



VYZORN

A RACE OF BEHOLDERSPAWN HUMANOIDS FORMED BY ABERRANT EGOS AND IDS
By Christopher Zito



A NIGHTMARE COME TRUE

Dear Orb,

I saw them again. Those humanoid, skulking about the mines I set up for them so they would circumvent my lair. I wretch at the idea of those pink fleshy hairless apes getting so much as a glance at me, and yet through prying eyes in the paintings I left in the halls, and through all my scrying orbs I littered throughout the walls I can't help but admire them from afar. To be formed and shaped into imperfections that make them so unique and multifaceted, it's bizarre to think that I urge to be like them in some way. I the great and powerful Beholder Nezmuruul to divulge in the idea to take the form of such lowly yet intriguing creatures. I will continue to study their movements through the mine's traps I have laid for them and document their actions for future research, when they have gone; or perished, will I rest easy.

-21.10.1107

Dear Orb,

As expected the humanoids have perished to my pitfalls and minions, they are now apart of my vast collection. Once I am done recording their material possessions I will lock away the corpses for future study. A sense of glee fills me as my mind races at the possibilities before me. Shall I make one of them my thralls? Shall I harvest their bodies for arcane components and magics? Or will the bodies show me more exotic examples to fill my vast library of anatomical illustrations? Whatever the case may be, with these specimens my mind will wander and dream of a vast array of new ideas and wonders these bodies will provide my curious mind. In any case, I shall have my minions send out more invitations to foolish adventurers to seek a false treasure, I require a new crop of humanoid specimens for my research, but until then I will slumber.

-23.10.1107

Dear Orb,

WHAT HAVE I DONE!? THIS WAS NOT WHAT I DESIRED FOR! GODS, IT IS HIDEOUS, GET IT OUT OF MY LABORATORY-

-Scrying Orb Recordings from the Mines of Keltorah

ADRIFT THE NEVER-ENDING WINDS

The Vyzorn's origins are often met with controversy and confusion as the most earliest documentation of their existence claims they are Beholderkin, creatures born of a Beholder's vivid dreams who longed to be humanoid. Often times researchers claim this theory is nonsense and that the home realm of the Vyzorn, Pandemonium, is that they have evolved from bat like beings to ride the never ending turbulent winds of chaos. Some even claim that the smallest of the Vyzorn's origins stem from wee folk races becoming vampires who prey upon larger races. Whatever the case may be, Vyzorn in any realm are all the same, chaotic balls of piss and vinegar as their emotions flucuate violently and with little sway. Vyzorn come in two racial varients immitating the size of Humans and Halflings, the Mazer and the Binn.

The Mazer stand around the same height of an average humanoid creature and are more in touch with their creator's powers, having active imaginations with the strength and creative drive to see their plans through, however due to their ties to Beholders their personalities clash with their originator's paranoia and fears of anything other than themselves. A Mazer's eye has the same potential powers as any Beholder and is varied from one Mazer to another, their powers often flux and morph becoming different or more potent as they age. Along with their beholder like eyes, Mazers have long bat like webbings along the inside of their arms granting them flight and massive clawed talon like feet to grab prey. With a combination of these features, a Mazer's talons could lend themselves to aerial combat, subduing targets with their gazes or picking off ranged attackers from their hiding spots. The drawback to this would be to easing a Mazer's mind and concentration to stay on a single task as their wants, needs and desires can shift at a moments notice.

The Binn, while technically are the first born of the two races, are small and physically lacking in strength, but their aerial acrobatics are second to none flying amongst the turbulent gales of Pandemonium. They fly in nomadic packs from location to location in search of warm fresh blood to drink from other creatures using their piercing gazes to restrain their victims in various magical debilitating ways. Binn will sometimes form societies in caves, mountainsides, and woods near other race's settlements and even make themselves known to their neighbors for trade and services for some coin, goods, and of course a nice warm bottle of blood. Binn are more cunning and calculating then their taller kin able to focus on one task with intense concentration, however their pride and egos match that of their creators having them believe they are of a higher calling and status then most other races. This pride has created a self imposed a social rift between the Mazer and the Binn as the races will use any physical attributes, magical merits, or any other attribute they possess to prove they are their creator's "favored" of the Vyzorn race.



YOU GOT A FRIEND IN "ME"?

Vyzorn adventurers are not uncommon, their wanderlust and chaotic natures are greatly used in missions of assassinations, distractions, and scouting by their employers. Vyzorn are not so restless to never settling down and create friendships and homes with other races, often craving the attention and trust in others as the reason most Vyzorn are nomadic in the first place is paranoia and fear of more intimidating races just like their creators. The common reason for joining a band of adventurers? For the Mazer it is simply to please their curiosity and vivid imaginations, to find others who will either join them in such escapades or simply accept their wild personalities. The easiest way to a Binn's heart is giving some of the blood that pumps through your own, or your enemy's veins, along with a stroke of the ego, as they wish to find acceptance in acknowledgment for a job well performed.

MAZER

Your Mazer has the following features.

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

Age. Vyzorn mature at age 13 and can naturally live up to 90. Vyzorn born from a Beholder's will are created at their matured age from the start, however Vyzorn are capable of being created by normal humanoid conception.

Alignment. Mazer are chaotic, often lost in their own minds. Their wills and decisions often swayed by whim and fancy at a moments notice, as such it is rare to ever see a Mazer who falls under a lawful moral compass.

Size. Mazer are Medium, varying from 4'5 - 6'5 feet tall.

Speed. Mazer rarely walk and rather take flight as their primary mode of transportation. You have a base walking speed of 25 feet.

Flight. Mazer have webbing that form leathery wings along the inside of their arms and into the palms of their hands. You have a base flight speed of 30ft.

Darkvision. A Mazer's large eye can see great distances within dark caves or night skies. You are able to see 60ft within darkness.

Beholder's Gaze. A Mazer's eye is similar in composition to a Beholder's thus their gaze have various reality warping effects on creatures that look into it. Choose one gaze from the **Vyzorn Gaze Effect List** at character creation, as an action you can apply the gaze to one creature you can see within 30ft. The target must make a Wisdom saving throw vs 8 + proficiency + your Charisma Modifier, on failure the target suffers the effect of your chosen gaze. The target must make another Wisdom saving throw at the start of it's next turn or continue to suffer the gaze's non damage dealing effect. Attempting to use your gaze on a target further than 30ft away will have disadvantage. You can use your gaze feature 1 + your Charisma modifier times per long rest (Maximum 5).

Clawed Grasp. A Mazer's feet are equipped with large hook like claws and are large enough to grasp most humanoid shaped creatures by the arms to carry away into the air. Mazers have a natural Rake attack that deals 1d6 Slashing + Strength modifier. On a successful hit, as a bonus action a Mazer can attempt to grapple a target. On failure, the target is restrained, on the start of it's next turn the target may attempt to escape the grapple. While grappling a creature with it's feet, a Mazer can continue to fly at full speed.

Languages. Binn can read, write and speak Deep Speech and Common.



BINN

Your Binn has the following features.

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

Age. Vyzorn mature at age 13 and can naturally live up to 90. Vyzorn born from a Beholder's will are created at their matured age from the start, however Vyzorn are capable of being created by normal humanoid conception.

Alignment. Binn have the capacity to become any alignment they choose, whatever their morals they will always think better of themselves no matter where they lay within a moral compass often leading Binn to be Chaotic Neutral on most occasions.

Size. Binn are Small, varying from 3'4 - 4'5 feet tall.

Speed. Binn rarely walk and rather take flight as their primary mode of transportation. You have a base walking speed of 25 feet.

Flight. Binn have webbing that form leathery wings along the inside of their arms and into the palms of their hands. You have a base flight speed of 30ft.

Darkvision. A Binn's large eye can see great distances within dark caves or night skies. You are able to see 60ft within darkness.

Minor Gaze. A Binn's eye does not possess the same potency as the Mazer, never the less a Binn's gaze can invoke abilities derived from their Beholder creators in limited bursts. Choose one gaze from the **Vyzorn Gaze Effect List** at character creation, as an action you can apply the gaze to one creature you can see within 30ft. The target must make a Wisdom saving throw vs 8 + proficiency + your Charisma Modifier, on failure the target suffers the non damage dealing effect of your chosen gaze until the end of your next turn. You can extend the effects of the gaze for one round by using a bonus action and remain facing your target. Attempting to use your gaze on a target further than 30ft away will have disadvantage. You can use your gaze feature 1 + your Charisma modifier times per long rest(Maximum 5).

Lifedrink. A Binn fangs are simmilar to a Blood Kiss Beholder's, capable of puncturing into the flesh of it's victims and drinking the target's blood from the wound. Binn have a natural Bite attack that deals 1d6 Piercing + Strength modifier. On a successful hit, as a bonus action a Binn can deal an extra 1d8 Necrotic damage, the Binn gains temporary HP equal to the half total damage delt from the Bite attack. A Binn can use a bonus action to drink blood from a target again after a short or long rest.

Languages. Binn can read, write and speak Deep Speech and Common.



HALF MAZER

Your Half Mazer has the following features.

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

Age. Half Mazer mature at age 15 and can naturally live up to 120. The union of a Mazer and a Human is often met with scrutiny, however the races are compatible, granting the offspring more longevity and a more stable emotional faculties unlike their Mazer parents.

Alignment. Half Mazer are far more capable of developing a wider spectrum of morals as the blood of Humans grants them less paranoia and emotional instability. As such a Half Mazer can be any alignment they so choose.

Size. Half Mazer are Medium, varying from 4'5 - 6'5 feet tall.

Speed. Half Mazer still retain clawed feet from their Mazer parents, but the muscle structure of their legs help the adapt to walking greater distances. You have a base walking speed of 30 feet.

Limited Flight. Half Mazer have webbing that form leathery wings along the inside of their arms and into the palms of their hands. The webbings are very stronger and often can extend past the Mazer's body creating a sort of long cloak of webbing. You have a base flight speed of 60ft, at the end of your turn, if you remain in the air you fall.

Darkvision. Half Mazer's singular large eye can see great distances within dark caves or night skies. You are able to see 30ft within darkness.

Beholder's Glimpse. A Half Mazer's eye is simmlar in composition to a Beholder's like their parents, however due to their Human biology they cannot completely control the effects of their gaze. As an action you can apply the gaze to one creature you can see within 30ft. When you use your gaze, you must roll 1d20 from the **Vyzorn Gaze Effect List**, the result will determine your gaze's effect. The target must make a Wisdom saving throw vs 8 + proficiency + your Charisma Modifier, on failure the target suffers the effect of your chosen gaze. The target must make another Wisdom saving throw at the start of it's next turn or continue to suffer the gaze's non damage dealing effect. Attempting to use your gaze on a target further than 30ft away will have disadvantage. You can use your gaze feature 1 + your Charisma modifier times per long rest(Maximum 5).

Clawed Feet. A Half Mazer's feet are equipped with large hook like claws and are large enough to rake at their targets. Half Mazers have a natural Rake attack that deals 1d6 Slashing + Strength modifier.

Languages. Binn can read, write and speak Deep Speech and Common.

WHAT ABOUT A BINN AND HALFLING?

As with the compatibility of the union between a Mazer and a Human, a Binn and a Halfling are also capable to have offspring. However the end result of such a union with grant cosmetic physical results such as:

A Halfling with Binn features, such as a single eye, a minor thirst for blood, small leathery skin folds across the inside of their arms, or an inflated ego larger than an average Halfling.

A Binn with a more relaxed ego, paler or darker skin complexion, a larger appetite, or a more developed muscle and bone structure befitting for walking on land.



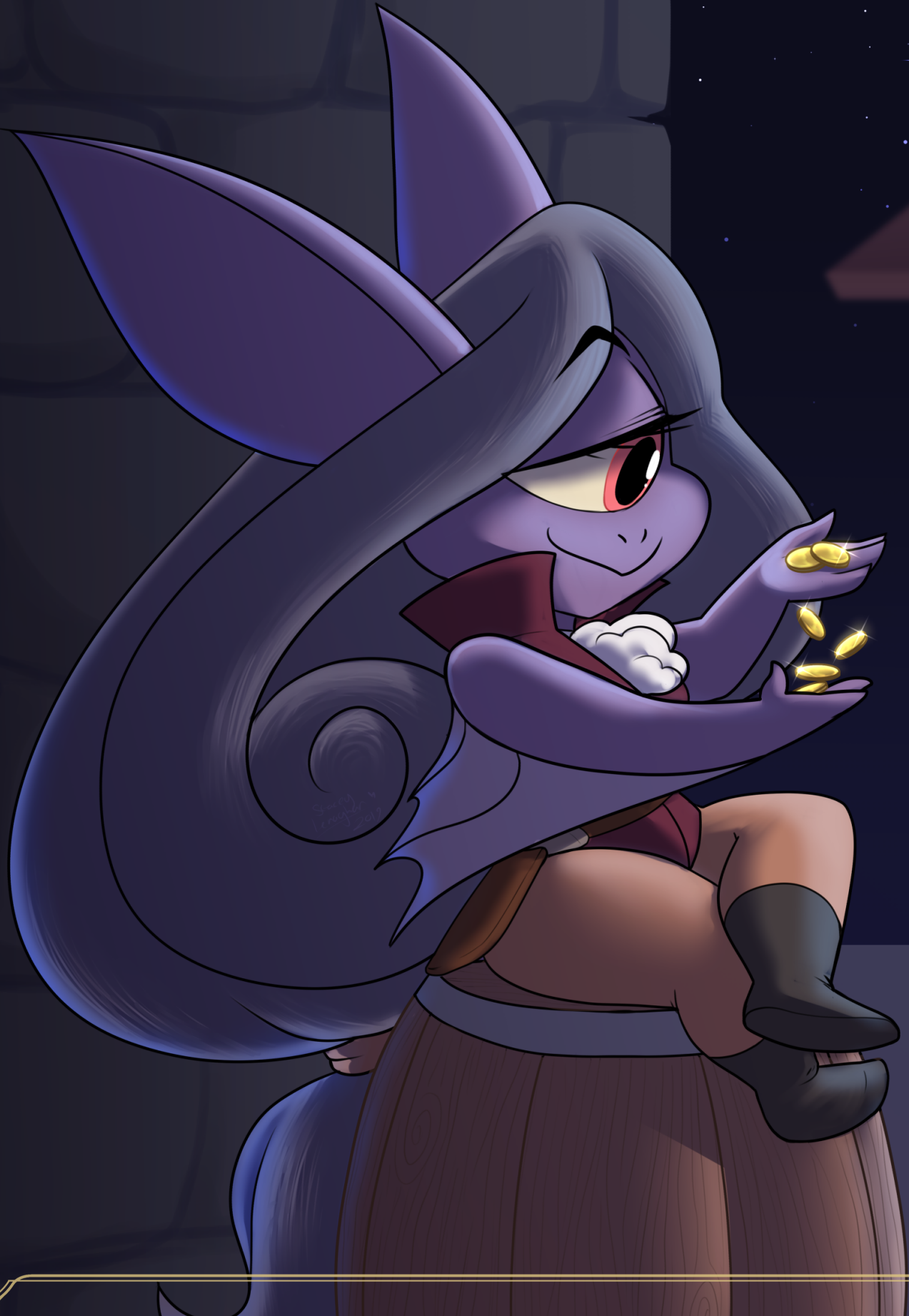
VYZORN GAZE EFFECTS

1d20	Gaze	Effect
1	Hypnotic	On a failed save, the target falls asleep for what is considered a long rest for them. This sleep effect does not count as a magical sleep thus Fey Ancestry or any other feature does not counter this feature. Taking damage while sleeping will awaken the target, this gaze does not effect Constructs or Undead.
2	Petrifying	On a failed save, the target becomes petrified. Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious during this effect, it turns to stone. The stone effect can be reversed either by a Vyzorn's Petrifying Gaze or <i>Greater Restoration</i> .
3	Leeching	The target takes 2d6 Psychic damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. The Vyzorn receives half the damage result + their Cha Modifier in HP. This gaze does not effect Constructs or Undead.
4	Frightening	On a failed save, the target is frightened of the Vyzorn but is compelled to remain looking into their eye as long as it is within sight. Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious while under the fear effect, the target will remain frightened of the Vyzorn permanently, <i>Greater Restoration</i> will remove this effect. This gaze does not effect Constructs or Undead.
5	Ceasing	On a failed save, the target becomes paralyzed, however it's eyes always remain fixed on the Vyzorn's eye should the Vyzorn be within it's sight. Lasting Effect: If the target fails it's saving throw three times in a row, the target will remain paralyzed for twelve hours before regaining mobility.
6	Reducing	On a failed save, the target becomes inflicted with the effects of Reduce from the <i>Enlarge/Reduce</i> spell. You may use this gaze on the same target again to further reduce their size(Maximum Size Tiny). Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious while under the reducing effect, the target remains the shrunken size permanently, <i>Greater Restoration</i> will remove this effect. This gaze does not effect Constructs.
7	Dizzying	The target takes 2d6 Thunder damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Additionally if the target fails it's saving throw it is knocked prone.
8	Infatuating	On a failed save, the target becomes charmed, the target will follow the Vyzorn's commands as a free action and do it best to keep the Vyzorn safe while under this effect. Lasting Effect: If the target fails it's saving throw three times in a row or knocked unconscious while charmed, the target will assume the Vyzorn is their ally or believe they share a deep long lasting connection with the Vyzorn permanently(The DM has final say as to how deeply the effected target feels for the Vyzorn), <i>Greater Restoration</i> will remove this effect, removing the effect will have the target realize they have been under the Vyzorn's influence for the whole duration. This gaze does not effect Constructs or Undead.
9	Stupefying	On a failed save, the target is confused. Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious while under it's confusion effect, the target will lose -2 Intelligence while within 60ft of the Vyzorn, <i>Greater Restoration</i> will remove this effect. This gaze does not effect Constructs or Undead.
10	Morphing	On a failed save, the target turns into any creature the Vyzorn has seen. The creature the Vyzorn chooses can only be a CR equal or lower to it's level. This effect only works on Humanoid creatures. Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious while in this form it remains in this form with it's original stats, <i>Greater Restoration</i> will remove this effect. This gaze does not effect Constructs or Undead.
11	Blinding	The target takes 2d6 Force damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Additionally if the target fails it's saving throw it becomes blinded. Lasting Effect: If the target fails it's saving throw three times in a row or is knocked unconscious while blinded, it will become permanently blind having disadvantage to all perception checks relying on sight, <i>Greater Restoration</i> will remove this effect.
12	Freezing	The target takes 2d6 Cold damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If the target dies to this effect they will become encased in a solid block of ice.
13	Shocking	The target takes 2d6 Lightning damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If the target dies to this effect, the target will explode. All targets within 30ft of the explosion must make a Dexterity saving throw vs 8 + proficiency + your Charisma Modifier, on failure the targets take the gaze's damage, on success they take half the damage.
14	Searing	The target takes 2d6 Fire damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If the target dies to this effect, it's body becomes a puddle of lava.
15	Necrotic	The target takes 2d6 Necrotic damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If the target dies to this effect, it returns to life as a CR 1 Zombie.

VYZORN GAZE EFFECTS

1d20	Gaze	Effect
16	Radiant	The target takes 2d6 Radiant damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If the target dies to this effect, the target will turn into a stone statue that emanates 60ft of light for 24 hours before simply crumbling to a pile of salt
17	Eldritch	On a failed save, choose an Ability Stat, the target takes disadvantage to all rolls pertaining to stat of your choosing. Additionally you can grant advantage on all rolls of the chosen stat to either yourself or an ally you can see within 60ft until the target of the gaze's effect ends.
18	Warping	On a failed save, the target is teleported within 60ft of any unoccupied space the Vyzorn can see.
19	Exhausting	On a failed save, the target takes 1 point of Exhaustion. This gaze does not effect Constructs or Undead.
20	Death	On a failed save, the target must roll a Death Saving Throw. If a creature that does not normally use Saving Throws fails this saving throw 1 + Their Constitution modifier times, they drop unconscious. This gaze does not effect Constructs or Undead.





ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

CLAWED GRASP

(Prerequisite: Half Mazer Race, Strength 13 or Higher)

Your **Clawed Feet** feature becomes a Mazer's **Clawed Grasp** feature. On a successful hit of your natural Rake attack, as a bonus action you can attempt to grapple a target. On failure, the target is restrained, on the start of it's next turn the target may attempt to escape the grapple. While grappling a creature with it's feet, a Half Mazer can continue to fly at full speed.

ENVELOPING WINGS

(Prerequisite: Any Vyzorn Race, Strength 13 or Higher)

You can use your wings to envelope around a target and restrain them in place. As an action you can use your arms to grapple a target in place, on failure the target is restrained. While restrained, the target has disadvantage against the features **Beholder's Gaze**, **Minor Gaze** and **Beholder's Glimpse**. The target may attempt to break free of the grapple again at the start of it's turn. While restraining a target this way, you may not use actions that require the use of your hands until the target breaks free or you release the target from the grapple.



TRUE FLIGHT

(Prerequisite: Half Mazer Race, Strength 13 or Higher)

Your wings have grown strong allowing you to fly further than usual. You may now remain airborne at the end of your turn instead of falling down to the earth.

CRUCIFIX HOLD

(Prerequisite: Half Mazer or Mazer Race, Strength 15 or Higher)

You know how to keep your target's hands from slipping out of your claws preventing them from most attempts to escape. You have advantage to grappling Humanoid targets with your **Clawed Grasp** feature. If you successfully grapple a target this way, the target has disadvantage to escape.

PEERING GAZE

(Prerequisite: Any Vyzorn Race, Constitution 13 or Higher)

You may now use your Gaze features on creatures you can see that are facing you within 60ft without disadvantage.

STARING CONTEST

(Prerequisite: Any Vyzorn Race, Constitution 15 or Higher)

Your eye is acclimated to remaining open for prolonged periods of time. You may now use your gaze ability 2 + your Charisma modifier times per long rest (Maximum 7). Additionally you have advantage on saving throws that would rend you blind.

CLING

(Prerequisite: Any Vyzorn Race, Dexterity 13 or Higher)

Your hands and feet have hook like claws that grant you the means to hang from walls and ceilings. You gain a 30ft climbing speed. If you remain motionless clinging to a wall or ceiling in dim light or darkness, you have advantage on Stealth checks.

GREATER FLIGHT

(Prerequisite: Binn or Mazer Race, Dexterity 13 or Higher)

Your wings have grown strong allowing you to fly further than usual. Your base flying speed increases to 60ft.

VEIN STRIKE

(Prerequisite: Binn Race, Dexterity 15 or Higher)

You have grown accustomed to finding the proper artery when you plunge your teeth into a target to draw blood. When you use your **Lifedrink** feature, you gain temporary HP equal to the total amount of damage dealt to the target.



NIGHTVISION

(Prerequisite: Any Vyzorn Race, Wisdom 13 or Higher)

Your eye can gleam through even the most darkest of nights brought upon you by magical means. While within magical darkness you still have 30ft of darkvision.

PACK TACTICS

(Prerequisite: Any Vyzorn Race, Wisdom 13 or Higher)

The Vyzorn has advantage on an attack roll against a creature if at least one of the Vyzorn's allies is within 5 feet of the creature and the ally isn't incapacitated.

CLOSER LOOK

(Prerequisite: Any Vyzorn Race, Charisma 13 or Higher)

Your eye's gaze is far too enticing to look away at close proximity. Targets within 5ft of you have disadvantage to saving throws against your Gaze features. Additionally you have advantage on Persuasion checks while within 5ft of a target.

TRUE GLIMPSE

(Prerequisite: Half Mazer Race, Charisma 13 or Higher)

You may select one gaze from the **Vyzorn Gaze Effect List**. As an action you can turn your gaze into your chosen gaze or to pull a gaze effect at random. You can take this feature multiple times.

EYE OF THE BEHOLDER

(Prerequisite: Any Vyzorn Race, Charisma 15 or Higher)

As an action a Vyzorn can expend all of its uses of its gaze feature to apply its **Lasting Effect** on a target instantly. The target must make its saving throw against the gaze, if it fails, the **Lasting Effect** of the gaze occurs on the target instantly. A Vyzorn can use Eye of the Beholder again after a long rest.

MULTIGAZE

(Prerequisite: Binn or Mazer Race, Charisma 15 or Higher)

You may select an additional gaze from the **Vyzorn Gaze Effect List**. As an action you can turn your gaze into any effect you have chosen at creation and with Multigaze. You can take this feature multiple times.

WILL

(Prerequisite: Any Vyzorn Race, Level 12, Charisma 18 or Higher)

Much like your creator's you hold the very potential to will reality to how you see fit. Taking this feature allows you to make one wish as if casting the *Wish* spell. Once the wish has been proclaimed, you must enter a period of sleep during a long rest, the next time you awaken your Wish will manifest into existence as a material item, creature, or as some similar effect. The DM has complete control over how this wish will be interpreted and given form. You may take this feature multiple times.



SCHOOL OF WILL



Academic study in the ways of the arcane can often be mentally taxing on an aspiring wizard but there are occasions where it is also due to physical limitations. Not everyone has the aptitude to becoming a full fledged mage not because of their unwillingness to learn, but rather challenges like language or an able body become dramatic obstacles to overcome. However through determination and will alone can one's arcane aptitude swell and become a powerful catalyst to project their spells where study and knowledge may be lacking.

NEW ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The School of Will is available to a wizard in addition to the options offered in the Player's Handbook.

SIMPLE CASTING

Starting at 2nd level, through sheer force of will your magic imbues a spell into a simpler form making it easier to cast. You gain any level one Wizard spell of your choosing that does not require a spell slot and components to cast.

INSTANT RITUALISM

Starting at 6th level, your magic inverts the preparation time requires to complete a ritual spell. All ritual spells you cast may now be casted instantly, this does not change the required components needed to cast a ritual spell.

WILL BE DONE

Also at 6th level, your mental and magical devotion to the completion of a spell will not go unhindered or undone. As a bonus action, if a target of your spell must roll a saving throw against the spell's effect and succeeds, you may force the target to reroll and take the lower number. You may use this feature up to 1 + your Intelligence modifier times per long rest.

LONG LASTING CAST

Starting at 10th level, your will stokes the effects of spells you imbue on yourself or your allies. All spells that have an effect on yourself or any willing allies last an extra 1 + your Intelligence modifier hours. Taking damage will still require the wizard to roll for holding concentration. These effects last until the spell's duration is complete, the ally or wizard wills the spell effect ends, the wizard initiates a short or long rest, or the wizard fails a concentration roll or is incapacitated.

WISHFUL CASTING

Starting at 14th level, you churn the arcane energies through your focus to condense a spell into a smaller form, once released your will returns the spell to its proper form in an explosive manner. Once per long rest, you may select one known spell up to 5th level from your spell book. The chosen spell now costs one 1st level spell slot to cast.

CREDITS

ART CREDITS: ORDER OF APPEARANCE
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A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTEDS,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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pr0bait | PKMN Peeps | Seth Whitehair-Hardyway | Maverick_Mentation | John Beckelhymer | Damien Harris | James Mobbs | Jason Kitson | Alpha8087 | Zane Kiryu | Kevin Reynolds | Knyteshade | Scorch56.

HATCHLING/ROOK/ADVENTURER

TobisaruJC Pierce 22 | Typhlosion | Kameron Pocus | Brent Bond | Marcel Speissegger | Slyfirefox | Arthor Whitewood | Achillius | Matthew Maldonado | Sky Smith | Giltone | Duvi0 | rafael teran | OwlFluffs | Boss Moogle | Taj Whitt-Odrone | B3st Boy Mineta | thenanx | Nye Winston-Corradino | Jaryn Schaffer | Conner Wright | Travis Laake | Taboo | Saiyanfox10 | Matt DiVenere | Geoffery Wolfe | Ashlee Lewis | Ray Coleman | Hyruke | Johnny McPherson | Tristan Bradley | pikafan003 | Reyes | Joe Dabrowski | Aaric Borst | Bel Mason | The Casualest | Joseph Miller | Crescent Quill | Rio Greeley | Zachary Hanson | Travis Newcomb | Chilly Lich | Andrew Leavens | Bronx Childers | William Vincent | Connor Johnson | Keri | John Paul Pierce | Zied Catoon | Le Birb | Dongo the King | CrimsonChaos | Nik Walz | Tyson A Duster | Ethan Miljus | J.p. Rubin | Gemini Maxxim | Maxwell Christy | Anthony Socha | dawn533k3r | Dzib | Icedemon565 | Archive the Mad Monk | Jordan Ranger | Gently | S L Hall | Nenza Strittki | Theropod Art | Doogler93 | TheZanic | Mohammed Alhamdan | TwofacedShip | Sergio Reyes | CombatMagi | Dakota Warcup | Gunmetal The Immortal | TheMusicReborn | Killian Spradlin | Bladekingj | edge foxs | Charles E saunders | Max Miller | That\$hitter | Madall Hookail | ClockworkShrew | Alec | Ian Johnson | cartoonkitsune | Thomas Jones | Edwin Julius Miles | Derrick Wagner | Cornhub Enthusiast | Lavendar | Catherine | HExploZifs | Aaron August | Ka3mon | Ty2bp | LazyBunn | Devin Roll | TheThreadWeaver | Stephanie Shinkle | Skyblaze71325 | Tito Velasquez | GrayBeast | Kalenidus | VagueCucumber |