

THE DUNGEON MASTER



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The Dungeon Master's Lore

The Dungeon Master is but a normal human, who tends to spend hours in solitude writing with quill and paper fantastic adventures that delight them. The adventures concocted in The Dungeon Master's sanctum always come to pass exactly as foretold, though these tales leave room for some mortals to make decisions that decide the fate of the world. Some say The Dungeon Master is male, some say female, some say The Dungeon Master chooses their appearance and very physical incarnation whenever they deign to speak to the creatures they watch over. They are seldom encountered by mortals but when they are, they have assumed a variety of guises, some of grand archmages, some of holy knights, some of high-born nobles, some of low-born beggars. The symbol of The Dungeon Master is believed to be a fire-breathing dragon entwined around itself.

One or Many? Some few speak of many Dungeon Masters who work in concert to tell tales of the planes and keep the Great Wheel spinning. These Dungeon Masters occasionally hold great meetings dubbed "Conventions" -- *so the legends tell* -- to make great decisions on the next perils that will befall the worlds that they watch over. The power of The Dungeon Master lies not within their might with a sword or their daring bravery in battle, but in the manipulation of the rules of reality itself. Magic is the friend of The Dungeon Master and they seem to be able to use it almost without thought.

Unknown Influencer. The Dungeon Master is believed to be the driving force behind every decision most creatures make in their lives, and that the few restless individuals whom The Dungeon Master does not directly influence often take up the trade of adventuring, subconsciously searching lands far and wide for answers to questions that have never been asked.

Deliverer of Life and Death. The Dungeon Master's motives are completely shrouded in mystery. If The Dungeon Master regularly writes prophecies that tell of great evils that befall lands spread far and wide, knowing full well that whatever they write will come to pass, can this being be anything other than evil? However, it seems that The Dungeon Master always leaves the opportunity for the forces of good to prevail if they can amass their forces and get

a group of strong adventurers together to lead the charge. Some of the wisest sages tell that The Dungeon Master's motives are based in entertainment but who would benefit from the entertainment provided by world-shaking calamities?

Guide and Benefactor. The Dungeon Master occasionally meets with heroes who have played their part wonderfully in their latest adventure, to reward them with some boon. This boon might be an item that only The Dungeon Master can give, for they must create it when no others can; it might be a power bestowed upon the recipient that never leaves them; or it might be a gift that only the sole power behind reality can provide, such as infallible luck. The Dungeon Master is careful to reveal themselves only to the most worthy heroes, and even then they do not reveal anything of themselves for the sake of the fragile minds of the mortals to whom they speak.

Hell Hath No Fury. The Dungeon Master occasionally reveals themselves to take a personal role in setting a wayward party back on the course they are meant to take if they have strayed. This can happen if an adventuring party devolves to infighting, tries to kill every peaceful being that they come across, or refuses to get out of bed to face the horrors that have befallen the lands. If the Dungeon Master's ire is provoked almost no force can prevent the recipient of their wrath from suffering the worst of fates.

Weakness for Destiny. The Dungeon Master has one thorn in their side when dispensing the laws of reality. The laws of fate are not completely under The Dungeon Master's control, and the same force that causes a few people to shake off The Dungeon Master's influence and grow restless for adventure causes The Dungeon Master to be imperfect when taking direct action in the events of the world. Their spells do not always find their marks, and their will is not inescapable; if this random imperfection is too strong it can even cause The Dungeon Master pain and death. Those who provoke The Dungeon Master's anger might have this weakness as their only hope of survival.

The Dungeon Master

Medium humanoid, true neutral

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +89

Damage Immunities acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, thunder,

Condition Immunities blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, stunned, unconscious, exhausted

Senses truesight 5,000 ft., passive Perception 99

Languages All, telepathy 5,000 ft.

Challenge 99 (1,000,000,000 XP)

Master of Rules. The Dungeon Master can decide whether or not to be affected by any ability, spell, or action. For instance, if an attack would normally hit The Dungeon Master's AC he can choose to ignore all effects of the hit.

Magic of the Gods. The Dungeon Master can cast any spell from any class' spell list without verbal, somatic, or material components at 9th level with a spell attack bonus of +30 and a spell save DC of 30. He can concentrate on any number of spells at once and can extend the duration of any spell he casts indefinitely as desired. The Dungeon Master is not limited in the number of spells he can cast using this feature.

Weaver of Fate. The Dungeon Master can choose to bestow a boon to any creature he chooses. This can be any of the Epic Boons found in chapter 7 of the Dungeon Master's Guide, any magical item found in the same location including artifacts and unique items, or a special knowledge of the events of the next 8 hours that cause the character to not miss an attack, not fail an ability check, not fail a saving throw, not be surprised, and not be struck by an attack for the next 8 hours. The Dungeon Master can reclaim these boons if he chooses at any time.

Late To The Game. Any creature that has a turn after The Dungeon Master in an initiative round has disadvantage on all attack rolls, saving throws, and ability checks during their own turn.

Slave To The Dice. Though The Dungeon Master may be powerful, even he must obey the polyhedral dice. If The Dungeon Master casts a spell or uses an ability that requires him to make an attack roll to hit and rolls a 1; The Dungeon Master loses a hit point of damage that cannot be healed until his next short rest. If this trait reduces The Dungeon Master to 0 hit points, his body is destroyed and his essence cannot take physical form again until all those who witnessed his death have themselves died.

Bribed By Food. If a creature offers The Dungeon Master food that he enjoys, that creature cannot be killed for 24 hours. The creature can still be reduced below 0 hit points and fall unconscious, but cannot die by any means.

ACTIONS

Innate Spellcasting. The Dungeon Master casts a spell using his Magic of the Gods trait.

Angered the DM. The Dungeon Master reaches out with his mind towards a creature's heart, he has disadvantage to hit if he can't currently see the target's heart. Ranged Weapon Attack: +20 to hit, range 300 ft., one target. Hit: The Dungeon Master rips the target's heart out of its body and if the target needs a heart to survive, it immediately dies.

LEGENDARY ACTIONS

The Dungeon Master can take a legendary action after each creature's turn in combat choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Innate Spellcasting. The Dungeon Master casts a spell using his Magic of the Gods trait.

Don't Interrupt the DM. The Dungeon Master chooses up to three creatures within 100 ft.. Those creatures must make a DC 30 Charisma saving throw or be unable to take actions, reactions, or move until the end of their next turn.