest shotshell with 1.664 oz. It fires faster than snakeshot, reaching a velocity up to 1,300 feet per second.

Slug. This type of shot consists of only a single .7 inch diameter, 656 grains heavy lead pellet. Contrary to other types of shot, this shot's name doesn't reference the type of beast it is designed to shoot, but rather the shot's shape. The single slug can reach a velocity of up to 1,500 feet per second and is used to hunt very large game.

PART 6: CRAFTING AND SPECIAL MATERIALS

MOST ARMOR AND WEAPONS ARE CRAFTED from iron, steel, wood, or a combination of those three. This section offers several flavorful alternative materials.

Each material describes what types of gear it can be used to craft. The Special Materials Cost table shows the gold cost increase from a regular armor of that type. For example, adamantine armor costs x3 the regular price. If you thus were to craft or purchase adamantine plate, the price would be 4,500 gp, as the price for a normal plate armor is 1,500 gp.

CRAFTING

Using the rules for crafting, these materials can be used to replace other materials, though they can only be crafted if the material itself is available.

Material Amount. You need raw materials worth half of the item's value in order to craft it, but can start crafting even if you don't have all the materials required to finish it.

Your DM decides how much your crafting can progress depending on the amount of material you have available.

Work Weeks. A workweek is half a tenday (5 days). To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the items' combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Teamwork. Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Your DM decides how many characters can collaborate on an item (a particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers).

Tool Requirement. You need the appropriate tools for crafting an item, and you must be proficient with those tools and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. Your DM decides whether you have the correct equipment.

Special Requirements. Some materials require formulas, the instruction of a master artisan, or even fulfillment of special conditions to be crafted, as detailed in their descriptions.

Learning to Craft. In order to learn how to craft with a material that normally requires formulas or master artisans to craft with, you must practice for extended periods of time. For this reason, very few artisans ever master more than a couple special materials. Such materials are divided into three categories: laborious, toilsome, or hellacious. The table below shows the total amount of crafting that is needed to master a material in any category, either by crafting it yourself in terms of gp or by spending time interning with a master artisan.

Mastery Category	Crafting Amount	Internship
Laborious	20,000 gp	5 years
Toilsome	50,000 gp	15 years
Hellacious	150,000 gp	50 years

MATERIAL EFFECTS

Some materials create special or unique effects as detailed in their description. For a quick overview, see the Special Materials Effect Overview table.

SPECIAL MATERIALS COST

Material	Armor	Shields	Weapons and Ammunition
<i>Compound Materials</i>			
Adamantine	x3	-	x5
Bloodsteel	-	-	x1
Everbright	x10	x10	x10
Pearlsteel	-	-	x5
Telstang	-	-	-
Thinaun	-	-	x100
<i>Metals</i>			
Arambarium	-	-	x100
Arandur	x30	-	x30
Astral driftmetal	x30	x30	-
Aurorum	x20	x20	x20
Black iron	x20	x50	x20
Chaotium	-	-	Special
Cold iron	x2	x2	x2
Ferroplasm	x50	x50	x50
Infernal iron	x3	x3	x5
Mithral	+500 gp	-	Special
Morghuth iron	x10	-	x10
Principium	x1	x1	x1
Solarian truesteel	x100	x100	x100
Starmetal	Special	Special	Special
<i>Organic Materials</i>			
Bronzewood	x2	x2	x2
Death's gaze lichen	x3	x3	-
Dendritic	5,000 gp	-	-
Draconic Remains	Special	2,000 gp	Special
Gulthias wood	-	x25	x25
Moon-ivy	x100	-	-
Serren	-	x1	x1
Weirwood	-	x20	x20
Zalantar	-	x10	x10

SPECIAL MATERIALS EFFECT OVERVIEW

Material	Armor Effect	Shield Effect	Weapon and Ammunition Effect
<i>Compound Materials</i>			
Adamantine	Critical hit immunity	-	Bypass critical hit immunity
Bloodsteel	-	-	Poisonous to orcs
Everbright	Never gets dirty Always shines	Never gets dirty Always shines	Never gets dirty Always shines
Pearlsteel	-	-	Usable for underwater combat
Telstang	-	-	-
Thinaun	-	-	Absorbs the souls of its victims
<i>Metals</i>			
Arambarium	-	-	Counts as magical Deal more elemental damage
Arandur	Can't be destroyed	Can't be destroyed	Can't be destroyed
Astral driftmetal	Exists across planes	Exists across planes	-
Aurorum	Mends itself	Mends itself	Mends itself
Black iron	Protection from fire	Immune to magic missile Less damage from area spells	Counts as magical
Chaotium	-	-	Elemental damage Chaotic side effects
Cold iron	Protection from fey	Protection from fey	Ignores resistances of fey
Ferropiasm	Radiates light Can harden	Radiates light	Radiates light Can destroy astral bodies
Infernal iron	Sheds dim light Protects from cold Attracts heat	Sheds dim light Releases hellfire when struck	Sheds dim light Sends the souls of the slain to the River Styx
Mithral	Removes disadvantage on Dexterity (Stealth) checks	-	Becomes much lighter
Morghuth iron	-	-	Poisons target
Principium	Various lawful effects	Easily equipped	Deals average damage
Solarian truesteel	Sheds bright light Restores its wearer	Shines bright light	Sheds bright light Counts as magical and silvered
Starmetal	Can't be destroyed Critical hit immunity Protects from force	Can't be destroyed Makes wielder hard to move	Can't be destroyed Counts as magical and adamantine Critical hits deal force damage
<i>Organic Materials</i>			
Bronzewood	Can be used for any armor	Weights half as much	Can be used for any weapon
Death's gaze lichen	Glow in the dark	Glow in the dark	-
Dendritic	Bonus protection Regenerates itself	-	-
Draconic remains	Protection from dragons Various other effects	Protection from dragons AC bonus	Attack and damage bonus Additional elemental damage
Gulthias wood	-	Corrupts nature Covers attackers in evil blood	Corrupts nature Counts as magical Creates kinship with blights
Moon-ivy	Regrows each night Attunes wearer to nature	-	-
Serren	-	Protection from possession	Bane to incorporeal creatures
Weirwood	-	Glow in the dark	Glow in the dark
Zalantar	-	Glow when undead are near	Glow when undead are near

COMPOUND MATERIALS

Compounds crafted by combining several other minerals into one coherent material.

ADAMANTINE

Adamantine is one of the hardest substances in existence, forged by combining adamant, silver, and electrum. The secret to creating adamantine is closely guarded by dwarven artisans and only a select few outside of their ranks know its secrets.

Color. Adamantine is black in color, though it reflects shades of green in candlelight and purple-white hues in magic light.

Properties. Adamantine is neither magical nor magnetic.

Usable For. Adamantine can be used to craft ammunition, armor, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an adamantine item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Adamantine is a laborious material.

ADAMANTINE ARMOR

While wearing adamantine armor, any critical hit against you becomes a normal hit.

ADAMANTINE WEAPONS AND AMMUNITION

When using an adamantine weapon or ammunition, you can score critical hit as normal against targets protected by adamantine armor. Against targets not protected by adamantine armor, your critical hit range instead increases by 1. For example, if you would normally score a critical hit on a roll of 20, you instead score a critical hit on a roll of 19 or 20.

BLOODSTEEL

Bloodsteel is toxic to orcs. It was created centuries ago by the combined efforts of dwarves, elves, and humans to repel an ancient orc empire. The steel turned the war to their favor but was later outlawed and its secrets have long since been forgotten. Still, orcs tell tales of the dreaded bloodsteel to this day, and while a few orcs might flee from whomever wields a bloodsteel weapon, odds are they'll soon gather in larger numbers and set out to destroy the deplorable individual at all costs.

Crafting bloodsteel requires fresh blood given willingly by dwarven, elven, and human mages that is infused into a steel mixture with enchantment magic.

Color. Bloodsteel is a dull, matte gray.

Properties. Bloodsteel is both magical and magnetic.

Usable For. Bloodsteel can be used to craft any weapon or ammunition that is normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft a bloodsteel weapon, you must first learn of its particular requirements for blood. It requires fresh blood given willingly and no older than 1 hour from a dwarven, elven, and human mage capable of casting at least 5th level spells.

BLOODSTEEL WEAPONS AND AMMUNITION

When you hit a humanoid (orc) with a bloodsteel weapon, the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this manner, an orc can't benefit from its Aggressive trait.

EVERBRIGHT

Everbright never gets dirty and always shines as if newly polished. It also can't rust and doesn't dissolve from acid damage or other oxidizing effects.

Everbright is magically imbued steel. The dwarves were the first to discover it through forging experiments by compounding coal, iron, and mercury, infused with various light-creating spells.

Color. Everbright resembles polished steel with an almost mirror-like surface.

Properties. Everbright is neither magical nor magnetic.

Usable For. Everbright can be used to craft any item that is normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an everbright item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets. You must also be able to continually produce a spell that creates light, infusing the spell with the liquid alloy.

Mastery Category. Everbright is a laborious material.

PEARLSTEEL

Objects crafted from pearlsteel function underwater as they would above water. Pearlsteel is created from coal, iron, and rare silvery pearls found on the ocean floor. Aquatic folk use pearlsteel to craft battle axes and other weapons normally unfit for underwater combat.

Color. Pearlsteel resembles shiny steel with a pearl-like blue-white sheen.

Properties. Pearlsteel is neither magical nor magnetic.

Usable For. Pearlsteel can be used to craft weapons and ammunition normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft a pearlsteel item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets. It must also be forged using volcanic vents on the ocean floor, where the pressure allows working the alloy without ruining it.

Mastery Category. Pearlsteel is a laborious material.

PEARLSTEEL WEAPONS AND AMMUNITION

When using a pearlsteel weapon or ammunition in underwater combat, you suffer no detriments regardless of the type of weapon or ammunition. When using a pearlsteel weapon or ammunition in combat out of water, the weapon or ammunition deals half its normal damage, and breaks and is destroyed the first time it hits anything.

TELSTANG

While an object crafted from telstang touches your bare skin, you have advantage on saving throws against transmutation spells and you can't willingly be affected by them, whether cast by yourself or another.

Telstang is a compound of copper, mithral, platinum, and silver. It is incredibly brittle and easily destroyed. For this reason, it is never used to craft arms or armor. It is, however, commonly used to craft fine jewelry or holy symbols. Only the finest gnome artisans know the secrets of creating telstang.

Color. A beautiful, matte silver.

Properties. Telstang is neither magical nor magnetic, but it is very fragile. If you suffer a critical strike, or you take 10 or more damage from falling while a telstang item is in your possession, it breaks and loses any benefits it would bestow upon a wearer. It can be repaired by spending 8 hours working a forge with smith's tools in hand. The item itself is un-

affected by the *mending* spell.

Usable For. Telstang can be used to craft jewelry and other small objects.

Price. An object crafted from telstang costs 2,500 gp for each 1 lb it weighs + its regular cost. An object weighing less than 1 lb, costs its regular cost + 1,000 gp.

Special Crafting Requirements. In order to craft a telstang item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Telstang is a toilsome material.

THINAUN

Thinaun is an eerie alloy that absorbs the soul of any humanoid in contact with it upon death. To release a soul trapped in thinaun, the object must either be destroyed or another creature must be contact with it as it dies, causing its soul to be trapped instead.

If a creature casts a spell that restores another creature to life while holding a thinaun object containing its soul, both the casting time and the gold value of any material components required is halved, as the creature's soul is in hand. A creature can't otherwise be resurrected or move on to the afterlife while its soul is trapped in thinaun.

The use of thinaun is often frowned upon and outlawed in many regions. Still, its use continues and the most famed thinaun-user is no doubt Belkia the Grim, a tiefling bounty hunter, greatly feared because of the thinaun-forged bullets

she fires from her firearms. Upon completion of a job, she delivers the killing bullet containing her quarry's soul to the client for eternal safekeeping.

Thinaun is crafted by compounding coal, iron, and blackmort, a mineral found only in the Deep Shadow (the Shadowfell's reflection of the Underdark). It is commonly mined by soulless undead who can work the mineral without fear.

Color. Completely black and glittering lifelessly.

Properties. Thinaun is magical but not magnetic.

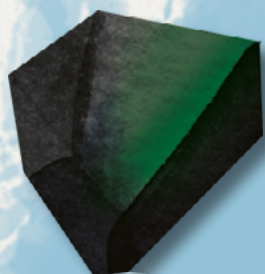
Usable For. Thinaun is only usable for ammunition and melee weapons as it has no protective qualities. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an item from thinaun, you must have a formula for it and control a soulless undead to perform the crafting for you. As it is heated, thinaun can spontaneously absorb the soul of any living creature near it, killing them instantly. A necromancer and master blacksmith familiar with the secrets of thinaun might also be able to craft it with you.

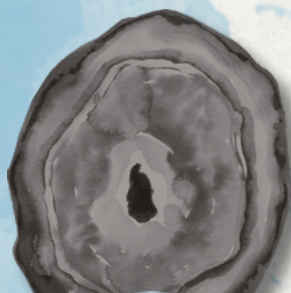
Mastery Category. Thinaun is a hellacious material.

THINAUN WEAPONS AND AMMUNITION

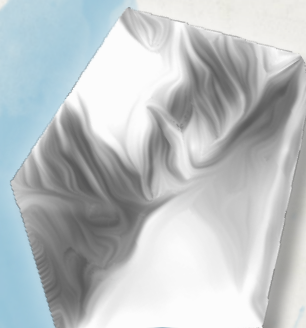
A creature slain with this weapon or ammunition has its soul absorbed by it. If the weapon or ammunition already contains a soul, its soul is released to the afterlife when it absorbs a new soul. Care must be taken, for if you die while wielding a thinaun weapon, it will indiscriminately absorb your soul as well.



ADAMANTINE



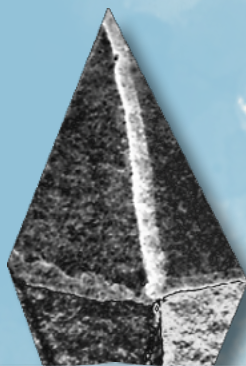
BLOODSTEEL



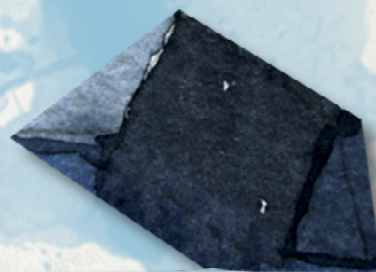
EVERBRIGHT



PEARLSTEEL



TELSTANG



THINAUN

METALS

Metals are pure elements that are mined and then worked as-is.

ARAMBARIUM

Arambarium resembles extremely polished silver that never gets dirty. It is exceptionally rare as it is only mined on the small island of Ithimir Isle in the Sea of Fallen Stars. The genasi who populate the area control the only available mining site and keep its location a closely guarded secret.

Color. Resembles polished silver.

Properties. Arambarium is magical but not magnetic.

Usable For. Arambarium can be used to craft ammunition and melee weapons that are normally crafted using alloy or metal. It can't be used to craft magic items.

Crafting. Crafting arambarium is just like crafting iron.

ARAMBARIUM WEAPONS AND AMMUNITION

When using an arambarium weapon or ammunition the attack counts as magical for the purpose of bypassing damage resistances. In addition, if an effect would cause you to deal acid, cold, fire, or thunder damage with your weapon or ammunition, you deal an additional damage die of that damage type on a hit.

ARANDUR

Arandur is an extremely brittle green-blue streaked metal found in igneous rock that can only be worked by master blacksmiths, lest a valuable batch be ruined. During forging, the metal must be mixed with blood from an ancient blue or red dragon in order to harden.

An item forged from arandur never takes damage and can't be destroyed, making it immune to effects such as a gray ooze's Corrode Metal trait or a *disintegrate* spell.

Color. After forging, the metal radiates with green reflections from its silver-blue surface.

Properties. Arandur is magical but not magnetic.

Usable For. Arandur can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an arandur item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Arandur is a hellacious material.

ASTRAL DRIFTMETAL

Astral driftmetal is exceptionally rare and can only be mined on "islands" floating in the Astral Plane. The githyanki first discovered the metal but discontinued working it for other minerals better suited to their needs.

When on the Ethereal or Material Planes, an item forged from astral driftmetal exists on the other plane as well. Incorporeal and other creatures that can move through creatures and objects can't move through an object made of astral driftmetal.

Color. The metal is a gleaming, silvery cyan when on the Ethereal or Material Planes, and a dull gray with moving streaks of blue and green on other planes of existence.

Properties. Astral driftmetal is magical but not magnetic.

Usable For. Astral driftmetal can be used to craft breastplate, half plate, ring mail, and plate, as it isn't malleable enough for armor requiring fine crafting, though it can also be used for shields. It can't be used to craft magic items.

Crafting. The technique required for crafting astral driftmetal is just like crafting iron, though it takes much more work and is much less malleable even at extreme temperatures.

AURORUM

Aurorum is found only beneath the black ice in Ocanthus, the fourth layer of Acheron. Being an extremely inhospitable environment, few ever venture there and even fewer know this to be the source of aurorum. The modrons are seemingly the only ones who know, having erected a mining colony at the Death of Memory (an icy black barrier formed by the frozen waters of the River Styx encasing all of Ocanthus).

Strangely, this metal of renewal is found in a location that is commonly associated with finality, for aurorum can always reform itself. If an object made of aurorum is damaged, it mends itself and becomes whole again at the start of your next turn. If it is broken, a creature can use an action to reattach a broken part, which will then instantly become part of the whole again.

Color. Resembles luminous steel that gleams with varying hues of indigo and pink.

Properties. Aurorum is magical but not magnetic.

Usable For. Aurorum can be used to craft ammunition, armor, shields, and weapons that are normally crafted using alloy, metal, or wood. It can't be used to craft magic items.

Special Crafting Requirements. In order to craft an aurorum item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Aurorum is a toilsome material.

BLACK IRON

Black iron is prized for its inherent protection against heat and magic. The duergar were the first to discover black iron and remain among the few who know how to manipulate it—a secret they guard to this day. An object crafted from black iron weighs twice as much as normal.

All effects from black iron are neutralized while in an area affected by the *antimagic field* spell (though its weight remains unchanged).

Color. Black iron is pitch black in color and reflects almost no light.

Properties. Black iron is magnetic but not magical.

Usable For. Black iron can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft a black iron item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets. You also need a forge that draws its heat from dragon fire or a primordial.

Mastery Category. Black iron is a toilsome material.

BLACK IRON ARMOR

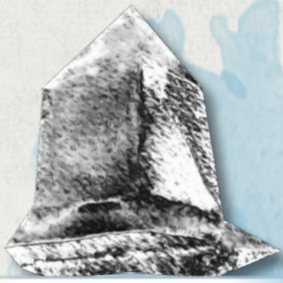
While wearing black iron armor, you gain resistance to fire damage and ignore the effects of extreme heat.

BLACK IRON PLATE

While wearing black iron plate armor that fully encloses you, you gain resistance to fire damage and you have advantage on saving throws against magic that deals damage.

BLACK IRON SHIELDS

While wielding a black iron shield, you take no damage from the *magic missile* spell, and when you are subjected to a magical effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.



ARAMBARIUM



ARANDUR



ASTRAL DRIFTMETAL



AURORUM



BLACK IRON

BLACK IRON WEAPONS AND AMMUNITION

Black iron weapons and ammunition count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

CHAOTIUM

Chaotium contains all elemental forces and is capable of releasing those forces when destroyed, making it an incredibly potent metal. It is, however, also incredibly unpredictable, hard as adamantine one moment and soft as goodberries the next, making it unsuitable for armor and most weapons. The only use it sees and the very reason it is sought after, is for the creation of firearm ammunition. Though there still is some risk involved, with chaotium it matters not whether the bullet in a cartridge is soft or hard.

Chaotium is found only in the Ever-Changing Chaos of Limbo, though it is incredibly hard to mine. One moment it is there, and the next it isn't. Apart from spending centuries looking for a vein, the best means of acquiring chaotium is

by bartering with githzerai who have innumerable strongholds in Limbo.

Color. Chaotium constantly changes its color.

Properties. It is a coinflip whether chaotium is magical or magnetic at any given moment.

Usable For. Chaotium is usable only for creating firearm ammunition. It can't be used to craft magic items.

Crafting. Chaotium isn't crafted into bullets as other metals in the traditional sense, but instead forced to take an appropriate shape through the artisan's sheer will.

CHAOTIUM FIREARM AMMUNITION

When firing a chaotium ammunition from a firearm, you can cause it to deal your choice of acid, cold, fire, lightning, or thunder damage through sheer force of will. Doing so, requires your concentration.

If you roll a 1 on the d20 for a firearm attack made with a chaotium ammunition, roll on the Chaotium Mishap table below to see what happens.

CHAOTIUM MISHAP

d6 Effect

- 1 Flowers bloom from your firearm which can't fire again until you take an action to remove them.
- 2 The ammunition explodes, dealing 1d6 fire damage to you and each creature within 5 feet of you.
- 3 The ammunition turns into thick smoke, filling a 5-foot-radius space centered on you with a cloud of smoke until the start of your next turn. The area is heavily obscured.
- 4 The ammunition evaporates in a flash of lightning and releases a boom that can be heard up to a mile away. The resulting shockwave knocks you prone.
- 5 The ammunition instantly drops to freezing temperatures that affect your firearm, forcing you to drop it.
- 6 The ammunition turns into gold that falls down harmlessly next to you. The gold can be picked up and is the equivalent of 1 gp.

If you roll a 20 on the d20 for a firearm attack made with a chaotium ammunition, roll on the Chaotium Wonder table below to see what happens.

CHAOTIUM WONDER

d6 Effect

- 1 The target is transformed into smoke until the end of its next turn. For the duration, it is immune to all damage, it can't take actions or reactions, and it spends its next turn doing nothing.
- 2 A thundering boom is released from within the target, causing it to be deafened and unable to speak until the end of its next turn. The boom can be heard up to a mile away.
- 3 Gravity changes for the target for a brief moment, causing it to fall 30 feet in a random direction.
- 4 The target is covered in a thick sheet of ice until the end of its next turn. For the duration, the target is blinded and drops prone if it moves more than half its walking speed.
- 5 Vines sprout around the target, causing it to be grappled until the end of its next turn (escape DC 15).
- 6 The target is turned inside-out until the end of its next turn, leaving it stunned for the duration.

COLD IRON

Cold iron is prized for its inherent efficiency against fey. Its name is derived from the fact that the iron is worked at much lower temperatures than regular iron in order to not ruin the iron's special properties. It is most commonly found deep underground beneath mountains.

If a fey wields or wears an object made from cold iron, it has disadvantage on ability checks, attack rolls, and saving throws.

Color. Cold iron resembles regular iron.

Properties. Cold iron is magnetic but not magical.

Usable For. Cold iron can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft a cold iron item, you must have a piece of ore large enough for the item you wish to craft as cold iron loses its properties if melted. You also need a specially built forge that can operate at the required temperatures, and one set of smith's tools for every 200 gp worth of materials you craft, as the process quickly sunders the tools.

COLD IRON ARMOR

While wearing cold iron armor, your AC increases by 1 against attacks made by fey.

COLD IRON PLATE

While wearing plate armor that fully encloses you, your AC increases by 1 against attacks made by fey and you have advantage on saving throws made to resist charm effects by fey.

COLD IRON SHIELDS

A cold iron shield's AC bonus increases by 1 against attacks made by fey.

COLD IRON WEAPONS AND AMMUNITION

Cold iron weapons and ammunition ignore any damage resistances a fey has.

FERROPLASM

Similar to astral driftmetal, ferroplasm is mined on floating "islands" in the Astral Plane. This metal was also discovered by the githyanki but contrary to astral driftmetal, they still mine all the ferroplasm they can find. In fact, they continuously prospect and mine every inch of ore they can before moving on. Finding minable ferroplasm is thus not just extremely difficult but also contested.

An item crafted from ferroplasm behaves much like a glob of goo, highly malleable but remaining coherent regardless of how much it is pulled at, and its special features dormant. Once touched by a creature with psionic abilities, however, it instantly takes the shape it was forged into and its features are awoken.

Color. Ferroplasm resembles shiny silver in the hands of a creature with psionic powers. By concentrating, such a creature can cause any ferroplasm items it touches to radiate bright, violet light out to a radius of 10 feet and dim light for an additional 10 feet. In its dormant state, ferroplasm resembles violet-streaked mercury that takes on odd shapes.

Properties. Ferroplasm is psionic, but neither magical nor magnetic.

Usable For. Ferroplasm can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can't be used to craft magic items.

Special Crafting Requirements. In order to craft an item from ferroplasm, you must have psionic powers. You must also have a formula for it or be instructed by a master black-

smith familiar with its secrets.

Mastery Category. Ferroplasm is a toilsome material.

FERROPLASM ARMOR

If you have Psionic Energy dice, you can expend one such die as a reaction when a creature scores a critical hit against you while wearing this armor. When you do so, the armor hardens and the critical hit instead becomes a normal hit.

FERROPLASM SHIELDS

While wielding a ferroplasm shield, you gain a +1 bonus on saving throws against harmful psionics and effects that deal psychic damage.

FERROPLASM WEAPONS AND AMMUNITION

If you have Psionic Energy dice and you hit a creature with this weapon or ammunition, you can expend one such die and add it to the damage roll as psychic damage.

If the weapon deals slashing damage and you score a critical hit against a target in an astral body (as with the *astral projection* spell), you can sever the silvery cord that tethers the target to its material body, instead of dealing damage.

INFERNAL IRON

Infernal iron is mined only in the Nine Hells. Any object crafted from infernal iron sheds dim light in a 5-foot-radius and is always lukewarm to the touch.

Color. Infernal iron resembles regular iron but is traced with veins of gleaming hellfire.

Properties. Infernal iron is both magical and magnetic.

Usable For. Infernal iron can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an item from infernal iron, you must use a forge heated with hellfire. The infernal forges of the Nine Hells all fulfill this criteria, but using one without being swarmed by infernal legions might prove difficult without exceptional diplomacy - or striking a deal.

INFERNAL IRON ARMOR

While wearing infernal iron armor, you gain resistance to cold damage but become vulnerable to fire damage.

INFERNAL IRON PLATE

While wearing infernal iron plate armor that fully encloses you, you gain resistance to cold damage but become vulnerable to fire damage. You can also see in darkness, both magical and mundane, out to a radius of 120 feet.

INFERNAL IRON SHIELDS

While you wield an infernal iron shield, if a creature misses you with a melee attack that would have hit you if not for the shield's AC bonus, the shield absorbs the blow and releases a wave of hellfire, causing both you and the attacker to take 1d6 fire damage. This damage ignores resistances.

INFERNAL IRON WEAPONS AND AMMUNITION

Any humanoid killed by an attack made with such a weapon or ammunition has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil.

MITHRAL

Mithral is as hard as steel, but much lighter and more flexible. All known mithral deposits are mined by dwarves.

Color. Mithral ore is a silvery black, but once forged it resembles shiny silver with a blue gleam.

Properties. Mithral is magic but not magnetic.

Usable For. Mithral can be used to craft ammunition, armor, and weapons that are normally crafted using alloy or

metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft a mithral item, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Mithral is a laborious material.

MITHRAL ARMOR

While wearing mithral armor, you don't suffer disadvantage on Dexterity (Stealth) checks, even if the armor would normally impose disadvantage.

MITHRAL LIGHT WEAPONS

A weapon with the Light property weighs nothing if crafted with mithral. The weapon's cost equals its regular cost + 1,500 gp.

MITHRAL HEAVY WEAPONS

A weapon with the Heavy property loses the Heavy property if crafted with mithral. The weapon's cost equals its regular cost + 4,000 gp.

OTHER MITHRAL WEAPONS

A weapon with neither the Light nor the Heavy property gains the Light property if crafted with mithral. The weapon's cost equals its regular cost + 3,000 gp.

MITHRAL AMMUNITION

Mithral ammunition can be fired out to the long range of the weapon it is fired from without suffering disadvantage. The cost of ammunition crafted with mithral equals its regular cost + 75 gp per piece of ammunition.

MORGHUTH IRON

Morghuth iron is found exclusively within the deepest caverns of Gehenna and mined primarily by yugoloths.

Though a poor metal in comparison to iron, morghuth iron has a few unique qualities that can still make it attractive for crafting. Even after forging, the metal shifts ever so slightly, attracted by rocky terrain which it tries to cling to. Morghuth iron is also extremely poisonous.

Color. Morghuth iron is a matte crimson bright in color, producing faint green smoke.

Properties. Morghuth iron is magical but not magnetic.

Usable For. Morghuth iron can be used to craft ammunition, armor, and weapons that are normally crafted using alloy or metal. It can't be used to craft magic items.

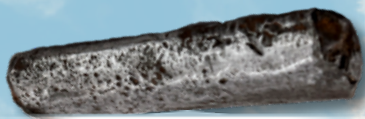
Special Crafting Requirements. Forging morghuth iron continually releases toxic vapors, forcing you to take breaks unless you find another solution. It is most often crafted in the plane of Pandemonium where the howling winds carry the vapors away harmlessly. If a solution isn't found, it takes five times as long as normal to craft morghuth iron.

MORGHUTH IRON ARMOR

While wearing morghuth iron armor, you are poisoned but gain immunity to all other sources of poison. You also gain advantage on ability checks made to climb in rocky terrain.

MORGHUTH IRON WEAPONS AND AMMUNITION

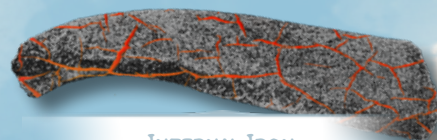
On a hit, morghuth iron weapons and ammunition deal half as much damage as normal and the damage is poison instead of weapon damage. A creature struck must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If it fails the saving throw by 5 or more, its Dexterity score is also reduced by 1d4 while it remains poisoned in this manner.



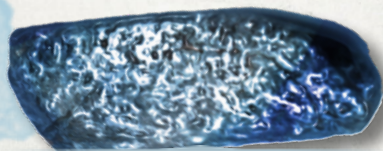
COLD IRON



FERROPLASM



INFERNAL IRON



MITHRAL



MORGHUTH IRON

PRINCIPIUM

Principium is found only on Mechanus where it is used to forge the finest and most intricate clockwork creations. Since Primus has decreed that principium is to be used only by modrons, very little of the metal ever finds its way to other planes of existence. In fact, the only way anyone has ever gotten their hands on principium, is via violent incursions into Mechanus (most of which end badly) or by robbing a rogue modron who happened to carry some.

Color. In its unworked form, it appears only in copper-colored polyhedrons, but after forging it, only the telltale low hum it creates makes it possible to distinguish principium from copper.

Properties. Principium is magical but not magnetic.

Usable For. Principium can be used to craft ammunition, armor, shields, and weapons that are normally crafted using alloy or metal. It is, however, most commonly used for clockwork creations and intricate mechanisms. It can be used to craft magic items.

Crafting. While difficult to acquire, principium almost forges itself. It takes half the normal time to craft anything using principium.

PRINCIPIUM ARMOR

While wearing principium armor, you are immune to the charmed condition. You can also always tell time, you can't lie, and your alignment changes to lawful neutral.

PRINCIPIUM SHIELDS

Principium shields want to fulfill their purpose and assist as best they can. Once on each of your turns, you can don or doff a principium shield without using an action.

PRINCIPIUM WEAPONS AND AMMUNITION

Principium weapons and ammunition always deal average damage.

SOLARIAN TRUESTEEL

Objects created from solarian truesteel shed bright light in a 5-foot radius and dim light for an additional 5 feet. Fiends find the light disconcerting and make ability checks with disadvantage while in the bright light.

Many of the mortal races simply refer to solarian truesteel as celestial steel. Its actual name is derived from Solania, the fourth layer of Mount Celestia and the only place where the metal is found. Though referred to as steel, solarian truesteel is in fact more akin to iron as it is a true metal and not an alloy. Many angelic weapons are crafted from solarian truesteel and only those who embody perfect goodness and truth could ever hope to be allowed to put their hands on this metal.

Color. The metal constantly switches between hues of blue and green and emits a divine, white light.

Properties. Solarian truesteel is magical but not magnetic.

Usable For. Solarian truesteel can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an item from solarian truesteel, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets. You also need a celestial forge on Chronias, the seventh and final layer of Mount Celestia. Here, a celestial forge draws its heat from the divine light generated by the plane itself.

Mastery Category. Solarian truesteel is a hellacious material.

SOLARIAN TRUESTEEL ARMOR

While wearing solarian truesteel armor, you are affected by the *lesser restoration* spell at the end of every hour.

SOLARIAN TRUESTEEL PLATE

While wearing solarian truesteel plate armor that fully encloses you, you are affected by the *lesser restoration* spell at the end of every hour and you gain resistance to necrotic and radiant damage.

SOLARIAN TRUESTEEL SHIELDS

As a bonus action, you can intensify the light of a solarian truesteel shield you are wielding, causing it to shed bright light in a 15-foot radius and dim light for an additional 15 feet, or reduce its glow to its normal intensity.

SOLARIAN TRUESTEEL WEAPONS AND AMMUNITION

Solarian truesteel weapons and ammunition count as magical and silver for the purpose of overcoming resistance and immunity to nonmagical and nonsilvered attacks and damage.

STARMETAL

An item forged from starmetal never takes damage and can't be destroyed, making it immune to effects such as a gray ooze's Corrode Metal trait or a *disintegrate* spell.

In all likelihood the rarest of all metals, starmetal is mined from meteorites. Countless batches have been ruined attempting to work this alien metal, resulting in only very few ever mastering it.

Color. In its unworked form as starfall ore, it is a matte, dark gray. Once forged, the metal blackens but pulsates with streaks of cyan or white light.

Properties. Starmetal is magical but not magnetic.

Usable For. Starmetal can be used to craft ammunition, armor, shields, and melee weapons that are normally crafted using alloy or metal. It can be used to craft magic items.

Price. Starmetal is incredibly expensive. An object crafted from starmetal costs 10,000 gp for each 1 lb it weighs + its regular cost.

Special Crafting Requirements. In order to craft an item from starmetal, you must have a formula for it or be instructed by a master blacksmith familiar with its secrets.

Mastery Category. Starmetal is a hellacious material.

STARMETAL ARMOR

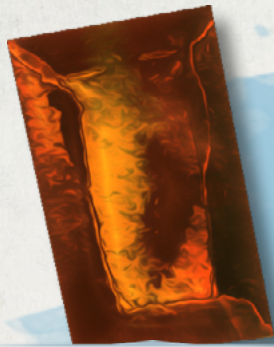
While wearing starmetal armor, any critical hit against you becomes a normal hit and you have resistance against force damage.

STARMETAL SHIELDS

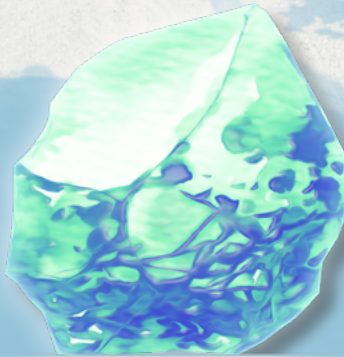
If you are subjected to an effect that would move you, knock you prone, or both, while wielding a starmetal shield, you can use your reaction to be neither moved nor knocked prone.

STARMETAL WEAPONS AND AMMUNITION

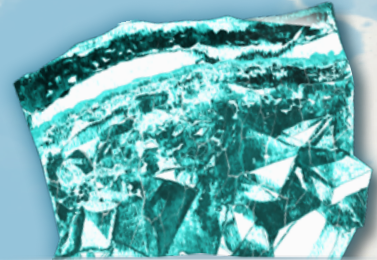
Starmetal weapons and ammunition count as magical and adamantite for the purpose of overcoming resistance and immunity to nonmagical and nonadamantine attacks and damage. On a critical hit, the damage dealt becomes force damage.



PRINCIPIUM



SOLARIAN TRUESTEEL



STARMETAL

ORGANIC MATERIALS

Organic material is pure living matter such as from creatures or plants.

BRONZEWOOD

Bronzewood trees are lightweight and hard as steel, while their leaves are akin to treated leather, making them exceptional for crafting almost anything. This sought-after wood is found in Chult, in the Feywild, and in the Beastlands. It remains unknown where it originates and how it can be naturally occurring in three such vastly different locales. All attempts made at planting bronzewood trees elsewhere have so far failed.

Color. Much like the name suggests, bronzewood is bronze-colored. It even has reflective properties but retains a wooden texture.

Properties. Bronzewood is neither flammable nor magical.

Usable For. Bronzewood can be used to craft almost any rigid item, while its leaves can be used to craft almost any flexible item.

Special Crafting Requirements. Working bronzewood is comparable to working unheated steel. As such, it takes ten times longer than normal crafting an item from bronzewood. Furthermore, you expend one set of smith's tools and woodcarver's tools for every 200 gp worth of materials you craft, as the process quickly sunders the tools.

BRONZEWOOD ARMOR

Any armor normally crafted using alloys or metals can be crafted using bronzewood. The resulting armor weighs half as much as normal.

BRONZEWOOD LEAF-WEAVE ARMOR

Any armor normally crafted using hide or leather can be crafted using bronzewood leaves.

BRONZEWOOD SHIELDS

Shields crafted from bronzewood weigh half as much as normal.

BRONZEWOOD WEAPONS AND AMMUNITION

Weapons and ammunition crafted from bronzewood weigh half as much as normal.

DEATH'S GAZE LICHEN

This lichen was named for the phosphorescent, spherical growths that sprout from it. Though its nature is obvious in bright light, the growths resemble glowing eyes in dim light and darkness, producing a menacing look.

Death's gaze lichen originates in the Feywild but is also found in the Underdark. Though their age of prosperity has long since passed, the fomorians have mastered the crafting of death's gaze lichen after centuries of trial and error. Whether the fomorians were motivated by their hatred of the fey, a wish to don a more menacing look, or just to have something fitting to wear besides scraps of clothing is anyone's guess.

Death's gaze lichen grows slowly, requiring decades to produce enough to craft anything from it. When it has suited them, fomorians have been known to craft items from death's gaze lichen for others.

Color. Most of the lichen is dark brown or gray with shades of blue and cyan, while the spherical growths glow a luminescent yellow around a black center.

Properties. Death's gaze lichen is neither magical nor flammable.

Usable For. Death's gaze lichen can be used to craft armor and shields normally crafted using wood or iron. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an item from death's gaze lichen, you must be instructed by a fomorian fungalsmith familiar with its secrets.

Mastery Category. Death's gaze lichen is a laborious material.

DENDRITIC

Dendritic armor is tailored from seed crystals that are grown deep underground by dwarven master armorsmiths. It isn't forged, however, but placed perfectly on its intended wearer, then socketed together to create a suit of armor that leaves only minuscule gaps for airflow.

Color. Hues of pink. Long streaks of pink light reflect from it when in bright light.

Properties. Dendritic is neither flammable, magical, or magnetic.

Usable For. Dendritic is only suitable for crafting armor that fully encloses around a wearer, making plate the ideal armor type. It can't be used to craft magic items.

Special Crafting Requirements. You can't craft dendritic armor for yourself, only for another who must remain completely still during the tailoring. In order to craft a dendritic armor on another, you must have a formula for it or be instructed by a master armorsmith familiar with its secrets. Regardless of its cost, it takes 8 hours of work to harvest and tailor the crystal as armor (the time is doubled for each size category above Medium and halved for each size category below).

Mastery Category. Dendritic is a toilsome material.

DENDRITIC PLATE

While wearing this armor, you gain a +2 bonus to AC. Provided the armor isn't completely destroyed, any damage it has suffered is repaired whenever you finish a long rest, as the crystals continually regrow themselves into their tailored shape. Regardless of the roll on a Dexterity (Stealth) check, creatures with sight can see you while wearing this armor in bright light, as its gleam makes your position obvious even behind cover.

In order to doff the armor, you must break it with a successful DC 20 Strength check. If you completely remove every piece of the armor, you can't reattach it later, but even a small piece left on you will regrow if given time. While complete, dendritic plate weighs 80 lb.

DRACONIC REMAINS

The remains of a true dragon can be used for a multitude of crafting endeavors depending on which part is used.

ARMOR

Regardless of the type of armor you craft from draconic parts, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons.

Dragon Bone Plate. While dragon bones are hollow, they are as hard as steel. Only half plate or plate can be crafted from dragon bone, weighing a quarter of its normal weight. While wearing such armor, you also gain a +1 bonus to AC and you take half damage from falling. Dragon bone plate costs twenty times the regular price.

Dragonhide Armor. Armor crafted from a dragon's scaleless skin is called dragonhide armor. Hide, chain shirt, breastplate, ring mail, chain mail, and splint can all be crafted using dragonhide, which weighs half as much as normal. Regardless of what armor is crafted, it has no Strength requirement and doesn't impose disadvantage on Dexterity (Stealth) checks while worn. Dragonhide armor costs fifteen times the regular price.

Dragon Scale Mail. Dragon scale mail is made of the scales of one kind of dragon. While wearing such armor, you also gain a +1 bonus to AC, and you have resistance to one damage type that is determined by the kind of a dragon that provided the scales (see the Dragon Damage Correlation table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon of the type of armor within 30 miles of you. This special action can't be used again until the next dawn.

Dragon Scale Mail is magical and requires attunement. It costs anywhere from 5,001 - 50,000 gp, with a crafting value of 35,000gp.

SHIELDS

Wielding a shield crafted from dragon bone grants you a +1 bonus to AC and advantage on saving throws against the breath weapons of dragons. Only Huge or larger dragons can provide bones large enough to craft a dragon bone shield.

WEAPONS AND AMMUNITION

A weapon or piece of ammunition that is normally crafted with metal can also be crafted from dragon claws, horns, spikes, or teeth. What weapons can be crafted depends on the size of the dragon the remains were taken from (see the Draconic Weapons table). The table also shows the crafting value of each type of weapon you can craft.

DRACONIC WEAPONS

Dragon Size	Weapons	Price
Medium	Ammunition Melee weapons with the light property	x10
Large	Weapons that lack the light, two-handed, and versatile properties	x20
Huge	Versatile weapons	x30
Gargantuan	Two-handed melee weapons	x40

You gain a +1 bonus to attack rolls and damage rolls you make with such a weapon or piece of ammunition, and once on each of your turns, when you hit a target, the weapon or ammunition deals an additional die of damage. The type of this damage is determined by the kind of a dragon that provided the material (see the Dragon Damage Correlation table).

DRAAGON DAMAGE CORRELATION

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

GULTHIAS WOOD

Items crafted from gulthias wood are spongy, ooze blood, and radiate pure evil. Beasts are visibly uncomfortable while within 30 feet of such an item and nonmagical plants wither if within 30 feet of the item for more than one hour.

Gulthias trees are evil, warped by vampiric corruption. They are extremely rare, as they are cut down as soon as they are discovered, and there are never more than one at any given location. Blights are spawned from Gulthias trees and exist solely to protect it and spread its corruption.

If an item crafted from gulthias wood is broken or burned to ashes, its wood releases a terrible, inhuman scream that can be heard out to a range of 300 feet. Blights that can hear the scream immediately wither and die.

Color. Gulthias wood is black but oozes with blood.

Properties. Gulthias wood is flammable but not magical.

Usable For. Gulthias wood can be used to craft shields and weapons normally crafted using wood. It can be used to craft magic items.

Special Crafting Requirements. While relatively easy to use for crafting in theory, it proves more difficult in practice. The wood's evil is so pervasive, that anybody who partakes in the crafting of a Gulthias wood item must succeed on a DC 12 Wisdom saving throw at the start of each workday or be afflicted with short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

GULTHIAS WOOD SHIELDS

While wielding a Gulthias wood shield, melee attacks against you that score a critical hit cause the shield to violently secrete blood. If the attacker is within 5 feet of you, they are covered in corrupted blood and must succeed on a DC 12 Wisdom saving throw or be afflicted with short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

GULTHIAS WOOD WEAPONS

Weapons of Gulthias wood require attunement and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. While attuned to such a weapon, blights and other evil plant creatures don't regard you as hostile unless you harm them.

MOON-IVY

Moon-ivy is used to craft immaculate, magical armor that is unmatched in comfort and perfectly suited for guerrilla warfare. Once harvested and crafted into armor, the result

resembles a wreath more than actual armor. If worn around the neck for 4 hours in the moonlight, a flexible and tight-fitting suit of moon-ivy leaves grow over the wearer's body and functions like armor for 20 hours.

Moon-ivy grows only in the forests of Bruxenos, the second layer of Arcadia. It blossoms when Arcadia's Orb of Night and Day touches it with moonlight and withers away within a few hours once touched by daylight.

Color. Moon-ivy is shades of green, but shows metallic reflections when in direct sunlight.

Properties. Moon-ivy is magical but not flammable.

Usable For. Moon-ivy can be used to craft armor normally crafted using hide or leather. It can be used to craft magic items.

Special Crafting Requirements. In order to craft an item from moon-ivy, you must have a formula for it or be instructed by a master botanist familiar with its secrets.

Mastery Category. Moon-ivy is a toilsome material.

MOON-IVY ARMOR

While wearing moon-ivy armor or a moon-ivy wreath, you suffer no detriments from sleeping in armor. While sleeping outside in moonlight, you sleep as comfortably as in any bed, provided there are no extreme weather effects.

If you wear moon-ivy armor and travel through heavy vegetation, the armor adopts the smell of your surroundings, leaving no scent behind to track you with.



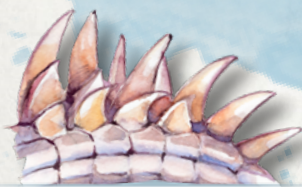
BRONZEWOOD



DEATH'S GAZE LICHEN



DENDRITIC



DRAGON SCALES AND SPIKES



GULTHIAS WOOD



MOON-IVY

SERREN

When on the Ethereal or Material Planes, an item forged from serren exists on the other plane as well. Incorporeal and other creatures that can move through creatures and objects can't move through an object made of serren.

Serren trees inhabit nature spirits and are only found deep within the lush forests of Arvandor, the uppermost layer of Arborea and home to the Elven pantheon. Felling a serren tree would both remove its spiritual energies (causing it to lose its special properties), and incur the wrath of the spirits and the local populace. For these reasons, serren is never harvested. Instead, one must wait for a tree to gift a branch. A branch that falls off a serren tree retains its properties and can be fashioned into a wooden weapon. During crafting, the wood even seems to assist, bending and shaping itself ever so slightly to create aesthetically pleasing shapes and an impossibly smooth surface.

Color. The wood resembles mahogany with a dark, reddish brown but sparkles with light in direct sunlight.

Properties. Serren is neither flammable nor magical.

Usable For. Serren can be used to craft shields and weapons normally crafted using wood. It can be used to craft magic items.

Crafting. The technique required for crafting serren is easier than any other wood, halving the time it takes to craft an item.

SERREN SHIELDS

While wielding a serren shield, you can't be possessed.

SERREN WEAPONS

Attacks made with this weapon, ignore any damage resistances and immunities an incorporeal creature has. If the weapon is a ranged weapon, it confers this property to ammunition fired with it only if the ammunition is at least partially made from wood.

WEIRWOOD

Items crafted from weirwood absorb light, shining bright light when in dim light or darkness. The duration of this light is equal to the amount of time the wood has been in bright light, shining bright light out to a radius of 10 feet and dim light for an additional 10 feet.

Weirwood is very sought after for the crafting of instruments which produce a heavenly sound. However, weirwood is very rare, found only in Faerûn, and is highly regarded by the denizens of the forest, including druids, dryads, fey, and treants, who protect the trees with their lives.

Color. Weirwood looks almost black when in bright light but shines with a silvery glow when in dim light or darkness.

Properties. Weirwood is neither flammable nor magical.

Usable For. Weirwood can be used to craft any item normally crafted using wood. It can be used to craft magic items.

WEIRWOOD INSTRUMENTS

You gain a +1 bonus to Charisma (Performance) checks made using an instrument crafted from weirwood.

ZALANTAR

An item crafted from zalantar gleams faintly when undead are within 60 feet of it. This beautiful and durable wood is very popular for the crafting of rods, staves, and wands. It grows plentiful along the southern shores of Faerûn but is most abundant along Chultean shores.

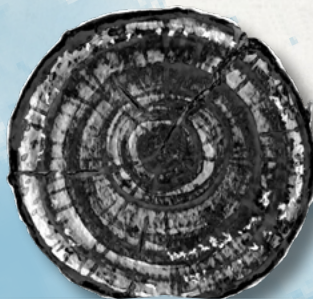
Color. Zalantar is completely black and is often nicknamed "darkwood" or, less frequently, "blackwood." When undead are near, the faint gleam is of mauve color.

Properties. Zalantar is magical but not flammable.

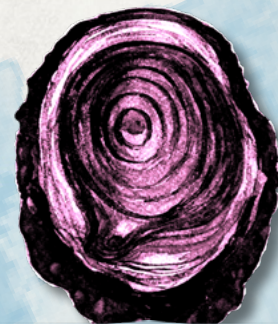
Usable For. Zalantar can be used to craft any item normally crafted using wood. It is very popular in the creation of magic items.



SERREN



WEIRWOOD



ZALANTAR

PART 7: SIEGE ENGINES

SIEGE ENGINES ARE DESIGNED TO ASSAIL OR DEFEND castles and other walled fortifications, and as such bring their own unique set of properties (see Siege Engine Properties below). Most siege engines don't move around a battlefield on their own; they require creatures to move them, as well as to load, aim, and fire them.

Consider carefully if such devices fit into your campaign. Siege engines are expensive, large, and difficult to move and use. Also consider, whether or not the firing of a siege engine is best done narratively, rather than having one or more characters going through the motions mechanically. If players aren't intimately familiar with the rules and know how to speed up combat, using siege engines can slow down combat immensely.

The siege engines listed here replace the "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide*.

SIEGE ENGINE RULES

This section offers rules for using siege engines in your game. Siege engines are neither melee weapons, ranged weapons, or firearms; they are their own separate category.

SIEGE ENGINE PROFICIENCY

Anyone can use a siege engine but only those proficient in their use can use it effectively. The fighter is proficient with all Huge or smaller siege engines. If a siege engine is loaded, aimed, or fired by a creature without proficiency in its use, saving throws against it are made with advantage, attack rolls with it are made with disadvantage, and it can't fire beyond its normal range.

SIEGE ENGINE ATTACKS

To make an attack with a siege engine, roll a d20 and add the appropriate modifiers of the last creature to take the Fire action for the engine. The appropriate modifiers are the creature's choice of its Strength, Dexterity, Intelligence, or Wisdom modifier plus its proficiency bonus.

RANGE

The distance at which a siege engine is effective is defined by one or two numbers. The first is the engine's normal range in feet, and the second indicates the engine's long range. If an engine shows only one number, it has no long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the siege engine's long range.

LOAD, AIM, AND FIRE

Most siege engines must be loaded and aimed before they can be fired. A siege engine's scores for Load, Aim, and Fire signify how many actions are required for each part of the sequence. A mangonel, for example, requires two actions to load, two actions to aim, and one action to fire. Most creatures would thus take five turns to fire it, while five creatures working in harmony could fire it once on each turn.

SIEGE ENGINE STATISTICS

Each siege engine is represented by certain statistics.

SIZE

A siege engine is either Large, Huge, or Gargantuan. Generally speaking, the larger a siege engine, the more powerful and expensive it is. The Siege Engines table divides all siege engines into these three size categories.

WEIGHT

A siege engine's weight is used to determine how many creatures are required to move it. Some siege engines have wheels or rollers, as outlined in their description, making them easier to move. Such siege engines weigh 1/10 for the purpose of determining how many creatures are required to move it.

ARMOR CLASS

Armor protects a siege engine from harm. A siege engine made mostly of wood usually has an Armor Class (AC) of 15 while a siege engine made mostly of iron has an AC of 19. A wooden siege engine with some metal plating might have an AC of 17.

HIT POINTS

A siege engine's hit points (HP) determines how much damage it can sustain before being destroyed. All siege engines are immune to poison and psychic damage.

SIEGE ENGINE UPGRADES

Some siege engines can be upgraded. The most common upgrade is installing wheels to better move the siege engine (see "Weight" above for its effects). A siege engine's description tells you if it can be upgraded and what the upgrade's cost is in gp.

CRAFTING SIEGE ENGINES

Siege engines are rarely commissioned by folk who aren't regents or generals as most are both expensive and unwieldy, making it either impossible or unfeasible for most to ever purchase one. Furthermore, many engines require a small throng of artisans working for extended periods of time to ever be completed. Depending on location and setting, it may not be possible to find enough artisans for such an endeavor.



SIEGE ENGINE PROPERTIES

Some siege engines have special properties and some of these properties are followed by a number. Such a number signifies an element of that property (outlined in the descriptions below).

Arc. A siege engine with the arc property can hit targets behind cover but can't target anything within a number of feet equal to its Arc score.

Breath. A siege engine with the breath property doesn't require an attack roll and has no long range. Instead, it fires in a cone out to its normal range and requires each creature in the cone to make a Dexterity saving throw. The save DC equals the engine's Breath score. A creature takes half the normal damage on a successful save.

Cover. A creature operating a siege engine with the cover property has total cover from attacks that originate outside it.

Entry. Medium or smaller creatures can use the siege engine to reach the top of walls up to a number of feet in height equal to the engine's Entry score.

Impact. On a hit, each creature within 30 feet of the point of impact must make a Dexterity saving throw. The save DC equals the engine's Impact score. On a failed save, a creature takes half as much damage as the target. On a successful save, a creature takes a quarter as much damage as the target.

Mishap. Whenever you fire a siege engine, roll a d20. If the roll is equal to or lower than the engine's Mishap score, the engine has a mishap. If the engine requires you to make an attack roll when you fire it, use the attack roll to determine if the engine has a mishap. If there is a mishap, roll on the Siege Engine Mishap table to determine what happens.

SIEGE ENGINE MISHAP

d20	Mishap
1	The siege engine explodes and is destroyed. Each creature within 30 feet of it is hurled 30 feet away from the engine in a straight line and must make a DC 20 Constitution saving throw, taking fire damage equal to the engine's damage on a failed save, or half as much on a successful one.
2 - 5	The ammunition is fired harmlessly, spills, or is otherwise wasted as the siege engine jams and takes 75 damage. It requires 3 actions to unjam the engine before it can be loaded anew.
6 - 10	The ammunition is fired harmlessly, spills, or is otherwise wasted as the siege engine jams and takes 50 damage. It requires 2 actions to unjam the engine before it can be loaded anew.
11 - 16	The ammunition is fired harmlessly, spills, or is otherwise wasted as the siege engine jams and takes 25 damage. It requires 1 actions to unjam the engine before it can be loaded anew.
17 - 20	The ammunition is fired harmless, spills, or is otherwise wasted, and the siege engine must be loaded anew.

Skyward. A siege engine with the skyward property attacks with advantage against a creature that is flying.

SPECIAL SIEGE ENGINES

Siege engines with special rules are described here.

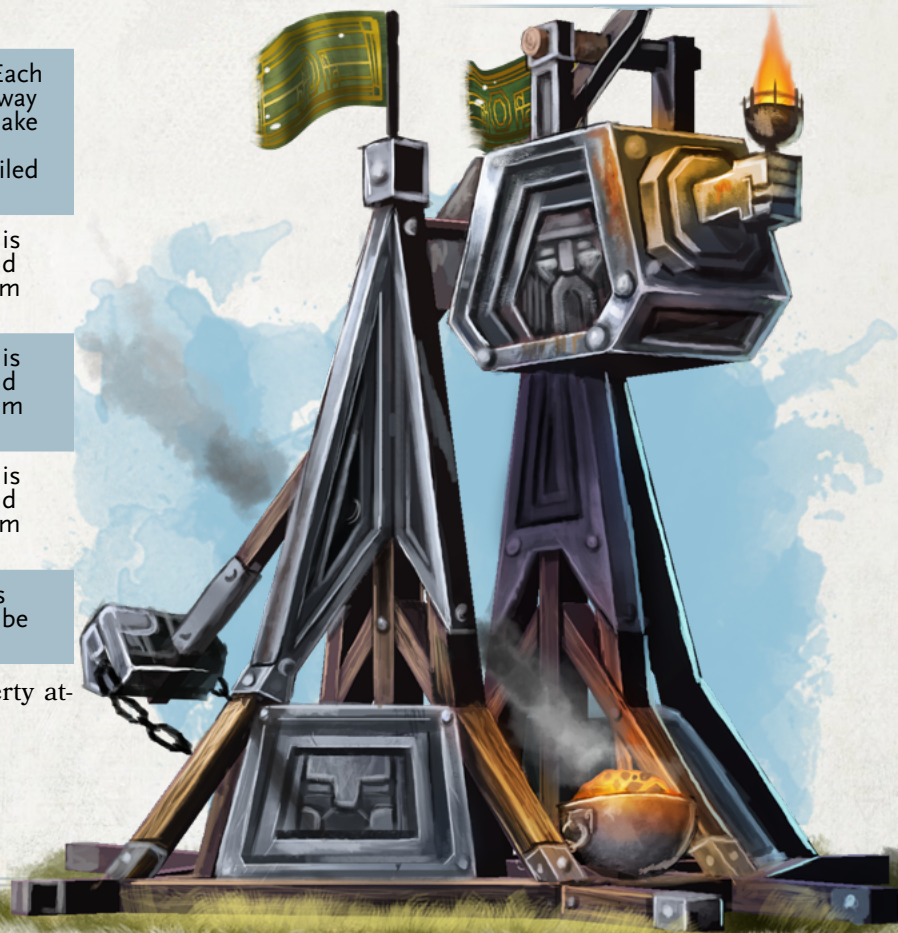
Battering Ram. It takes a minimum of four Medium creatures to operate a ram. Because of the gallery roof, these operators have total cover against attacks from above. The battering ram deals double damage to doors, gates, and similar constructions.

Cauldron. A cauldron can be filled with different liquids to create different effects. Regardless of its contents, the cauldron pours it onto a 10-foot-square area directly below it. Any creature in the area must make a DC 15 Dexterity saving throw. If the contents deal damage, a creature takes full damage on a failed save, or half as much on a successful one. If the contents cause a creature to suffer some other effect, it is affected only if it fails on its saving throw.

EXAMPLE CAULDRON CONTENTS

Contents	Effect
Acid	3d6 acid damage
Boiling Oil	3d6 fire damage
Green Slime (Not usable in sunlight)	A creature is covered in green slime. The creature takes 1d10 acid damage and takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. See "Dungeon Hazards" in Chapter 5 of the <i>Dungeon Master's Guide</i> for more information.

A DWARVEN
TREBUCHET



SIEGE ENGINE DESCRIPTIONS

Each siege engine is described below. Some siege engines can be upgraded for an additional cost. In a campaign without gunpowder, siege engines that require it might instead be arcane devices built by clever gnomes or wizardly engineers.

BALLISTA

A ballista is a massive, stationary crossbow that fires heavy bolts.

Ammunition Cost. Each bolt weighs 5 lb and costs 5 gp.

Upgrade. It costs an additional 500 gp to have a ballista outfitted with wheels.

BATTERING RAM

A ram consists of a movable gallery equipped with a heavy log suspended from two roof beams by chains. Shod in iron, the log is used to batter through doors and barricades.

Upgrade. A battering ram can be outfitted with a ram's head for an additional 500 gp, which increases the damage by 1d10. A ram's head is made of heavy iron in the shape of a ram's head, and fastened to the end of the log.

CANNON

A cannon uses gunpowder to propel heavy balls of cast iron through the air at destructive speeds. A cannon is usually supported in a wooden frame.

Ammunition Cost. Each cannonball weighs 6 lb and costs 5 gp.

Upgrade. It costs an additional 1,000 gp to have the wooden frame outfitted with wheels.

SIEGE ENGINES

Engine	Cost	Weight	AC	HP	Load	Aim	Fire	Range	Damage	Properties
<i>Large Siege Engines</i>										
Ballista	5,000 gp	1,000 lb	15	50	1	1	1	120/480	3d10 piercing	-
Battering Ram	1,500 gp	1,500 lb	15	100	-	-	-	5	3d10 bludgeoning	Special
Cannon	20,000 gp	8,000 lb	19	75	1	1	1	600/2,400	8d10 bludgeoning	Mishap 2
Cauldron	20 gp	100 lb	19	20	3	-	1	-	-	Special
Drake	10,000 gp	10,000 lb	19	50	3	1	2	60	4d10 fire	Breath 15, mishap 1
Mangonel	8,000 gp	2,000 lb	15	100	2	2	1	200/800	5d10 bludgeoning	Arc 60
Mortar	30,000 gp	15,000 lb	19	100	1	1	1	800/3,200	8d10 fire	Arc 120, impact 15, mishap 3
Onager	3,000 gp	1,000 lb	15	50	2	2	1	100/400	3d10 bludgeoning	Arc 30
Scorpion	4,000 gp	600 lb	15	30	1	1	1	80/320	3d6 piercing	-
<i>Huge Siege Engines</i>										
Dragon	80,000 gp	35,000 lb	19	100	4	1	2	120	8d10 fire	Breath 17, mishap 2
Howitzer	50,000 gp	50,000 lb	19	150	3	1	1	1,200/4,800	8d10 fire	Arc 300, impact 17, mishap 3
Sky Tamer	20,000 gp	15,000 lb	15	75	2	1	1	200/800	8d10 piercing	Skyward
Trebuchet	25,000 gp	25,000 lb	15	150	2	2	1	300/1,200	8d10 bludgeoning	Arc 60
<i>Gargantuan Siege Engines</i>										
Doom Cannon	500,000 gp	90,000 lb	19	250	5	5	1	1,500/6,000	24d10 bludgeoning	Arc 600, impact 20, mishap 4
Siege Tower	15,000 gp	50,000 lb	15	200	-	-	-	-	-	Cover, Entry 40
War Breaker	1,000,000 gp	320,000 lb	17	800	-	-	-	-	-	Cover, Entry 120
Warwolf	250,000 gp	60,000 lb	15	200	5	2	1	300/600	16d10 bludgeoning	Arc 100
Wyrm	1,000,000 gp	75,000 lb	19	150	5	1	2	300	16d10 fire	Breath 20, mishap 4

CAULDRON

A cauldron is an iron pot suspended so that it can be tipped easily, spilling its contents. It can hold 10 gallons. Once emptied, a cauldron must be refilled - and its contents must usually be reheated - before it can be used again.

Ammunition Cost. The most common ammunition for a cauldron is oil. 10 gallons of oil weighs 80 lb and costs 8 gp.

DOOM CANNON

A doom cannon is an enormous monstrosity of iron with a 20-foot-long, rifled barrel. It uses gunpowder to propel massive 200-lb-balls of cast iron, nicknamed doom-balls, that devastate anything they hit. Such is the bulk and weight of a doom cannon, that even with wheels it weighs only half its actual weight for the purpose of determining how many creatures are required to move it.

Ammunition Cost. Each doom-ball weighs 200 lb and costs 50 gp.

DRAGON

A dragon is a Huge iron-cast, pressurized container with a nozzle on one side. It often comes in the shape of a dragon head, most commonly that of a red dragon. When fired, it expels 100 lb of alchemist's fire into a cone from its nozzle (often placed inside the mouth if in the shape of a dragon head). A dragon is usually held in place in an iron frame.

Ammunition Cost. 100 lb of alchemist's fire costs 5,000 gp.

Upgrade. It costs an additional 5,000 gp to have the frame outfitted with wheels capable of bearing the load.

DRAKE

Similar to a dragon but much smaller. When fired, it expels 10 lb of alchemist's fire into a cone from its nozzle. A drake is usually held in place in an iron frame.

Ammunition Cost. 10 lb of alchemist's fire costs 500 gp.

Upgrade. It costs an additional 1,000 gp to have the frame outfitted with wheels.

HOWITZER

A howitzer is an oversized cannon placed at an angle. It fires gunpowder-filled shells rather than cannonballs. A howitzer is usually supported in an iron frame.

Ammunition Cost. Each shell weighs 15 lb and costs 500 gp.

Upgrade. It costs an additional 6,000 gp to have the iron frame outfitted with wheels capable of bearing the load.

MANGONEL

A mangonel is a type of catapult that hurls heavy projectiles in a high arc. A mangonel typically hurls a heavy stone, although it can hurl other kinds of projectiles, with different effects.

Ammunition Cost. Each stone fit for firing from a mangonel weighs 12 lb and costs 5 sp.

Upgrade. It costs an additional 500 gp to have the mangonel outfitted with wheels.

MORTAR

A mortar uses gunpowder to launch shells at long distances. A mortar is usually supported in a wooden frame.

Ammunition Cost. Each shell weighs 5 lb and costs 200 gp.

Upgrade. It costs an additional 1,500 gp to have the frame outfitted with wheels.

ONAGER

An onager is a relatively small type of catapult that hurls projectiles in a high arc. An onager is built to hurl stones.

Ammunition Cost. Each stone fit for firing from an onager weighs 4 lb and costs 1 sp.

Upgrade. It costs an additional 500 gp to have the mangonel outfitted with wheels.

SCORPION

A scorpion is a type of smaller ballista that fires javelins.

Ammunition Cost. A javelin weighs 2 lb and costs 5 sp.

Upgrade. It costs an additional 250 gp to have a scorpion outfitted with wheels.

SIEGE TOWER

A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Large wooden wheels or rollers allow the tower to be pushed or pulled by soldiers or beasts.

SKY TAMER

A prodigious ballista designed for defense against dragons. It fires great bolts nicknamed "death needles."

Ammunition Cost. Each bolt weighs 20 lb and costs 10 gp.

Upgrade. It costs an additional 1,000 gp to have the sky tamer outfitted with wheels.

TREBUCHET

A trebuchet is a powerful catapult that throws its payload in a high arc. A trebuchet typically hurls a heavy stone but can launch other kinds of projectiles, such as barrels of oil or sewage, with different effects.

Ammunition Cost. A heavy stone fit for firing from a trebuchet weighs 180 lb and costs 25 gp.

Upgrade. It costs an additional 5,000 gp to have the trebuchet outfitted with wheels.

WAR BREAKER

A war breaker is colossal, armored siege tower standing on 15-foot-diameter wheels. The tower is 65 feet on a side at the base, 50 feet on a side at the top, and 130 feet tall, divided evenly among 10 floors. The floors are connected by two sets of wooden stairs; one in each side. The front-most wall of each floor is a gangplank that can be dropped down, allowing soldiers inside to swarm out at a moment's notice. When construction of a war breaker begins, it is a sign to all that war is imminent.

Upgrade. A war breaker can be outfitted with up to four large siege engines on its roof.

WARWOLF

A warwolf is a humongous catapult that throws its payload in a high arc. A warwolf typically hurls a heavy boulder but can launch almost anything, with different effects.

Ammunition Cost. A boulder fit for firing from a warwolf weighs 350 lb and costs 100 gp.

Upgrade. It costs an additional 20,000 gp to have the warwolf outfitted with wheels capable of bearing the load.

WYRM

A wyrm is a gigantic iron-cast, pressurized container with a nozzle on one side. It almost always comes in the shape of an ancient red dragon's head. When fired, it expels 1,000 lb of alchemist's fire into a cone from its nozzle. A wyrm is held in an enormous iron frame.

Ammunition Cost. 1,000 lb of alchemist's fire costs 50,000 gp.

Upgrade. It costs an additional 30,000 gp to have the frame outfitted with wheels capable of bearing the load.

PART 8: SPELLS



HIS PART DESCRIBES A WIDE ARRAY OF NEW spells, primarily of relatively low level, granting new tools to each spellcasting class that can make a big difference early on in an adventure. The first section shows the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

ARTIFICER SPELLS

1st Level

Buoyancy (enchantment)
Mind Link (illusion)
Silent Table (illusion)

2nd Level

Unprepare (enchantment)
Borrow Skill (transmutation)
Mydriatic Spontaneity (evocation)

3rd Level

Sundering Shield (abjuration)

BARD SPELLS

1st Level

Disguise Scent (transmutation)
Silent Table (illusion)

2nd Level

Locate Hearth (divination)
Mindlocked Messenger (enchantment)
Wingrave's Discomfort Deterrent (abjuration)

3rd Level

Aphasia (enchantment)
Unseen Staff (conjunction)

4th Level

Restore Corpse (necromancy)

5th Level

Wingrave's Wondrous Workstation (conjunction)

8th Level

Bestow Greater Curse (necromancy)

9th Level

Wingrave's Hidden Hearth and Home (conjunction)

CLERIC SPELLS

1st Level

Detect Faith (divination)

2nd Level

Locate Hearth (divination)
Martyr's Bargain (transmutation)
Red Right Hand (necromancy)

3rd Level

Absorb Affliction (conjunction)

4th Level

Hallowed Bond (transmutation)
Restore Corpse (necromancy)

DRUID SPELLS

1st Level

Call Beast (enchantment)
Guiding Star (divination)
Razorvine (conjunction)

2nd Level

Locate Hearth (divination)
Wild Goose Chase (transmutation)

3rd Level

Ironwood (transmutation)

PALADIN SPELLS

1st Level

Detect Faith (divination)

2nd Level

Locate Hearth (divination)
Martyr's Bargain (transmutation)
Red Right Hand (necromancy)
Saddle Surge (transmutation)

3rd Level

Sacred Smite (evocation)

4th Level

Hallowed Bond (transmutation)

RANGER SPELLS

1st Level

Call Beast (enchantment)
Disguise Scent (transmutation)
Guiding Star (divination)

2nd Level

Hunter's Lore (divination)
Locate Hearth (divination)
Sentinel's Watch (enchantment)

3rd Level

Abundant Ammunition (conjunction)

SORCERER SPELLS

1st Level

Buoyancy (enchantment)
Silent Table (illusion)

2nd Level

Penumbra (enchantment)

3rd Level

Quiet (illusion)

4th Level

Voltaic Feedback (evocation)

8th Level

Bestow Greater Curse (necromancy)

WARLOCK SPELLS

1st Level

Beguiling Gift (enchantment)

2nd Level

Carrion Compass (divination)
Domestic Confinement (transmutation)
Infernal Blessing (transmutation)
Mydriatic Spontaneity (evocation)

3rd Level

Binding Contract (enchantment)
Lethargic Leech (enchantment)
Odeon's Locking Gaze (enchantment)
Unseen Staff (conjunction)

4th Level

Restore Corpse (necromancy)

8th Level

Bestow Greater Curse (necromancy)

WIZARD SPELLS

1st Level

Antir's Spotty Divination (divination)
Buoyancy (enchantment)
Mind Link (illusion)
Silent Table (illusion)

2nd Level

Carrion Compass (divination)
Locate Hearth (divination)
Penumbra (enchantment)
Wingrave's Discomfort Deterrent (abjuration)

3rd Level

Hidden Knowledge (divination)
Unseen Staff (conjunction)

4th Level

Restore Corpse (necromancy)

5th Level

Wingrave's Wondrous Workstation (conjunction)

8th Level

Bestow Greater Curse (necromancy)

9th Level

Wingrave's Hidden Hearth and Home (conjunction)

ABSORB AFFLICTION

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dove's heart)

Duration: Instantaneous

You touch a willing creature, transferring one curse, disease or condition from it to you. The condition can be charmed, paralyzed, or stunned. When you absorb an affliction, you absorb it as-is; the duration and any progressive effects continue exactly as they are. You can't absorb an affliction that you are immune to.

ABUNDANT AMMUNITION

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (one piece of ammunition)

Duration: 8 hours

You conjure forth nonmagical ammunition in your hands identical to the material component with a combined value of up to 5 gp that remains for the duration. The ammunition creates tiny vibrations when held, revealing it to be magically created.

ANTIR'S SPOTTY DIVINATION

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a beehive which the spell consumes)

Duration: Concentration, 1 round

Yelling the verbal component as loudly as you can while repeatedly kicking the material component, you take 1d4 piercing damage from bee stings and gain knowledge of the course of action which, in your current situation, would have the most severe consequences, at the DM's discretion.

APHASIA

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You assault the mind of a creature within range, forcing it to make an Intelligence saving throw. On a failed save, the target can't understand spoken languages for the duration. A creature with an Intelligence score of 8 or lower is unaffected.

BEGUILING GIFT

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a humanoid and offer an object you hold in one hand which the target is physically capable of holding. The target must succeed on a Charisma saving throw or accept the object and be unwilling to part with it for the duration of the spell. If the creature must drop another object in order to accept the offered object, it does so. On its next turn, a creature that accepts an object in this manner must use its action to use the item in accordance with how the object is designed to be used. For example, a hat would be worn, a potion would be consumed, a weapon would be held, and so forth.

At Higher Levels. If you cast this spell using a spell slot of

2nd level or higher, the duration is concentration, up to 10 minutes. If you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BESTOW GREATER CURSE

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target's chosen ability score is reduced to 1 (-5).
- While cursed, the target can't attack you or target you with harmful spells and effects.
- When cursed, the target loses half its remaining hit points. For the duration of the curse, the target can't regain hit points by any means and can't have temporary hit points.
- Once on each of your turns when you deal damage to the target while it is cursed, it suffers one level of exhaustion (to a maximum of 5). Any exhaustion suffered in this manner is removed when the curse ends.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

BINDING CONTRACT

3rd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vellum scroll which the spell consumes)

Duration: 9 days

You touch up to two creatures for the duration of the casting, one of which can be yourself. Both parties verbally agree to a deal, exchanging something of value, such as an object, information, services to be rendered, a promise of a course of action not to be taken, or similar. The terms of the contract magically appear on the material component. Both parties must then sign the scroll in their own blood and shake hands for the spell to take effect. If a creature doesn't have hands, it must touch the other party another way.

When the spell takes hold, the scroll disappears in a flash of green fire, leaving both parties with a green mark seared into their flesh where they touched at the end of the casting. A mark consists of the first letter of other party's name above a nine-pointed star.

For the duration of the spell, both parties are bound to the agreed upon terms and know the distance and direction to the other party. While both parties are asleep, they can communicate with each other.

Simultaneous Contracts. A creature can only be bound to a single casting of this spell. The spell fails, if one of the parties is already affected by the spell.

Voiding the Contract. If both parties agree to void the contract, they can do so by pressing their respective marks against each other and verbally express their will to terminate the contract. Doing so, causes the green marks to vanish and the spell to end.

Breach of Contract. If one of the bound creatures breaches the contract or hasn't fulfilled any outstanding obligations at the end of the duration, the creature suffers the consequences depending on its creature type. If the creature is humanoid, it dies in an inferno of hellfire and is immediately reborn in the Nine Hells as a lemure. If the creature isn't humanoid, it dies in an inferno of green fire and loses all its monetary wealth and property.

Magically Ending the Contract. If one of the bound creatures is targeted by a *dispel magic* spell or similar magic, the spell ends only if the creature verbally expresses its desire to terminate the contract. Doing so ends the spell early, but counts as if the creature breached its contract. While one of the bound creatures are in an antimagic field, the green mark disappears from both creatures and the spell's duration is paused until the creature leaves the area.

Extending the Contract. If one or both parties wish to extend the duration of the contract, they can do so using another casting of this spell. Instead of agreeing upon new terms, both parties verbally agree to extend the contract, and instead of supplying a material component, both parties must press their green marks against each other. Doing so extends the duration by 9 days.

Completing the Contract. If the agreed upon terms of the contract are met, the green marks on both parties disappear harmlessly.

BORROW SKILL

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and name a skill, stealing the target's ability to use that skill. If the creature is unwilling, it must succeed on a Charisma saving throw to avoid the effect. When you steal a creature's skill, it can't make ability checks with that skill for the duration of the spell. If the creature was proficient in the skill, you gain proficiency with the skill for the duration of the spell.

BUOYANCY

1st-level enchantment (ritual)

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

You target a creature you can see within range. The target must succeed on a Wisdom saving throw or become incredibly buoyant for the duration. While buoyant, a creature's swim speed is halved and it must succeed a Strength (Athletics) check against your spell save DC at the start of each of its turns or be unable to submerge. If a creature fails its check while already submerged, it also floats up to 30 feet upwards.

CALL BEAST

1st-level enchantment (ritual)

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: 10 minutes

You call a beast to you from the surrounding land. Choose a size category from among Tiny, Small, Medium, or Large. If one or more beasts of the chosen category are within range, one of those creatures of the DM's choice makes its way towards you by the most direct route. If the beast reaches you before the spell ends, it is neutral towards you and remains close to you for the spell's duration, provided you or your allies don't scare it.

A beast that is within range of one casting of this spell becomes immune to further castings of this spell for the next 24 hours.

CARRION COMPASS

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a Tiny wooden box, a nail, and the severed finger of a lesser undead)

Duration: Concentration, permanent

You place the severed finger of an undead in a wooden box and pierce the finger with a nail in the center of the box, fastening the finger there. At the end of the casting, the finger animates; if the undead the finger was taken from had a creator or a master, the finger points in their direction for the duration of the spell, provided the individual is on the same plane of existence.

DETECT FAITH

1st-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a holy symbol)

Duration: Instantaneous

You target one creature you can see within range and speak the name of a deity. Each target must make a Wisdom saving throw. On a failed save, you know whether or not the creature is devout to the deity you named.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the spell's range increases by 10 feet and you can target one additional creature for each spell level above 1st. Using a spell slot of 5th level or higher, you can opt not to name a deity, instead learning which deity a creature is most devout to on a failed save. Using a spell slot of 7th level or higher, you can target any number of creatures within range.

DISGUISE SCENT

1st-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a vial of alcohol or perfume)

Duration: 1 hour

For the duration, you magically alter the scent of each creature of your choice within range. You can change the scent into that of any type of beast or humanoid that you are familiar with.

DOMESTIC CONFINEMENT

2nd-level transmutation

Casting Time: 1 action

Range: Special

Components: S, M (a rusted key)

Duration: Concentration, up to 10 minutes

You cause up to 10 doors or windows in the structure you are in to lock. If open, a door or window slams shut immediately before locking. You must have seen a door or window before you can affect it in this manner.

For the duration of the spell, an affected door or window can't be opened by nonmagical means, though it can be destroyed as normal.

Using an action, you can unlock a door or window that was locked with this spell, provided that you can see it.

When the spell ends, each door or window that was locked with this spell unlocks, and each door or window that was slammed shut returns to the position it was in when the spell was cast.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can affect up to 5 additional doors or windows for each spell level above 2nd. If you cast this spell using a spell slot of 5th level or higher, the spell doesn't require concentration.

GUIDING STAR

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

While beneath the open sky for the duration of the spell, you know the exact distance and direction to the spot you designated when you prepared your landmark (see below). If you cast this spell without first preparing a landmark, the spell has no effect.

You must designate a landmark by casting this spell within a location, thereby attuning yourself to a specific space in that location. You can only have one designated landmark at a time.

HALLOWED BOND

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature to create a divine connection between you and it. For the duration of the spell, the creature counts as if you are touching it and it is within 5 feet of you for the purpose of your spells and abilities, provided that you can see it.

Neither you nor the target creature can benefit from more than one casting of this spell at a time.

HIDDEN KNOWLEDGE

3rd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (5 gp worth of fine inks which the spell consumes)

Duration: Up to 10 days

This spell hides knowledge for a time. You target yourself or touch a willing creature. The target must repeat the knowledge it wishes to forget in a low and indiscernible whisper during the casting. At the end of the casting, you specify how long the knowledge will be hidden for, up to a maximum of

10 days. The knowledge then disappears from the target's mind completely. Any gaps in memory are magically filled with trivial events so the lost knowledge isn't discernible.

When the spell ends, the knowledge returns to the target.

HUNTER'S LORE

2nd-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a leaf or a patch of fur)

Duration: Concentration, up to 1 hour

You magically draw on ancient knowledge. The next time you make a Animal Handling, Nature, or Survival check during this spell's duration, you can treat the roll as a 20 on the d20, rather than rolling as normal. The spell then ends.

IRONWOOD

3rd-level transmutation

Casting Time: special

Range: Touch

Components: V, S

Duration: Up to 10 days

You touch a tree or wooden object, transforming it into ironwood for the duration. Ironwood is exceptionally tough, providing protection similar to steel. The target gains AC 19 and immunity to fire damage.

The spell's duration depends on the object's size.

Object Size	Example	Duration
Tiny	Acorn, wooden handle	10 days
Small	Chest, shield	5 days
Medium	Armor, chair, door	24 hours
Large	Cart, double door, rowboat	12 hours
Huge	Carriage, drawbridge, tree	1 hour
Gargantuan	Galley, large tree	10 minutes

If you have a wooden armor of similar shape to a regular armor, the wooden armor's properties become identical to those of a regular armor except that it is still wooden.

Many druids use this spell to create breastplates or half plates made from wood.

INFERNAL BLESSING

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a soul coin which the spell consumes)

Duration: Instantaneous

You touch a willing humanoid, causing it to take 5 fire damage and gain 5 temporary hit points. These temporary hit points are not lost when finishing a long rest. While the temporary hit points remain, the target smells of sulfur, can read, speak, and write Infernal, and gains one of the following effects of your choice:

- The creature doesn't age.
- The creature doesn't have to eat or drink.
- The creature is immune to disease.
- 10 gp magically appear among the creature's possessions each time it finishes a long rest.
- The creature can add a d4 to any ability check.

Once a creature benefits from this spell, it can't benefit

from it again until it finishes a long rest.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, both the fire damage taken and temporary hit points gained increases by 5 for each spell level above 2nd.

LETHARGIC LEECH

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sponge dipped in a bit of lithium)

Duration: Concentration, up to 1 minute

You target a creature you can see within range, forcing it to make a Wisdom saving throw. On a failed save, the target is overcome with lethargy as you absorb its vitality. For the duration of the spell, the target gains a level of exhaustion and you make ability checks and saving throws that use Strength or Dexterity with advantage.

If the spell lasts for its full duration, the target doesn't lose the exhaustion it gained from it.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the target instead gains two levels of exhaustion for the duration of the spell.

LOCATE HEARTH

2nd-level divination

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 hour

You sense the direction and distance to the nearest hearth within 5 miles of you, provided one is present.

MARTYR'S BARGAIN

2nd-level transmutation

Casting Time: 1 reaction (which you take when you take damage)

Range: Self

Components: V

Duration: Concentration, up to 1 hour

You utter a divine word and reduce the damage you take to 0. When the spell ends, you take twice the damage you prevented in this manner.

MIND LINK

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: S, M (a short piece of gold wire)

Duration: Instantaneous

You touch a willing creature and mentally share information with it. You can share any amount of information you could convey in 10 minutes or less, and vice versa.

If a creature reads the thoughts of either you or the target of the spell, the creature learns all the information that is being conveyed.

MINDLOCKED MESSENGER

2nd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 24 hours

You touch a humanoid while speaking a sentence up to 1 minute long, ending with the name of a receiver. The sentence is implanted in the target's mind exactly as you spoke it, though the target can't repeat the sentence for the duration of the spell unless it is in the presence of the receiver

you named. If the target comes within 10 feet of the receiver, it is compelled to speak the implanted sentence and the spell then ends.

MYDRIATIC SPONTANEITY

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You target a humanoid within range, forcing it to make a Wisdom saving throw. On a failed save, the target's eyes are overstimulated and it must roll a d6 at the start of each of its turns for the duration. On a roll of 1-3, the target's pupils dilate to the extreme until the start of its next turn, causing it to be blinded while in bright light. On a roll of 4-6, the target's pupils contract almost entirely until the start of its next turn, causing the target to be blinded while in dim light or darkness.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each spell level above 2nd. Using a spell slot of 5th level or higher grants you finer control over the spell, enabling you to decide whether a creature's pupils contract or dilate.

ODEON'S LOCKING GAZE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small, handheld pendulum)

Duration: Concentration, up to 1 minute

You target a creature you can see within range that can also see you, squinting your eyes as your gazes meet. The target must succeed on a Charisma saving throw or have its gaze locked to yours for the duration of the spell. While your gazes are locked, both you and the target can only see each other and creatures in a direct line between you. The spell ends early, if you and the target can no longer see each other.

Constructs, undead, and creatures with blindsight automatically succeed on the saving throw.

PENUMBRA

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of obsidian)

Duration: 1 hour

You infuse a willing creature you touch with a light-dimming aura. For the duration, nonmagical bright light within 5 feet of the creature becomes dim light.

RAZORVINE

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a thorn from a razorvine)

Duration: Permanent

You target a point on unworked ground within range, causing a nonmagical hedge of razorvine to sprout from the ground. If there is a horizontal surface next to the point you choose, such as the side of a building, the razorvine clings to it. You choose to make the hedge up to 10 feet long, 10 feet high, and 5 feet thick.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on

a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's bladelike thorns.

The hedge has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

RED RIGHT HAND

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (fine red ink worth at least 5 gp which the spell consumes)

Duration: 10 minutes

You touch a corpse, pouring the material component onto it. If the corpse was killed, the ink magically disappears, leaving the corpse unsoiled. Instead, the killer's right hand becomes a bright crimson for the duration, clearly marking them as the murderer. The spell does not reveal anything else about a murder, including how the murder took place or whether or not it was accidental.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is up to 1 hour. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

RESTORE CORPSE

4th-level necromancy

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

You cause a decomposed or skeletal corpse within range to grow flesh, skin, and hair, resembling itself as it looked in life, appearing unspoiled, combed, and as if freshly washed.

The magically created flesh holds no nourishment. The spell fails if the corpse isn't humanoid.

SADDLE SURGE

2nd-level transmutation

Casting Time: 1 action

Range: Special

Components: V

Duration: Concentration, up to 1 minute

You cast this spell while mounted. For the duration of the spell, your mount can take the Dash action as a bonus action on each of its turns. The spell ends early if you are no longer mounted.

SACRED SMITE

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a fiend or undead with a melee weapon attack during the spell's duration, holy radiance washes outwards from your weapon, forcing each fiend or undead within 30 feet of you to make a Constitution saving throw. A creature takes 1d8 radiant damage on a failed save.

SENTINEL'S WATCH

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 2 hours

You touch a creature, imbuing it with impeccable senses. For the duration, the target has advantage on Wisdom (Perception) checks, provided it doesn't move more than 5 feet on each of its turns.



AN ELVEN MAGE RETALIATES USING THE VOLTAIC FEEDBACK SPELL

SILENT TABLE

1st-level illusion

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Concentration, up to 1 hour

You target a point you can see within 10 feet of you, creating a 10-foot-radius sphere centered on that point. For the duration, any words spoken within the sphere can only be heard as muffled sounds from outside the sphere.

SUNDERING SHIELD

3rd-level abjuration

Casting Time: 1 reaction which you take when you are hit by a melee weapon attack

Range: Self

Components: V, S, M (a caltrop made from adamantine)

Duration: 1 round

A translucent, green barrier of magical force appears to sunder an incoming blow. If the weapon used to attack you is nonmagical, and made of metal or wood, the weapon takes a permanent and cumulative -1 penalty to damage rolls before dealing damage. If its penalty drops to -5 , the weapon is destroyed.

UNPREPARE

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: None

Duration: 1 minute

You channel confusing magic into a humanoid you touch. For the duration of the spell, the creature has disadvantage on initiative rolls.

QUIET

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, no sound originating within a 60-foot-radius sphere centered on a point you choose within range can be heard further than 30 feet away. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

UNSEEN STAFF

3rd-level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a bit of string and of wood)

Duration: 1 hour

This spell creates six invisible, mindless, shapeless, Medium unseen servants that perform simple tasks at your command until the spell ends. The servants springs into existence in unoccupied spaces on the ground within range. Each servant has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command any number of servant to move up to 15 feet and interact with an object. Each servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, a servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command a servant to perform a task that would move it more than 60 feet away from you, the servant winks out of existence.

VOLTAIC FEEDBACK

4th-level evocation

Casting Time: 1 reaction (which you take in response to being affected by a spell from a creature)

Range: Special

Components: V, S

Duration: Instantaneous

You raise your arms, and the residual magic from the spell that just affected you is condensed into violent energies that rush back to its source, enveloping the creature that cast the spell on you. The creature must make a Constitution saving throw. On a failed save, it takes $4d8$ lightning damage and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

A creature that wears metal armor has disadvantage on its saving throw against this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d8$ for each slot level above 1st.

WILD GOOSE CHASE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 12 hours

You touch the unworked ground, causing vines to sprout and form in the shape of you or a willing humanoid you also touch. The resulting vine shape does nothing until you order it to move in a certain direction. Once ordered to do so, it starts running and continues to do so for the duration of the spell. The vine shape moves and smells exactly like the creature it imitates, leaving tracks in its wake that are indistinguishable from those created by the creature it imitates.

WINGRAVE'S DISCOMFORT DETERRENT

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of powdered cinnamon, a piece of soap, and a small amount of wax)

Duration: 4 hours

For the duration, you remain completely clean and dry regardless of the conditions you find yourself in, Tiny beasts with a CR of 1/2 or lower, such as swarms of insects or rats, can't get within 5 feet of you, and if you ingest or inhale any poisons you regurgitate them before they can affect you.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 hour for each spell level above 2nd. Using a spell slot of 5th level or higher, you also can't suffer exhaustion from traveling for the duration.

WINGRAVE'S HIDDEN HEARTH AND HOME

9th-level conjuration

Casting Time: 1 hour

Range: 100 feet

Components: V, S, M (two bricks, a black star sapphire worth at least 50,000 gp which the spell consumes)

Duration: Permanent

You grind the material components to dust, blowing it from your palm at the end of the casting as you whisper a command word. A faintly shimmering 10-foot-diameter portal appears in an unoccupied space within range and remains for 10 days. While within 100 feet of the portal, a creature can speak the command word to open or close the portal. While closed, the portal ceases to exist. If the portal's space is occupied when opened, it instead appears in the nearest unoccupied space. While open, any creature that moves through the portal is transported to an extradimensional tower.

The tower is clean, cozy, and comfortable with anywhere from ten to a hundred floors, as you designate. As an action while in the tower, you can create an additional floor or remove an existing floor, but the tower can't have less than ten or more than a hundred floors, and you can't remove a floor while it is occupied by a creature.

You can create any floor plan you like, but each floor must be a single room and can either be circular or square in shape. A circular room can have a radius between 10 and 40 feet, a square room can be between 10 and 80 feet on a side, and both types must have a height between 5 and 100 feet. The different floors need not be connected in an architectural logical manner.

As an action while in the tower, you can magically change the layout or furnishings in a room, or turn a room into a workstation, as if created by the *Wingrave's wondrous workstation* spell. If you create the Lookout option, the room has a crystal ball that let's a creature look out from the tower's portal entrance as if standing there.

The tower has a staircase that runs from the bottom floor to the top floor, and some floors might have their room separated from the staircase by a door.

The tower is furnished and decorated as you choose. Each floor has an invisible servant which is completely obedient to your orders and any creatures you designate. Each servant functions as if created by the *unseen servant* spell.

Furnishings and other objects created by this spell dissipate into smoke if removed from the tower. If the tower is destroyed, any creatures inside the extradimensional space are expelled into the open spaces nearest to where the last

entrance was placed.

If you cast this spell while you already have a tower, you can choose to instead create a portal that leads to your existing tower. If you do so, you don't need to provide material components and the casting time becomes 1 minute.

The tower can be destroyed with a *wish* spell cast while in the tower or while touching a portal leading into the tower.

WINGRAVE'S WONDROUS WORKSTATION

5th-level conjuration (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (the leaf of a fern)

Duration: 8 hours

You conjure forth a magical workstation or other useful area in an unoccupied space within range. Choose how the wondrous workstation manifests from the options listed below. If an object that belongs to the workstation is removed from the area, it disappears in a flash of smoke. If you cast this spell while a workstation of your creation already exists, the previous workstation winks out of existence.

Artist's Den. You conjure forth a comfortable, rotating chair and two ferns in the center of a 10-foot radius area. On one side of the chair, an easel with a mounted canvas springs into existence along with several brushes and paints. On another side, a magical piano springs into existence. While touching the piano, you can cause it to transform into any musical instrument. On the third side of the chair is a small table, an inkwell, a quill, and plenty of paper. While using the artist's den, you create paintings, compose tunes, and write poems, haiku, or plays at half the usual time and you have advantage on any related ability checks.

Den of Rest and Recuperation. Within a 15-foot radius area, you conjure forth enough large, luxurious pillows to comfortably seat up to six people, a table, a chest containing various gaming sets, two ferns, and a hearth that burns with magical fire, granting heat to anyone seated in one of the pillows. An unseen servant obeys any commands given by you. The servant functions as if created by the *unseen servant* spell except that it can't leave the spell's area.

Laboratory. In a 15-foot area, you conjure forth several tables containing alchemist's supplies, brewer's supplies, cook's utensils, a herbalism kit, and a poisoner's kit. Next to one of the tables stand two ferns. While working in the laboratory, anything you produce using these tools takes half its usual time and you have advantage on any related ability checks.

Lookout. You conjure forth an immobile, invisible, 5-foot wide and 10-foot tall highseat with two ferns at the bottom. While seated in the highseat, both you and the highseat are invisible, though the ferns aren't, and you gain advantage on Wisdom (Perception) checks that rely on sight.

Study. In a 10-foot area, you conjure forth a luxurious, reclining chair that fits your frame perfectly, with a fern on either side, and surrounded by bookshelves filled with books of all sorts. The books have blank pages for anyone but you. For you, they are magically filled with words that guide you in your search for answers. While using the study, you have advantage on Intelligence checks made to research Arcana, History, and Religion.

Writing Station. In a 10-foot area, you conjure forth a comfortable chair, two ferns, and a large, luxurious desk. The first drawer has calligrapher's supplies, the second has cartographer's tools, and the third has a forgery kit. While working at the writing station, any works you create with the supplied tools are created in half the usual time and you have advantage on any related ability checks.

PART 9: FEATS



FEAT REPRESENTS A TALENT OR AN AREA OF EXPERTISE that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

REDESIGNED FEATS

The following feats are redesigned to make them more attractive options when compared to more commonly chosen feats.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks.
- If you spend at least 1 minute interacting with one or more creatures prior to combat, make a Charisma (Performance) check and choose a number of creatures up to your Charisma modifier that observed the entire interaction. Each chosen creature must contest your check with a Wisdom (Insight) check. If a creature loses the contest, it has disadvantage on its next initiative roll made within the next minute.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

CHARGER

You are fast and ferocious, quickly closing the distance to your foes before smashing into them with reckless abandon. You gain the following benefits:

- You can use a bonus action to Dash. When you do so, you can only use your action to take the Attack action on the current turn.
- When you take the Dash action, you can try to force your way through a hostile creature's space by overrunning it. You make a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. You have advantage on the check if you are larger than the hostile creature, or disadvantage if you are smaller. If you win the contest, you can move through the hostile creature's space once this turn.
- Once on each of your turns, if you move at least 10 feet in a straight line before making an attack, you gain a +5 bonus to the attack's damage roll. Alternatively, if you attempt to shove a creature, it has disadvantage on its Strength (Athletics) or Dexterity (Acrobatics) check.

DEFENSIVE DUELIST

You have trained to make especially swift weapons an extension of yourself, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DUNGEON DELVER

Alert to the secrets and intricacies found in many dungeons, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made while indoors.
- You have advantage on saving throws made to avoid or resist traps.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- You regain all of your spent Hit Dice when you finish a long rest.

GRAPPLER

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- Melee attack made against a creature you are grappling, are made with advantage.
- You can use your action to try to exert more control over a creature grappled by you that isn't already affected by this action. To do so, make another grapple check. If you succeed, the creature is blinded, restrained, or unable to speak (your choice) until the grapple ends.

HEAVILY ARMORED

PREREQUISITE: MEDIUM ARMOR PROFICIENCY

You have trained to master the use of heavy armor, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by an amount equal to your proficiency bonus.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.
- When you fail an Intelligence saving throw, you can use your reaction to reroll the saving throw. If you do so, you must use the new roll.
- You gain proficiency with your choice of Arcana, History, Investigation, Nature, or Religion. If you are already proficient in the chosen skill, you instead gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it.

LIGHTLY ARMORED

You have trained to master the use of light armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor.
- You can don or doff light armor as an action, provided you don't move or use a bonus action on the same turn.
- By working for 1 hour, you can combine a light armor with a set of clothes in your possession, disguising the armor to resemble a regular set of clothes.

LINGUIST

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You learn new languages at half the normal time required.
- You have advantage on Intelligence (Arcana) checks made to decipher arcane symbols or runes.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

MAGE SLAYER

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you instinctively know the spell's school and whether it targets you or not.
- 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. You make this attack immediately before the spell is cast.

- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

- You gain two superiority dice, which are d6s (these dice are added to any superiority dice you have from another source). Superiority dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

MODERATELY ARMORED

PREREQUISITE: LIGHT ARMOR PROFICIENCY

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
- You make Wisdom (Animal Handling) checks with advantage.

SAVAGE ATTACKER

Your strikes are brutal. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your melee weapon attacks deal double damage to objects and structures.
- Once per turn when you roll damage for a melee weapon attack on a normal hit or whenever you roll damage for a melee weapon attack on a critical hit, you can reroll the weapon's damage dice and use either total.

SHIELD MASTER

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

SKILLED

You have spent years studying, gaining the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in any combination of three skills or tools of your choice.

SKULKER

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a weapon attack, making the attack doesn't reveal your position provided you end your turn more than 10 feet away from the target.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

TOUGH

You have become accustomed to suffering, gaining the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WEAPON MASTER

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Up to two of the weapons can have the arduous property. The remainder must be simple or martial weapons.
- You gain a +1 damage bonus to your weapon attacks made with weapons you are proficient with.

NEW FEATS

The following feats are designed to compliment some of the character options presented in this book.

EXPLORER

You've spent much of your life on the road, never staying in one place for long. You gain the following benefits:

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- While outdoors, you can't get lost by nonmagical means and you can see twice as far as normal.
- You and your allies can travel 10 hours each day before having to do a forced march.
- Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score.

GROUND-FIGHTER

You are as comfortable fighting on the ground as you are on your feet. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can stand up from prone using only 5 feet of movement, you don't have disadvantage on attack rolls and attack rolls made by creatures within 5 feet of you aren't made with advantage while prone and not unconscious.
- When a Large or smaller creature knocks you prone, while within 5 feet of you, you can use your reaction to pull them down to prone as well.

GUNSMITH

You have disassembled and reassembled countless firearms, gaining the following benefits:

- You learn two gun modifications from among the Wildcat Modifications available to the Wildcatter ranger subclass. If the modification has a prerequisite of any kind, you can choose that modification only if you're a Wildcatter ranger who meets the prerequisites.
- Whenever you gain a level, you can replace one modification gained from this feat with another modification.
- You gain proficiency with one firearm of your choice.

SIEGE ENGINEER

Your experience with siege engines is nigh unmatched. You gain the following benefits:

- When you roll on the Siege Engine Mishap table, you roll two dice and choose either one.
- Repairing a damaged siege engine takes you half as long and costs you half as much as normal.
- If you fire a siege engine with the arc property, its Arc score is halved for you.
- If you fire a siege engine with the impact property, its Impact score is doubled for you.

FEATS FOR RACES

Each of the following feats is associated with one or more races, as summarized in the table below. The first source a race appeared in is also summarized in the table.

Race	Feat	Source
Aarakocra	Bird of Prey	Elemental Evil Player's Companion
Aasimar (Scourge or Protector)	Latent Divinity	Volo's Guide to Monsters
Aasimar (Fallen)	Darkness Within	Volo's Guide to Monsters
Bladeling	Blade Growth	Ulraunt's Guide to the Planes: Acheron
Bugbear	Martial Mayhem	Volo's Guide to Monsters
Centaur	Equine Charge	Guildmaster's Guide to Ravnicia
Changeling	Unsettling Visage	Eberron: Rising from the Last War
Dhampyr	Unholy Awakening	Ulraunt's Guide to the Planes: The Shadowfell
Firbolg	Verdant Rejuvenation	Volo's Guide to Monsters
Gargun	Peak Prowler	Epic Characters: Heroes' Handbook Volume 1
Genasi	Elemental Sojourner	Elemental Evil Player's Companion
Gith (Githyanki)	Astral Warrior	Mordenkainen's Tome of Foes
Gith (Githzerai)	Astral Philosopher	Mordenkainen's Tome of Foes
Goblin	Meek Survivor	Volo's Guide to Monsters
Goliath	Sedulous Challenger	Elemental Evil Player's Companion
Grung	Caste-Breaker	One Grung Above
Hagspawn	Wicked Legacy	Ulraunt's Guide to the Planes: The Shadowfell
Hobgoblin	Martial Superiority	Volo's Guide to Monsters
Kalashtar	Symbiotic Bond	Eberron: Rising from the Last War
Kenku	Sly	Volo's Guide to Monsters
Kobold	Trapper's Instinct	Volo's Guide to Monsters

Krinth	Demonic Resolve	Ulraunt's Guide to the Planes: The Shadowfell
Leonin	Imperious Ferocity	Mythic Oddyseys of Theros
Lizardfolk	Mighty Tail	Volo's Guide to Monsters
Locathah	Worldly Shift	Locathah Rising
Loxodon	Impeccable Memory	Guildmaster's Guide to Ravnicia
Minotaur	Savage Potential	Guildmaster's Guide to Ravnicia
Orc	Scion of Slaughter	Volo's Guide to Monsters
Satyr	Hedonistic Artistry	Mythic Oddyseys of Theros
Shadar-Kai	Gloom-Hearted	Ulraunt's Guide to the Planes: The Shadowfell
Shifter	The Beast Within	Eberron: Rising from the Last War
Simic Hybrid	Krasis Adaptation	Guildmaster's Guide to Ravnicia
Stonechild (Chiselvore)	Timeless Watcher	Epic Characters: Heroes' Handbook Volume 1
Stonechild (Chiselvore)	Malevolent Transformation	Epic Characters: Heroes' Handbook Volume 1
Stonechild (Deepcrag)	Lord of Stone	Epic Characters: Heroes' Handbook Volume 1
Stonechild (Hamartia)	Great Redeemer	Epic Characters: Heroes' Handbook Volume 1
Tabaxi	Feline Marquis	Volo's Guide to Monsters
Turtle	Pre-Chultean Ancestry	The Turtle Package
Triton	Of the Cold and Deep	Volo's Guide to Monsters
Trollkin	Spontaneous Mutation	Epic Characters: Heroes' Handbook Volume 1
Vedalken	Pursuit of Perfection	Guildmaster's Guide to Ravnicia
Verdan	Black Blood Blessing	Acquisitions Incorporated
Warforged	Commando Module	Eberron: Rising from the Last War
Yuan-Ti Pureblood	Fangs of Sseth	Volo's Guide to Monsters

ASTRAL WARRIOR

PREREQUISITE: GITH (GITHYANKI)

Your vigorous training of body and mind grants you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You can deal an additional 1d6 psychic damage with a weapon attack. You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

ASTRAL PHILOSOPHER

PREREQUISITE: GITH (GITHZERAI)

Through disciplined meditation in search of inner tranquility, you gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You can cast the *levitate* and *see invisibility* spells without expending a spell slot or any components. Once you cast either spell, you can't cast it again with this trait until you finish a long rest. Wisdom is your spellcasting ability for these spells.

BIRD OF PREY

PREREQUISITE: AARAKOCRA

You've grown accustomed to noticing threats far below and swooping down upon your prey.

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency with the Perception skill. If you already have this proficiency, you gain proficiency with another skill of your choice.
- If you fly and dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 1d6 damage to the target.

BLACK BLOOD BLESSING

PREREQUISITE: VERDAN

Your black blood makes you hardier than normally possible, granting you the following benefits:

- Your hit dice increase by 1 die size (from a d6 to a d8, from a d8 to a d10, and so on) but can't increase beyond a d12.
- Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.
- When you fail a Constitution saving throw, you can instead succeed on the saving throw. Once you use this trait, you can't use it again until you finish a long rest.

BLADE GROWTH

PREREQUISITE: BLADELING

As you gain greater control over your body, the spikes that cover your body grow longer and sharper.

- You can retract or eject your spikes as an action. While retracted, you can't use your Spiked Skin feature.
- The damage from your Spiked Skin feature increases to 1d6 piercing damage.
- You can make ranged weapon attacks with your spikes

with a range of 30/120 ft., dealing 1d6 piercing damage on a hit. You use your Dexterity modifier for the attack and damage rolls.

CASTE-BREAKER

PREREQUISITE: GRUNG

You no longer adhere to the rules of grung society, taking full potential of your nature. You gain the following benefits:

- You can cast the *jump* and *barkskin* spells without expending a spell slot or material components. Once you cast either spell, you can't cast it again with this trait until you finish a long rest. Wisdom is your spellcasting ability for these spells.
- Using an action, you can make a chirring noise that forces each humanoid or beast within 15 feet of you and able to hear you to make a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, a creature is stunned until the end of your next turn. Grung automatically succeed on the saving throw. Once you use this trait, you must finish a short or long rest before you can use it again.

COMMANDO MODULE

PREREQUISITE: WARFORGED

You have built and installed a commando module, designed to make you a better soldier by increasing your senses, battlefield understanding, and reaction times. You gain the following benefits:

- You make initiative rolls with advantage.
- While in an inactive, motionless state, you gain a +5 bonus to your passive Perception.
- You know how to optimize the use of cover. When gaining the benefits of half-cover, you instead gain the benefits of three-quarters cover.
- Attacks made against you with the Ready action are made with disadvantage.

DARKNESS WITHIN

PREREQUISITE: AASIMAR (FALLEN)

The darkness within you threatens to burst out, causing you to gain the following features.

- You can cast the *detect evil and good* spell without expending a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest.
- You can touch another creature as an action, forcing the target to make a Constitution saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature is poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEMONIC RESOLVE

PREREQUISITE: KRINTH

Your demonic ancestry allows you to tap into hidden talents, giving you the following benefits:

- You are resistant to damage from spells.
- If you are frightened, you can use an action to end the condition.

ELEMENTAL SOJOURNER

PREREQUISITE: GENASI

Your harmonious soul draws on nature, granting you the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Using an action, you gain the ability to move like a true elemental for 1 minute. If your subrace is air, fire, or water, you can move through a space as narrow as 1 inch wide without squeezing for the duration, as you transform into your element along with everything you are carrying or wearing. If your subrace is earth, you can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

EQUINE CHARGE

PREREQUISITE: CENTAUR

Your rigorous training has allowed you to push your physique further, granting you the following benefits:

- Your speed increases by 10 feet.
- Once on each of your turns, if you move at least 30 feet straight toward a target and then hit it with your hooves on the same turn, the target takes an extra 5 (2d4) bludgeoning damage and must succeed on a Strength saving throw (save DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

FANGS OF SSETH

PREREQUISITE: YUAN-TI PUREBLOOD

Sseth has blessed you with the ability to channel his divine bite. When you hit a creature with an attack, you can deal extra psychic damage equal to twice your level and you gain temporary hit points equal to the psychic damage done. Once you use this feature, you can't use it again until you finish a short or long rest.

FELINE MARQUIS

PREREQUISITE: TABAXI

Your nomadic nature grants you the following benefits:

- You can cast the *identify* spell without expending material components, but only as a ritual.
- On your turn, you can use a bonus action to take the Dash, Disengage, or Hide action. Once you use this trait, you can't use it again until you finish a short or long rest.
- While taking a short rest, you can spend 1 minute singing, playing an instrument, telling a story, or reciting a poem to soothe and inspire creatures other than yourself. Up to five creatures of your choice that can see and hear your performance each gain temporary hit points equal to your Charisma modifier + your proficiency bonus at the end of the short rest.

GLOOM-HEARTED

PREREQUISITE: SHADAR-KAI

The debilitating influence of the Shadowfell has tainted your very nature, unlocking the following shadowy benefits:

- When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remains invisible until the start of your next turn or until you make an attack or cast a spell. Once you use this trait, you can't use it again until you finish a short or long rest.

- When you hit with a melee weapon attack, you can deal additional cold or necrotic damage (your choice) equal to twice your level. Once you use this trait, you can't use it again until you finish a long rest.

GREAT REDEEMER

PREREQUISITE: STONECHILD (HAMARTIA)

Helping others, whether friend or foe, to accept their flaws and atone for their sins is your highest calling. Not even death can bar you from assisting a soul with its penance.

You can use your Sinstalker trait as a bonus action and you can target a creature you can see within 30 feet of you, rather than having to touch a target.

If you know the greatest sin of a creature and it is later reduced to 0 hit points while within 30 feet of you, you can use your reaction to cleanse the creature's soul of the sin as it leaves its body. When you do so, you manifest a Tiny, red crystal on your person containing the sin's essence; a sinstone. Using an action, a creature can destroy a sinstone it is holding to create one of the following effects:

- If the creature is a hamartia stonechild, it regains the use of its Sinstalker trait and gains temporary hit points equal to your level.
- The creature ends one spell or other effect on itself that is causing it to be charmed.

Sinstones can also act as currency in the Outer Planes where they are highly sought after by celestials and fiends alike, and especially by night hags. In the Lower Planes ten sinstones are worth about the same as a soul coin.

HEDONISTIC ARTISTRY

PREREQUISITE: SATYR

Using an action, you can play a musical instrument with which you are proficient and either play a charming melody, a frightening strain, or a gentle lullaby. When you do, each creature of your choice within 30 feet of you that can hear the music must succeed on a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) or be affected by one of the options described below. Satyrs and creatures that can't be charmed are unaffected. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this trait, you can't use it again until you finish a short or long rest.

- Charming Melody. The creature is charmed by you for 1 minute. If you or any of your companions harms the creature, the effect on it ends immediately.
- Frightening Strain. The creature is frightened by you for 1 minute.
- Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

IMPECCABLE MEMORY

PREREQUISITE: LOXODON

Your harmonious soul draws on nature, granting you the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You never forget a face and can always accurately recall any circumstances you have previously met somebody in.
- Other creatures have disadvantage on Charisma (Deception) checks made to convince you they are

someone they are not.

IMPERIOUS FEROCITY

PREREQUISITE: LEONIN

Your proud outlook, incredible strength, and feline grace, grant you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You can add your Strength modifier to your Dexterity saving throws.
- You can forcefully dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can choose to instead take no damage if you succeed on the saving throw, and only half damage if you fail. You can use this trait a number of times equal to your Strength modifier. You regain all expended uses when you finish a long rest.

KRASIS ADAPTATION

PREREQUISITE: SIMIC HYBRID

Mutations cause your body to be altered further, granting you the following benefits:

- As a result of a mutation giving you sensitive barbels like a catfish, stereoscopic vision like a chameleon, a tongue like a snake, eye stalks like a lobster, or an array of several eyes, you can't be surprised.
- You can change the color of your skin to match your surroundings. As a result, you have advantage on Dexterity (Stealth) checks.
- You have bioluminescent patterns of your choice on your skin that you can cause to glow as a reaction when forced to make a saving throw against a spell or other magical effect. When you do, you gain advantage on the saving throw. Once you use this feature, you can't use it again until you finish a long rest.

LATENT DIVINITY

PREREQUISITE: AASIMAR (SCOURGE OR PROTECTOR)

The light shines so brightly within you that you can direct it as divine energy.

- You can cast the *detect evil and good* spell without expending a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest.
- You can touch another creature as an action, causing the target to magically regain hit points equal to your level and be freed from any curse, disease, poison, blindness, or deafness. Once you use this feature, you can't use it again until you finish a long rest.

LORD OF STONE

PREREQUISITE: STONECHILD (DEEPCRAG)

Your vigorous training of body and mind grants you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You can use your Stoneshape trait twice between rests.
- If you miss with an attack roll using Strength on your turn while under the effect of your Stoneshape trait, you can reroll it. You can use this feature only once on each of your turns.

MALEVOLENT TRANSFORMATION

PREREQUISITE: STONECHILD (CHISELVORE)

You sprout tiny horns and grow in size, resembling a gargoyle. You gain the following benefits:

- Your size becomes Medium and your walking speed increases to 30 feet.
- While under the effect of your Stoneshape trait, you have a flying speed of 60 feet and you can't gain levels of exhaustion.
- While under the effect of your Stoneshape trait, you are immune to poison damage and the poison condition.
- When you use your Stoneshape trait, you lose all accumulated levels of exhaustion and any effect that is causing you to be poisoned ends.

You can't select this feat if you already benefit from the Timeless Watcher feat.

MARTIAL MAYHEM

PREREQUISITE: BUGBEAR

Your sheer brutality reaches new heights. Once on each of your turns, you can add an additional weapon damage die to one of your melee weapon attacks using Strength.

MARTIAL SUPERIORITY

PREREQUISITE: HOBGOBLIN

Your continued honing of your skill and cunning in battle grants you the following benefits:

- When you make a weapon attack with a weapon you're proficient with, you can add your proficiency bonus twice to the attack roll rather than once. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.
- When hit by a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing it to miss you.

MEEK SURVIVOR

PREREQUISITE: GOBLIN

You know how to avoid confrontation and how to repair your belongings after the big folk have raided your camp. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- By spending 10 minutes working and expending 1 cp worth of scraps and other junk, you can mend a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, though your work is obvious to any who see it.
- You gain proficiency with the Stealth skill. If you are already proficient, you gain expertise with it instead, which means your proficiency bonus is doubled for any ability check you make with it.

MIGHTY TAIL

PREREQUISITE: LIZARDFOLK

You've mastered the use of your tail, using it to assist you in a variety of physical challenges. You gain the following benefits:

- You can jump normally when making a long jump or a high jump without moving 10 feet prior to jumping.

- You make Acrobatics and Athletics checks with advantage.

OF THE COLD AND DEEP

PREREQUISITE: TRITON

You learn to magically draw on the cold depths from which you hail, gaining the following benefits:

- Your Strength, Constitution, or Charisma score increases by 1, to a maximum of 20.
- You know the *ray of frost* cantrip. Charisma is your spellcasting ability for this spell.
- When a creature you can see targets you with an attack, you can use your reaction to gain temporary hit points equal to your level + your Constitution modifier. When these temporary hit points are reduced to 0 or replaced with temporary hit points from another source, each creature within 5 feet of you takes cold damage equal to your level + your Constitution modifier. Once you gain temporary hit points in this manner, you can't do so again until you finish a long rest.

PEAK PROWLER

PREREQUISITE: GARGUN

You've become expert at prowling the highest ridges, your powerful claws becoming your greatest asset. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- When you take the Attack action, you can make an attack with your climbing claws as a bonus action.
- If you fall while climbing, you can't fall more than 20 feet before you latch on to the surface again, provided you aren't incapacitated and still within reach of the surface you were climbing.

PRE-CHULTEAN ANCESTRY

PREREQUISITE: TORTLE

Your ancestry is that of a long-extinct branch of proto-turtles, gaining the following benefits:

- You can gain up to a +2 bonus to your natural armor from your Dexterity score.
- The damage die of your claws increases to a d6.
- You gain expertise with the Survival skill, which means your proficiency bonus is doubled for any ability check you make with it.
- You can live up to 150 years.

PURSUIT OF PERFECTION

PREREQUISITE: VEDALKEN

You constantly seek to hone your skills in your pursuit for perfection, gaining the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- Whenever you fail a saving throw in combat, you gain a Perfection Die, which is a d4, that lasts until you use it or until you finish a long rest. If you fail a saving throw in combat, while you have a Perfection Die, you don't get a second die; instead it increases by 1 die size (from a d4 to a d6, from a d6 to a d8, and so on). The die can't increase beyond a d12. At any point when you make an ability check, an attack roll, or a saving throw, you can

add your Perfection Die to the roll, expending the die in the process.

SAVAGE POTENTIAL

PREREQUISITE: MINOTAUR

You embrace your savage nature, gaining you the following benefits:

- The damage of your horns increases to a d8.
- A creature that fails its saving throw against your Hammering Horns trait is also knocked prone.
- You can perfectly recall any path you have traveled.

SCION OF SLAUGHTER

PREREQUISITE: ORC

Blessed by Gruumsh, you gain the following benefits:

- Once on each of your turns, you can add a 1d8 to the damage roll of a weapon attack. You can use this trait a number of times equal to your Strength modifier. You regain all expended uses when you finish a short or long rest.
- You can release a ferocious battle cry, bolstering each creature of your choice within 30 feet that can hear you, granting advantage on attack rolls until the start of your next turn. You can then make a single attack as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

SEDULOUS CHALLENGER

PREREQUISITE: GOLIATH

Your inexhaustible dedication to competition and peak physicality grants you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- If you have one or more levels of exhaustion, finishing a short rest reduces your exhaustion level by 1.
- When a creature you can see within 60 feet succeeds on an ability check, you can give yourself advantage the next time you make the same ability check within 1 minute. You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SLY

PREREQUISITE: KENKU

Leaning into your devious nature, you gain the following benefits:

- Choose two skills you are proficient with from among Acrobatics, Deception, Stealth, and Sleight of Hand. You gain expertise with the chosen skills, which means your proficiency bonus is doubled for any ability check you make with it.
- In the first round of a combat, you have advantage on attack rolls against any creature that is surprised.

SPONTANEOUS MUTATION

PREREQUISITE: TROLLKIN

Your troll ancestry has made you susceptible to temporary, spontaneous mutations. Whenever you finish a long rest, you can choose to roll on the Trollkin Mutations table. When you do so, you gain a random mutation that lasts until you next finish a long rest at which point all mutations cease. If a mutation would leave behind physical evidence, it transforms into a puddle of translucent, viscous goo.

TROLLKIN MUTATIONS

d8 Effect

- 1 An identical but lifeless twin grows from you. The twin has none of your possessions but perfectly resembles you in every way.
- 2 You grow two extra arms.
- 3 Your heartbeat quickens. At the start of each of your turns, you regain hit points equal to your proficiency bonus if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.
- 4 You grow an extra head, giving you advantage on all Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
- 5 A thin sheet of ice covers your body and your eyes turn a frosty blue. You gain resistance to cold damage and you emanate an aura of cold that fills the area within 5 feet of you. At the start of each of your turns, all nonmagical flames in the aura are extinguished. If a creature that isn't resistant to cold damage or wearing cold weather gear starts its turn in the aura, it can't take a reaction until its next turn.
- 6 You reek of rot as parts of your flesh wither away and don't seem to heal properly. Using a bonus action, you can target a creature you can see within 10 feet of you, dealing necrotic damage equal to your proficiency bonus. You regain lost hit points equal to the necrotic damage done.
- 7 You become semi-incorporeal, granting you the ability to move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- 8 Your blood mutates into a potent venom and you become immune to poison damage and the poisoned condition. You can't benefit from your Trollblood Invigoration trait but each time you take damage of any type but psychic, each creature within 5 feet of you takes 1d4 poison damage.

SYMBIOTIC BOND

PREREQUISITE: KALASHTAR

Your bond with your quori spirit grows stronger, granting you the following benefits:

- Using an action, you can target a creature you can see within 30 feet of you, forcing it to make a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, a target takes psychic damage equal to twice your proficiency bonus + your Wisdom modifier.
- When you make an Acrobatics, Insight, or Persuasion check, you can draw on your quori spirit to assist you to add your level to the check. Once you use this trait, you can't use it again until you finish a short or long rest.

THE BEAST WITHIN

PREREQUISITE: SHIFTER

Your bond with your primal spirit tightens, granting you the following benefits:

- You can use your Shifting trait twice between rests.
- While shifted, you can take a bonus action to gain temporary hit points equal to your Constitution modifier (minimum of 1 temporary hit point). You can use this trait a number of times equal to your proficiency bonus. You

regain all expended uses when you finish a short or long rest.

- You gain proficiency with the Perception skill. If you already have this proficiency, you instead gain proficiency with another skill of your choice.

TIMELESS WATCHER

PREREQUISITE: STONECHILD (CHISELVORE)

Your quiet and timeless guard increases your awareness and mental faculties. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain expertise with the Perception skill, which means your proficiency bonus is doubled for any ability check you make with it.
- While under the effect of your Stoneshape trait, you can take the Disengage action as a bonus action.

You can't select this feat if you already benefit from the Malevolent Transformation feat.

TRAPPER'S INSTINCT

PREREQUISITE: KOBOLD

Your continued tinkering combined with your natural instinct for traps grants you the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- Unless traveling at a fast pace, you gain a +10 bonus to your passive Wisdom (Perception) with regards to detecting traps.
- When you discover a trap or a trigger, you instinctively know how the mechanism works.
- You gain proficiency with thieves' tools.
- You have advantage on checks made with thieves' tools to disarm traps.

UNHOLY AWAKENING

PREREQUISITE: DHAMPYR

Your ravenous ancestry tears and claws at you, granting you the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- The range of your darkvision increases by 60 feet and you can discern red color in darkness.
- You can cast the *misty step* spell without expending a spell slot. Once you do so, you can't cast it again with this trait until you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

UNSETTLING VISAGE

PREREQUISITE: CHANGELING

You have learned to use your changing nature to your advantage, granting you the following benefits:

- Choose two skills you are proficient with from among Deception, Insight, Intimidation, and Persuasion. You gain expertise with the chosen skills, which means your proficiency bonus is doubled for any ability check you make with them.
- Using an action, you can force each creature within 30 feet of you to make a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) or be

frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you must finish a short or long rest before you can use it again.

VERDANT REJUVENATION

PREREQUISITE: FIRBOLG

Your harmonious soul draws on nature, granting you the following benefits:

- Your Strength or Wisdom score increases by 1, to a maximum of 20.
- You can cast the *goodberry* spell without expending a spell slot. Once you do so, you can't cast it again with this trait until you finish a long rest. Wisdom is your spellcasting ability for this spell.
- Using a bonus action, you can regain a number of lost hit points equal to 1d6 + your level. Once you use this trait, you can't use it again until you finish a short or long rest.

WICKED LEGACY

PREREQUISITE: HAGSPAWN

You draw on your dark heritage to discover dormant magic within you, giving you the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You regain the ability to use your Arcane Aggression feature when you finish a short or long rest.
- By burning incense worth at least 1 sp and chanting over the course of 1 minute, you can cast the *disguise self* spell without expending a spell slot. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

WORLDLY SHIFT

PREREQUISITE: LOCATHAH

You've become used to life out of the water, undergoing physical changes and becoming more suspicious of others, gaining the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You add your Strength modifier to your initiative rolls.
- To avoid suffocation, you can drink 1 gallon of water every 4 hours rather than having to be submerged.

FEATS FOR LINEAGES

Each of the following feats is associated with a lineage from *Van Richten's Guide to Ravenloft*.

Race	Feat
Dhampir	Unholy Awakening
Hexblood	Wicked Arcana
Reborn	Memory Flood

MEMORY FLOOD

PREREQUISITE: REBORN

Tapping into the gravelight between who you are now and who you were before, you have opened the flood gates of memory and learned how to tap into the knowledge of other corpses.

- You gain proficiency with two skills of your choice.
- You regain all uses of your Knowledge from a Past Life trait when you finish a short or long rest.
- You can cast the *speak with dead* spell without expending a spell slot or verbal components. Once you cast a spell with this trait, you can't cast a spell with it again until you finish a long rest. You can also cast this spell using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this feat).

UNHOLY AWAKENING

PREREQUISITE: DHAMPIR

Your ravenous lineage tears and claws at you, granting you the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- The range of your darkvision increases by 60 feet and you can discern red color in darkness.
- You can cast the *misty step* spell without expending a spell slot. Once you do so, you can't cast it again with this trait until you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

WICKED ARCANA

PREREQUISITE: HEXBLOOD

You draw on your dark lineage to discover dormant magic within you, giving you the following benefits:

- The ability score you chose for your Hex Magic trait increases by 1, to a maximum of 20.
- Using an action, you can cause your token to transform into a copy of you, identical in every way, but lifeless. The corpse melts away into a puddle of foul-smelling goo when next you finish a long rest or after 24 hours, whichever occurs first.
- You can cast the *magic missile* spell without expending a spell slot or verbal components. Once you cast a spell with this trait, you can't cast a spell with it again until you finish a long rest. You can also cast this spell using any spell slots you have. Your spellcasting ability for this spell is the same you chose for your Hex Magic trait.

PART 10: MYTHIC OPTIONS



MYTHIC OPTIONS, AS INTRODUCED IN *Epic Characters*, provide progression past 30th level. These options can be divided into three categories: mythic spells for spellcasters, mythic maneuvers for martial classes, and mythic boons for all characters.

MYTHIC BOONS

1ST-LEVEL MYTHIC BOONS

BOON OF ASSERTED BRAVERY

You can use your action to end one effect on yourself that is causing you to be frightened.

BOON OF ASSERTED HEARING

You can use your action to end one effect on yourself that is causing you to be deafened.

BOON OF ASSERTED REPULSION

You can use your action to end one effect on yourself that is causing you to be charmed.

BOON OF ASSERTED SIGHT

You can use your action to end one effect on yourself that is causing you to be blinded.

BOON OF SUSTAINED VITALITY

You regain all expended hit dice when you finish a long rest.

2ND-LEVEL MYTHIC BOONS

BOON OF AGENCY

When you are subjected to an effect that causes you to be incapacitated, stunned, petrified, paralyzed, or unconscious, you can choose to instead not be subjected to the effect (no action required). When you do so, you can't do so again until you finish a long rest.

BOON OF MINOR REENACTMENT

By spending 1 minute in deep concentration (as if concentrating on a spell), you can regain the use of one class ability that you would otherwise regain when you finish a short rest or regain an expended spell slot of 6th level or lower if you would regain that spell slot upon finishing a short rest. Once you use this feature, you can't use it again until you finish a long rest.

BOON OF RAPID BRAVERY

You can use a bonus action to end one effect on yourself that is causing you to be frightened.

BOON OF RAPID HEARING

You can use a bonus action to end one effect on yourself that is causing you to be deafened.

BOON OF RAPID REPULSION

You can use a bonus action to end one effect on yourself that is causing you to be charmed.

BOON OF RAPID SIGHT

You can use a bonus action to end one effect on yourself that is causing you to be blinded.

3RD-LEVEL MYTHIC BOONS

BOON OF ON-DEMAND BRAVERY

When subjected to an effect that causes you to be frightened, you can use your reaction to end the effect on yourself.

BOON OF ON-DEMAND HEARING

When subjected to an effect that causes you to be deafened, you can use your reaction to end the effect on yourself.

BOON OF ON-DEMAND REPULSION

When subjected to an effect that causes you to be charmed, you can use your reaction to end the effect on yourself.

BOON OF ON-DEMAND SIGHT

When subjected to an effect that causes you to be blinded, you can use your reaction to end the effect on yourself.

BOON OF MAJOR REENACTMENT

By spending 1 minute in deep concentration (as if concentrating on a spell), you can regain the use of one class ability that you would otherwise regain when you finish a long rest or regain an expended spell slot of 6th level or lower if you would regain that spell slot upon finishing a long rest. Once you use this feature, you can't use it again until you finish a long rest.

MYTHIC MANEUVERS

1ST-LEVEL MYTHIC MANEUVERS

MYTHIC REVITALIZATION

Cost: 1 Mythic Die

Using your reaction at the end of another creature's turn, you regain a number of lost hit points equal to the rolled Mythic Dice + your Constitution modifier.

SUDDEN AVIDITY

Prerequisites: Strength or Dexterity score of 22 or higher

Cost: 1 Mythic Die

On your turn, you can take one additional bonus action. You also gain temporary hit points equal to the rolled Mythic Die. If you already have temporary hit points, these temporary hit points are added to your existing pool.

2ND-LEVEL MYTHIC MANEUVERS

RESURGENCE OF LEGENDS

Prerequisites: 20th level fighter

Cost: 2 Mythic Dice

Using a bonus action, you regain one expended use of your Action Surge. You gain a number of resurgence points equal to the rolled Mythic Dice. Until the end of your turn, you can add your resurgence points to a single attack roll or divide them across several attack rolls, choosing how many each time you make an attack roll but before you know whether you hit or miss.

SPIRITUAL REBIRTH OF LEGENDS

Prerequisites: 20th level monk

Cost: 2 Mythic Dice

Using a bonus action, you regain a number of ki points equal to the rolled Mythic Dice up to your maximum.

MYTHIC SPELLS

MYTHIC SPELL LIST

ARTIFICER MYTHIC SPELLS

1st Level

Conjure Living Vault (conjuration)

BARD MYTHIC SPELLS

2nd Level

Power Word Massacre (enchantment)

3rd Level

Deluge of Ineptness and Mastery (enchantment)

Wingrave's Sonorous Syncopy (enchantment)

SORCERER MYTHIC SPELLS

2nd Level

Missile Storm (evocation)

Power Word Massacre (enchantment)

3rd Level

Force Dome (abjuration)

WARLOCK MYTHIC SPELLS

1st Level

Conjure Living Vault (conjuration)

Odeon's Binding (transmutation)

2nd Level

Power Word Massacre (enchantment)

WIZARD MYTHIC SPELLS

1st Level

Conjure Living Vault (conjuration)

2nd Level

Missile Storm (evocation)

Power Word Massacre (enchantment)

3rd Level

Force Dome (abjuration)

MYTHIC SPELL DESCRIPTIONS

CONJURE LIVING VAULT

1st-level mythic conjuration

Casting Time: 8 hours

Range: Touch

Components: V, S, M (ingots of adamantine worth at least 50,000 gp and a magical token, both of which the spell consumes)

Duration: Instantaneous

Crafting the token necessary to cast this spell requires a control gem taken from a dead slaadi, which is magically enhanced over 1 week, costing 5,000 gp in components. As you cast the spell, you mold the material components into a chosen shape, inserting the magical token into the mass. At the end of the casting, you conjure forth a **living vault** in an unoccupied space within 5 feet of you.

The living vault obeys your verbal commands with complete disregard for its own wellbeing. The living vault has no obvious opening, but items can be stored and retrieved by naming them. Upon request, the living vault telepathically

creates images in your mind of each object stored within it. Any object stored into the living vault seems to be absorbed into its form as if it was made of mud, and any object retrieved exit in the same manner. Storing or retrieving an object takes an action. No living creatures can be stored within the living vault.

Only the caster can interact with the vault. If a creature other than the caster wishes to access objects within the living vault, it must be destroyed. Destroying a living vault, causes all objects within to emerge within the living vault's space as it is turned to rubble.

LIVING VAULT

Large construct, unaligned

Armor Class 23 (natural armor)

Hit Points 405 (30d12 + 210)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	24 (+7)	10 (+0)	10 (+0)	1 (-5)

Saving Throws Int +6, Wis +6, Cha +6

Skills Athletics +15, Insight +6, Perception +12

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 22

Languages speaks the languages of its creator, telepathy 120 feet

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Arcane Storage. Using an action, the vault can retrieve an item from or place an item in a pocket plane within itself. The space can hold a volume of up to 1,000 cubic feet. If the vault dies, both the vault and the pocket plane cease to exist, and everything inside it appears in and around the space the vault occupied.

Axiomatic Mind. The vault can't be compelled to act in a manner contrary to its nature or its instructions.

Immutable Form. The vault is immune to any spell or effect that would alter its form.

Magic Weapons. The vault's weapon attacks are magical.

Magic Resistance. The vault has advantage on saving throws against spells and other magical effects.

Telepathic Bond. The vault ignores the range restriction on its telepathy when communicating with its creator. The two don't even need to be on the same plane of existence.

ACTIONS

Multiattack. The vault makes three slam attacks.

Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 25 (3d10 + 9) bludgeoning damage.

Invisibility. The vault magically turns invisible until it attacks or casts a spell.

DELUGE OF INEPTNESS AND MASTERY

3rd-level mythic enchantment

Casting Time: 10 minutes

Range: Special

Components: V, S

Duration: 24 hours

You close your eyes and shut off your senses for the duration of the casting. At the end of the casting, choose Ineptness or Mastery.

Ineptness. Your eyes open as a wave of yellow light washes outwards from you, covering a 1-mile-radius centered on you. Each creature touched by the light must succeed on a Wisdom saving throw or become cursed for the duration. While cursed, a creature's proficiency bonus becomes 0. You and other creatures within 30 feet of you are not affected.

Mastery. Your eyes open as a wave of dull, green light washes outwards from you, covering a 30-foot-radius centered on you. Each creature touched by the light gains a +1 bonus to its proficiency for the duration of the spell.

FORCE DOME

3rd-level mythic abjuration

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (ruby dust worth 50,000 gp which the spell consumes)

Duration: 24 hours

An invisible, cube-shaped dome composed of magical force springs into existence around an area you choose within range. This spell requires at least 2 creatures casting the spell simultaneously while within 30 feet of each other. For each additional creature that casts the spell simultaneously while within 30 feet of all other creatures that cast the spell, the dome doubles in size.

The prison can be up to 1 mile on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area are pushed away from the center of the area until they are completely outside the area.

A creature inside the dome can leave it by teleporting out, but it isn't possible to teleport in. The dome also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *Dispel Magic* or *Purge Magic*.

MISSILE STORM

2nd-level mythic evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create one hundred glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

ODEON'S BINDING

1st-level mythic transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a book bound in precious metals and treated with rare oils, worth at least 10,000 gp)

Duration: Instantaneous

You squint your eyes and nod your head, targeting a humanoid within range. If the target has more than 100 hit points, nothing happens. If the target has 100 hit or fewer, the target's mind is separated from its body, causing the body to disappear into an extradimensional space. The target's mind is absorbed by the material component which becomes filled with all of the target's life experiences; one page for each day the target has lived. The material component becomes magical and takes on an appearance of your choosing.

While the target's mind and body are separated in this manner, it doesn't perceive anything and can't die.

Every thought and memory the target had, including those long forgotten or erased by magic, are transcribed in the book in the language the creature spoke or thought with as it occurred. The utterances of others that the target has overheard, are also transcribed in the book in the language they were spoken, though they are transcribed phonetically if the target heard an utterance it couldn't understand.

While holding the book, you can verbally pose a question or proclaim some piece of information you are looking for; then, if available in the book, the book's pages will magically turn until a page is revealed that best divulges the information you seek.

By spending 5 gp worth of fine inks and 1 hour of work, you can replace a page in the book with a freshly written page, or you can remove a page entirely. Each time you do this, the target must succeed on a Wisdom saving throw or come to accept the changes as actual memories or lack thereof. Any memories replaced or removed in this manner can only be restored with a *wish* spell.

If the book is destroyed, the target dies and its body is annihilated. Only a *wish* spell cast on the book can reunite the target's mind and body, causing the book to be annihilated in the process.

POWER WORD MASSACRE

2nd-level mythic enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

You utter a word of power that compels all creatures within range to die instantly. If a creature has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

WINGRAVE'S SONOROUS SYNCOPY

3rd-level mythic enchantment

Casting Time: 10 minutes

Range: Special

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket, and an amethyst worth at least 10,000 gp which the spell consumes)

Duration: 100 years

A magical lullaby emits from you and is heard softly by creatures within 1 mile of you. A humanoid that can hear the sound must make a Wisdom saving throw. On a failed save, a creature falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. A willing target can fail the saving throw on purpose.

A humanoid doesn't need air, food, or drink to survive, and doesn't age, while it is asleep due to this spell.

Undead and creatures immune to being charmed aren't affected by this spell.

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