

BEYOND THE STARS



Delve into the eldritch gifts from beyond the stars in this Dungeons & Dragons 5th edition supplement. (Written by Jonathan DiBenedetto)

PREFACE

Beyond the Stars or BTS is an eldritch far-realm themed compendium put together due to my love for lovecraft and D&D. It is a homebrew that takes an amalgamation of D&D inspired, lovecraftian themed or darker twisted astronomical flavored ideas and intergrated into 5e. The content of this compendium are intended to be balanced for play in a regular Dungeons & Dragons 5th edition group.

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Stitched Abomination by Anatoli Leoshko;
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ON THE COVER: The warped mage Khazash receiving new found gifts from his connection to an elder one from beyond the stars.

TABLE OF CONTENTS

CHARACTER OPTIONS.....3

PART 1: SUBCLASSES

BARBARIAN

Path of the Abomination.....4

BARD

College of Fate.....5

CLERIC

Madness Domain.....23

DRUID

Circle of the Stars.....24

FIGHTER

Fearless Warrior.....25

Pactsworn.....26

MONK

Way of the Guiding Star.....28

RANGER

Starfinder.....29

ROGUE

Farwalker.....30

SORCERER

Flesh Mage.....31

WARLOCK

The Stars Patron.....32

WIZARD

School of Astronomy.....34

PART 2: BACKGROUNDS

Cultist.....43

Insane.....45

PART 3: MAGIC

ITEMS.....47

PART 4:

SPELLS.....49

Spell Lists.....49

Spell Descriptions.....49

PART 5: THE WATCHERS BEYOND THE STARS..52

PART 6: TERRORS OF THE FAR..63

PART 7: CREATURES.....66

Fleshlings.....66

Swarm of Fleshlings.....67

Far Horrors.....68

Star Mote.....69

Warped Beast.....70

Flesh Mutant.....71

Far Screecher.....72

Stitched Abomination.....73

Flesh Titan.....73

Twisted Lord of Magic.....75

Star Spawn Leviathan.....77

The Thing that Should Not Be.....79



PART ONE: CHARACTER OPTIONS

Class	Description
Barbarian: Path of Abomination	A maddened warrior capable of manipulating his malleable flesh to suit his needs.
Bard: College of Fate	A reader of the strings of fate, capable of plucking and twisting it to their desire.
Cleric: Madness Domain	followers of a god of madness are rambling lunatics aiming to spread madness and insanity everywhere they go.
Druid: Circle of the Stars	An astral guardian and watcher of the stars, they draw their power from the great beyond above rather than the earth below.
Fighter: Fearless Warrior	A valiant fearless warrior who inspires his allies to fight on, fighting against horrible abominations without balking.
Fighter: Pactsworn	A warrior who enters into an eldritch pact to obtain profane magicks to enhance their combat prowess.
Monk: Way of the Guiding Star	A swift dancer capable of becoming like starlight itself, a dancing beacon that zips across the battlefield.
Ranger: Starfinder	A stargazing wanderer who can navigate the wilds with ease, bringing light to the lost.
Rogue: Farwalker	a silent stalker capable of warping space to teleport across distances, even planes itself.
Sorcerer: Flesh Mage	A sorcerer capable of manipulating their own flesh and blood and that of others into maddening shapes.
Warlock: Patron of the Stars	Having Forged a pact with an entity from Beyond the Stars, you are gifted great knowledge and magic that shifts with the changing of the night sky.
Wizard: School of Astronomy	A student of both the Arcane and Astronomy, you have learned to draw magic from the constellations themselves, your magic versatile and potent like the many stars in the sky.

BARBARIAN

"MY FLESH IS BUT ANOTHER WEAPON I WIELD TO BREAK YOU."

- Garruk Bonebreaker

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those offered in the *Player's Handbook*: Path of the Abomination.

PATH OF THE ABOMINATION

A Barbarian of the Path of the Abomination has learned to manipulate their flesh, reshaping it to their will and making it into a living weapon. Whether shaping their arms into a jagged axe or sword, twisting their flesh into a mercurial sponge to protect against an errant explosion, or rapidly stitching itself together to mend wounds. They truly embody their name; Abomination.

WARPED ANGER

Starting at 3rd level when you choose this Path, your anger and rage can unleash the warped magic that perverts your body, reshaping your flesh into a instrument of war. When you rage, you can choose to either grow a tentacle or mutate your arm into a monstrous appendage, your choice, this effect lasts for the duration of the rage.

- **Tentacle:** You sprout a grotesque tentacle that has a reach of 10 feet and deals 1d4 bludgeoning damage. You can use a bonus action on subsequent turns to attack with it or attempt to grapple or pull a creature 5 feet closer to you. The tentacle is considered an unarmed weapon and uses your strength for the purposes of attack and damage rolls.
- **Appendage:** Your arm mutates into a fleshy unnatural weapon, such as a spiked mace, a claw, or a sword or axe. Regardless of your choice, this new appendage deals 1d8 damage of either Bludgeoning, Piercing, or Slashing (your choice) and is magical. This damage increases to 2d8 at 14th level. While mutated in this manner, you cannot use your mutated arm to use an object that requires two hands, such as a weapon with the Two-handed or Heavy property. This effect ends if the arm is severed from your body, or if you end it willingly (no action required).

MERCURIAL FLESH

Starting at 6th level, your skin can react quickly - and violently - to reform itself to better protect you from further harm. When you are subject to one of the following damage types: Acid, Cold, Fire, Lightning, Necrotic, or Radiant, you can spend your reaction and take Necrotic damage equal to your Barbarian Level to violently reform your flesh to grant resistance for 1 minute against that damage type. This form of Necrotic damage cannot be reduced or ignored in anyway.



HARSH ADAPTATION

At 10th level, you gain the ability to reshape your flesh to better adapt to harsh environments you find yourself in. As an Action, you can violently reshape your flesh, taking necrotic damage equal to your Barbarian level, to grant one of the following effects below, each effect lasts for 1 hour. This form of Necrotic damage cannot be reduced or ignored in anyway. You can use this feature multiple times, but must expend hit points for every use. You can end any of the effects at any time (no action required).

- **Aquatic Adaptation:** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- **Aerial Adaptation:** You adapt your body to the sky, sprouting monstrous wings and gaining a fly speed equal to your walking speed. You cannot be wearing heavy armor while flying from this effect.
- **Environmental Adaptation:** You adapt your body to better protect you from extreme heat or cold, gaining your choice of either Cold or Fire Resistance.

VIOLENT REGROWTH

Starting at 14th level, your body is under constant degradation and regrowth, reforming itself from any damage you sustain. At the start of each of your turns, you regain hit points equal to Your Constitution Modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points. In addition, if you lose a limb (such as if its severed from your body), your body will regrow that limb or even an entire new body. If a limb is severed, your body will regrow a new one over the course of a short rest. If you die - and so long as your heart remains intact and undamaged - you will regrow an entire body over the course of 24 hours. Once you have regrown an entire new body and have regenerated in this manner from death, it takes a toll on you, you cannot benefit from this portion of the feature again until after 7 days have passed.

BARD

"LETS SEE WHAT FATE HAS TO SAY ABOUT THAT..."

- Vladislav, Vistani Gypsy

Bards are natural storytellers, travelers, musicians or entrepreneurs of entertainment. However, some bards are those that have a fascination for destiny and fate, the many threads that connect them on their journey and that of fabled heroes and their respective journeys. Many gypsies and fortune-tellers have found the ability to see the threads of fate and where they connect and even the ability to change them, though with risk for fate can be fickle.

BARDIC COLLEGES

At 3rd level, a Bard gains the Bardic College feature. The following option is available to a bard, in addition to those offered in the *Player's Handbook*.

COLLEGE OF FATE

The Bardic College of fate is comprised of fortunetellers, gypsies, and seers. Wanderers who have a gift (or a curse) for glimpsing beyond the veil of the cosmos to peer at the threads of fate; some even being able to manipulate these strands. They use their gifts to bring fortune to their friends and misfortune to their foes, but they must tread carefully, for fate is a fickle one, and manipulating it too much could bring great misfortune upon them.



CARD READER

When you join this college at 3rd level, you gain proficiency with two tools, the Dice Gaming Set and the Playing Card set. If you were already proficient with these tools, you can instead add double your proficiency bonus to checks made with them instead. In addition, you can use a special deck of fortunetelling Tarot cards as your spellcasting focus.

THREADS OF FATE

When you join this college at 3rd level, you learn to provoke and tempt the threads of fate, hoping that the fates draw in your favor. You can expend a use of your bardic inspiration and roll it, and attempt to manipulate the threads of fate. Your DM then draws a card from the Tarokka Deck, consults the Tarokka Fates list described later on, and rolls a d20, he does not reveal either results. Instead, your DM jots them both down in his notes. Fate Cards are broken down into two types; Fortune & Misfortune. The former being an effect that is beneficial to the bard and his allies, and the latter being results that are detrimental to them. When the DM rolls his d20 secretly, if their die result is equal to or greater than the Bard's bardic inspiration result, than the Fates favor Fortune upon them, if the result is lower than the Bard's result, the fates show disfavor and show Misfortune upon them.

The bard then gains 1 Fate Point, they can only ever have a maximum of 3 fate points, any fate points gained over this amount causes the oldest fate point (and the corresponding fate card and result) to be erased. As a bonus action at any point, the Bard can call out to the fates and provoke their response spending their Fate Point, the DM then reveals his result for that fate card and whether it was a Fortune or a Misfortune and triggers that effect. Alternatively, at any point the DM can activate a Fate Card of his own volition, if it is a Misfortune result. regardless if the Bard activates his effect, displaying how Fate is fickle and can show its ire at any moment.

CHEAT FATE

Starting at 6th level, you have the ability to twist fate using your charm, wit, and a bit of magic. When you roll your bardic inspiration die, but before your DM rolls his own secret die and draws his Tarokka Card, you can Cheat Fate, allowing you to add your Charisma Modifier to the bardic die result. Once you use this feature, you cannot do so again until after a long rest.

CHANGE OF FATE

At 14th level, you have a long history with the Fates above, one riddled with manipulation, and give and take. When Fate rears its misfortune and ire upon you, you know just the right trick and a little bit of magic to turn that terrible misfortune into a favorable outcome. When your DM reveals a Misfortune Fate card, you can use your reaction and expend another use of your Bardic Inspiration and use the new die result, but must still use the corresponding Tarokka Fate Card. Your DM then rolls a new d20 to determine if this new changed fate is Fortune or Misfortune. Once you use this feature in this manner, you cannot do so again until after a long rest.

Playing without a Tarokka Deck: Playing this subclass, it is heavily suggested to play with a Tarokka Deck, a 54-card deck produced by Gale Force Nine and central to the Curse of Strahd adventure module.

If you do not own a Tarokka Deck, below there are alternative suggestions for use of a standard playing card deck, or for simply using percentile dice.

PLAYING WITH REGULAR PLAYING CARDS

To play with a regular playing card set, separate the numbered cards from the face cards and jokers, and treat them as two separate decks: the common deck (the numbered cards) and the high deck (the face cards and jokers). **Common Decks:** Each suit in a regular deck of playing cards corresponds to a suit in the tarokka deck. The ace cards represent the "1" cards in the tarokka deck, and the "10" cards represent the "master" cards in the tarokka deck.

- Hearts = Glyphs
- Spades = Swords
- Diamonds = Coins
- Clubs = Stars

High Deck: Each jack, queen, king, and joker corresponds to a card in the tarokka high deck.

Playing Card	Tarokka Card
King of Hearts	Ghost
Queen of Hearts	Innocent
Jack of Hearts	Marionette
King of Spades	Darklord
Queen of Spades	Mists
Jack of Spades	Executioner
King of Diamonds	Broken One
Queen of Diamonds	Tempter
Jack of Diamonds	Beast
King of Clubs	Donjon
Queen of Clubs	Raven
Jack of Clubs	Seer
Joker 1	Artifact
Joker 2	Horseman

FATE WORKS IN MYSTERIOUS WAYS

The Fortune and Misfortune effects listed on the following page provide mechanical effects for their abilities, but this need not always be the case, and the DM can always feel free to change it to something else than its listed effect. The DM (and rightly suggested) can provide for them thematic or non-combat specific effects. For example, if a player were to draw the Executioner, the fortune version represents Pause, surrender, letting go, or a change of new perspectives. Perhaps the player encounters something that changes his perspective on something he's been troubled with, or peoples he finally relents and surrenders to something he's been struggling with emotionally, or surrenders himself to his heart's desire. Alternatively, the Misfortune version of this card represents Delays, resistance, stalling and indecision, which could be suggested as something being thrown by Fate that impedes the player or causes them to face great delays in a moment that requires utmost haste. These types of decisions are should be tread carefully and generally up to the DM's discretion, it is best to have a clear idea of what your players intentions are, the theme of their story and character and what might be an interesting development for them. The Fate Lists provide a brief example of what their worldly influences might provide in a non-combat or grander scale besides its mechanical effect.

#	Tarokka Card	#	Tarokka Card
Coins		Swords	
1	Swashbuckler	31	Avenger
2	Philanthropist	32	Paladin
3	Trader	33	Soldier
4	Merchant	34	Mercenary
5	Guild Member	35	Myrmidon
6	Beggar	36	Berserker
7	Thief	37	Hooded One
8	Tax Collector	38	Dictator
9	Miser	39	Torturer
10	Rogue	40	Warrior
Glyphs		High Deck	
11	Monk	41	The Broken One
12	Missionary	42	The Donjon
13	Healer	43	The Beast
14	Shepherd	44	The Horseman
15	Druid	45	The Tempter
16	Anarchist	46	The Innocent
17	Charlatan	47	The Darklord
18	Bishop	48	The Marionette
19	Traitor	49	The Executioner
20	Priest	50	The Mists
Stars		51	The Seer
21	Transmuter	52	The Raven
22	Diviner	53	The Ghost
23	Enchanter	54	The Artifact
24	Abjurer		
25	Elementalist		
26	Evoker		
27	Illusionist		
28	Necromancer		
29	Conjurer		
30	Wizard		

LIST OF FATE CARDS

COINS

This suit symbolizes avarice and the desire for personal and material gains. It is also symbolic of gluttony, lust, and many other obsessions. For the good, it can indicate the accumulation of wealth for a charity or just cause. For evil, it can mark the miser or greedy merchant who cheats his customers or the thief who comes in the night. It is a suit that is often associated with wealth and poverty. The old adage that "the love of money is the root of all evil" is clearly reflected in the darker cards of this suit. The elemental symbol of this suit is the air, from which the mists descend to cover the movements of the thief and mask the identity of criminals. Air is fleeting and nebulous, leaving one with no idea of the power that it has. Just as the unseen wind can overturn ships and topple buildings, so too can the inaudible siren's call of gold move men and nations to ruin and excess.

SWASHBUCKLER

Fortune: For the next hour after flipping this fate card, you find yourself particularly light on your feet, and gain a +10 bonus to your movement speed, and you can dash as a bonus action on your turn, instead of an action.

Misfortune: For the next hour after drawing this card, the individual stumbles and finds themselves unable to control their own agile movement or function properly. They have disadvantage on dexterity checks and saving throws.

Influence: This card is familiar to all those who would step outside the law for the betterment of their fellows. Criminals who rob from the rich to give to the poor will find a friend in this card. It generally is taken to indicate someone who recognizes the importance of money, but is not drawn to it personally. He can handle it and feel no desire to own it for himself.

PHILANTHROPIST

Fortune: Within the next 24 hours after flipping this fate card, you find yourself the beneficiary of a great philanthropist, whether it be monetary gain, a offer of free service, or important information. Whichever the case, you receive a valuable piece of information or monetary item, if the latter, it is equivalent to the value of 10d10+10 gold pieces.

Misfortune: Within the next 24 hours after flipping this fate card, you find yourself or an ally the victim of bribery, blackmail, or lied to over critical information.

Influence: This card calls to mind acts of charity and giving. Unselfish devotion and caring for others is another common interpretation. There are few cards that carry such a positive message. Still, there is a dark side to this card. Sometimes it marks the giving of gifts with false intentions, bribery and the like. It can symbolize anything from subtle offers of gold or luxuries in an effort to "butter up" someone to outright bribes for criminal activity.

TRADER

Fortune: Within the next 24 hours after flipping this fate card, you find great success in monetary dealings and haggling businesses. After flipping this card, until your next long rest, you have advantage on Charisma checks when dealing with traders, merchants, business deals or simply haggling over money.

Misfortune: Within the next 24 hours after flipping this fate card, you find a merchant or trader with a valuable item or piece of information you are seeking, but fate would have it, that this individual is terribly stubborn and grouchy and demands an absurd price. You have disadvantage on all charisma checks when dealing with this individual.

Influence: This card governs commerce in all its aspects. It speaks of auctions, marketplaces, haggling, and fair exchange. On the dark side, it calls to mind smuggling, black markets, and traffic in illicit materials. It does not, as a rule, indicate deceit or false representation of goods and their value, although it does not rule that out.

MERCHANT

Fortune: Within the next 24 hours after flipping this fate card, you will find luck with future business deals and acquire some interesting new discoveries in your brief future. YOu will discover a interesting item the next business deal or marketplace you visit, perhaps a strange magic item, or a shopkeep who offers you a very good discount for being his 100th customer. In either case, when dealing with this merchant or business partner, you have advantage on charisma checks when interacting with them for this business event.

Misfortune: Within the next 24 hours after flipping this fate card, you will be swindled or cheated by a merchant (or customer), forced into a bad business deal or the like. Perhaps you lose value on a item sold to a merchant, or perhaps he sells you a counterfeit item, such as a fake healing potion or fake magical item.

Influence: Unlike the previous card, this one warns of deceit and falsehood in the marketplace. It hints that all is not as it seems in some manner of business transaction. Perhaps the goods being offered are not all that the vendor claims, or the customer is paying with counterfeit currency. Whatever the truth of the matter may be, this card reminds the buyer to beware and encourages the merchant to keep a careful watch on his customers. Although normally a negative card, The Merchant can indicate a positive side. In such light, it indicates a rare find in the market. Perhaps a merchant who does not know the value of his merchandise and is selling it at an unreasonably low price.

GUILD MEMBER

Fortune: Within the next 24 hours after flipping this fate card, you will find satisfaction with knowing that a close friend or ally will receive good fortune, and you will benefit from this fortune as well. Whether closeby or far, a friend will receive great economic gain, in the form of **6d6+6** gold pieces or something of equivalent value.

Misfortune: Within the next 24 hours after flipping this fate card, a friend or ally of yours (whether closeby or far) will suffer economic loss or misfortune, perhaps they misplace or lose coins, suffer a bad gamblers streak, or damage an expensive item (such as a prized family heirloom or sword).

Influence: This card tells not only of money and economics, but of sharing and fairness. It invokes the image of a mercantile guild in which all members work together to profit from trade. If business is bad for one reason or another, they will all share the burden equally. If it is good, they will all profit accordingly. When one of their number is robbed or suffers from an unfortunate accident, the others are there to lend him whatever he needs to get by. Is the guild an honest organization that protects customers from dishonest traders? We cannot say. This card speaks only of fraternity and business partnerships. There is no good or bad to this card, only a call for unity among craftsmen and people of a like profession.

BEGGAR

Fortune: Within the next 24 hours after flipping this fate card, you will acquire economic wealth and a small fortune. You will gain some reasonable amount of coin or the like, gaining **6d6+6** gold pieces or something of equivalent value.

Misfortune: Within the next 24 hours after flipping this fate card, you will lose something of great monetary value, whether it be on your person or kept elsewhere. Perhaps a fire partially destroys a portion of your home where your money was held, or perhaps you drop and lose your satchel which contained your coins and gems.

Influence: This card marks a sudden change in economic status. Taken as a sign of good, it calls to mind the poor man who becomes rich. Sometimes this is not an unmixed blessing, however, for it may be that the new wealth is acquired only after great hardship. On the other hand, as an evil card, it warns of economic ruin or chaos. Again, this is not always a complete curse, however, for it may indicate that the rich man will discover a link to those less fortunate than himself that he had ignored or denied for many years.

THIEF

Fortune: Within the next 24 hours after flipping this fate card, you will gain something you have been seeking (whether knowingly or unknowingly), or acquire something of value. Perhaps critical information, a document, or a journal detailing the lost crypt of a treasure hoard. It could be more direct and instead be the acquirement of some reasonable coin or monetary value, or the acquirement of a new important ally and friend.

Misfortune: Within the next 24 hours after flipping this fate card, you will lose something important to you, such as the loss of a dear friend, a family heirloom, or an important document. It need not be material it could be physical loss, such as a finger or eye, facial disfigurement or even a limb, the misfortune drawing of this card is one that inspires fear in many seers for this reasoning.

Influence: This card is the patron of all those who steal or burgle. It includes the violent thug and the silent cut purse. It marks the loss or acquisition of something important to the individual. Thus it often calls to mind thoughts of a stolen heirloom or favored weapon, It can also, however, be less material than that. It has been known, for example, to herald the disfigurement of a particularly narcissistic individual or the crippling of a proud athlete. In short, it warns that whatever is valued may be at risk. Conversely, it can sometimes speak of an acquisition. Often, of course, such gains come through deceit, treachery, or even violence.

TAX COLLECTOR

Fortune: For the next hour after flipping this fate card, your luck shifts to favor you in a subject you struggle with. You gain advantage on two saving throws or two skills of your choice that you are not proficient with.

Misfortune: For the next hour after flipping this fate card, fate shows its hand, and robs you temporarily of some of your talents, a tax for your magical interferences. you temporarily lose proficiency in two skills or two saving throws you are proficient with for the duration.

Influence: This card notes corruption and deceit, especially among government officials or people who hold some important or trusted position in a business. It warns of both covert failings, such as embezzlement, and of overt actions, like the abuse of a watch captain's position to parcel out protection only to those who pay him in some way. When taken as a good sign, this card speaks of a noble and just official in an otherwise corrupt organization—a member of the thieves' guild who uses his criminal skills to right wrongs, for instance.



MISER

Fortune: Within 24 hours of flipping this fate card, the discovery of a small fortune or a goal you have been seeking will come to fruition. Perhaps the discovery of a small lockbox with gems and gold, or the discovery of a journal that details the machinations of the cult that you have been hunting down, (DM discretion).

Misfortune: For the next 24 hours after flipping this fate card, you feel the overwhelming paranoia that others are out to steal your coins, that you might lose your precious gold. You feel compelled to constantly count your coins and other valuables and become angered when others attempt to touch them.

Influence: This card indicates someone who keeps a vast hoard of wealth. In some cases, he might keep his fortune to himself, living a bleak and miserable life despite his wealth. In others, he might live a life of debauchery and decadence, spending his money in pursuit of physical pleasures and excesses. If taken in a good light, it can indicate the sudden discovery of a fortune or the attainment of some important goal.

MASTER CARD: ROGUE

Fortune: The first time this fate card is revealed, do not address that it is fortune, merely tell the player that he can ask the DM privately one question pertaining to a goal his character is after; perhaps the discovery of a treasure hoard he has been hunting, or the whereabouts of his long-lost mother, or perhaps the whereabouts of the hidden tomb of an ancient king that he is descended from. Whichever the case, the DM can cryptically reveal one of these secrets. The reply might be a short phrase, a cryptic rhyme, or an omen. The revelation also reveals a nearby clue that will aid them in the continuation of their journey. Any future drawings of this card after this first telling, allows the caster to be able to cast "Find Traps" for the next hour at-will.

Misfortune: The first time this fate card is revealed, do not address that it is misfortune, merely tell the player that he can ask the DM privately one question pertaining to a goal his character is after; perhaps the discovery of a treasure hoard he has been hunting, or the whereabouts of his long-lost mother, or perhaps the whereabouts of the hidden tomb of an ancient king that he is descended from. Whichever the case, the DM can cryptically reveal one of these secrets, except that this answer is secretly wrong and will lead to disaster. The reply might be a short phrase, a cryptic rhyme, or an omen. The revelation could be wrong and lead them to the wrong destination and instead into the den of a monster, or give them the wrong key clue to solving the trap inside the tomb, or forget to mention that the treasure hoard he has been hunting is actually cursed. This revelation also reveals a nearby clue that will aid them in the continuation of their journey and solidify their belief that their goal is just and true and not fated for disaster. Any future drawings of this card after this first telling, causes the character to be unable to speak lies for the next 24 hours, though they can refrain from speaking or attempt to be evasive, but they must speak the truth.

Influence: This card represents everyone from thieves and bankers to merchants and beggars. All those who hoard money, all who toil to earn it, and all who are denied it can turn to the cards of this suit in hopes of finding answers and their futures. It could represent someone who is hiding or lying about something, someone who hides their intentions or thoughts, or someone who is afraid of attachments and emotional connections.

SWORDS

This suit symbolizes aggression and violence. It is the suit of the warrior, be he a noble paladin or a lowly slave gladiator. It also carries the power of governments and leaders. When used for good, it means that justice will be triumphant in battle or physical conflict and that kings will be just and fair. The evil cards indicate things like sadism and brutality or the unchecked aggression of a military state. In elemental terms, it symbolizes the earth that supplies the steel from which weapons are forged and the stone by which castles are erected.

AVENGER

Fortune: For the next hour after flipping this card, fate seeks retribution against those who have harmed you, whenever you take damage from an attack or spell by a creature, that creature must make a Charisma Saving Throw against your spell save DC, on a failure, they take damage of the same type and amount equal to half the damage they dealt to you.

Misfortune: For the next hour after flipping this card, fate finds your cause unjust, whenever you deal damage to a creature, you must make a Charisma Saving Throw against your own Spell Save DC. On a failure, you take damage equal to half of the amount you dealt.

Influence: This card has affinity for all who follow the moral compass of their heart, regardless of the law (Chaotic Good). This card is symbolic of ultimate justice, retribution and revenge for great wrongs. It is symbolic of those who are on grand quests to rid the world of ancient evils. It is also the card of the wandering knight, a noble warrior who owes allegiance to no lord.

PALADIN

Fortune: For the next minute after flipping this fate card, the winds of fate swirl about you, aiding you and your allies by guiding their strikes and reinforcing them. You gain the effects of the "Crusaders' Mantle" spell and allies affected by this aura also have advantage on their weapon attacks.

Misfortune: For 24 hours after flipping this card, you have become fixated on a particular goal, an evil creature or enemy you are engaged in combat with, or a current threat that is most dire. Your fixation blinds you to your surroundings, you have disadvantage on all ability checks or attack rolls that aren't associated with or targeting that creature or directly aiding this goal.

Influence: This card is, obviously, associated with paladins and other just and noble warriors. It is a friend to all who wield the sword and uphold the law and moral integrity of the world (Lawful Good). This card is symbolic of all who pursue ultimate good through law and order. Unlike the reckless, unlawful goodhearted Avenger, the Paladin depends upon careful planning and strict adherence to codes of honor and fair play. In its most basic terms, it symbolizes the triumph of good over evil. When favored by fortune, this card represents justice and integrity overcoming evil and greed, when not favored, it represents stubbornness, blind obedience, and inability to change.

SOLDIER

Fortune: For the next 10 minutes after flipping this fate card, you feel a second wind of adrenaline, a new found energy that invigorates you and fills you with aggression and fervor. You gain advantage on attack rolls for the duration.

Misfortune: For the next 10 minutes after flipping this fate card, you find your strength leave you, your adrenaline and energy suddenly sapped and spent. You struggle to lift your weapon and engage your foe, you gain disadvantage on attack rolls for the duration.

Influence: The Soldier is not as clear and solid in its interpretation as the others. It symbolizes the struggle of good against evil, but not its eventual triumph. It must be kept in mind, however, that this card does not foreshadow doom, nor does it favor one side over the other, it just refuses to answer the question of who will win. It is often a sign that the outcome of a conflict between good and evil is difficult to predict and that chance will be the deciding factor.

MERCENARY

Fortune: For the next hour after flipping this card, you gain advantage on Constitution Saving Throws.

Misfortune: For the next hour after flipping this card, you have disadvantage on Constitution Saving Throws.

Influence: This card is symbolic of those who use power and weapons for personal gain. It marks those who will serve either good or evil, but who follow a code of conduct that marks them as professional soldiers. This does not imply that the individual is deceitful or traitorous, far from it. Although those who follow this path can serve either good or evil, they will honor their commitments in the matter. This card is often seen to represent inner strength and fortitude. It is frequently noted as a mark of great endurance and stamina in the face of physical hardship.

MYRMIDON

Fortune: Within the next hour after flipping this card, the next melee or ranged weapon attack you make will be a critical hit. If you reduce a creature to 0 hit points with this attack, you regain hit points equal to your character level.

Misfortune: Within the next 24 hours of flipping this card, fate works against you to hasten your demise in battle, the next melee or ranged weapon attack made against you, if it hits, will be a critical hit. If you are reduced to 0 hit points from this attack, you immediately fail your first death saving throw.

Influence: This card marks the sudden reversal of fates so common in the chaos of warfare. This card often indicates a sudden upheaval in battle, perhaps a triumph by the underdog over a mighty enemy. Thus, it can herald the slaying of a great monster, a dragon or the like, with but a single magical arrow. However, just as often it predicts doom in that a clever plan to vanquish a foe is foiled by the cruel hand of fate. Warriors who hold no moral affinity to either good or evil are affiliated by this card.

BERSERKER

Fortune: For the next hour after flipping this card, you are filled with a fiery rage that fills your heart with fervor. When in combat, At the start of your turn, you can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against you have advantage until the start of your next turn.

Misfortune: For the next hour after flipping this card, you are filled with blind uncontrollable anger and rage, the slightest provocation will set you off. Whenever you take damage, you Must make a Wisdom Saving Throw against your own spell save DC. on a failure, you move towards the nearest creature and attack it, whether ally or enemy. If there is more than one possible target, the DM chooses the target.

Influence: This card depicts the brutal and barbaric side of warfare.. Those who are drawn to this card are chaotic in nature, with no concern for good or evil. They see combat as a challenge and an adventure. The morality of their actions escapes them. It often indicates unforeseen consequences of rash actions or the rage and bestial instinct of the rampaging lunatic. This card is frequently associated with lycanthropes, whose bestial nature is unseen until they strike.

HOODED MAN

Fortune: Within the next 24 hours after flipping this fate card, you will gain something you have been seeking (whether knowingly or unknowingly), or acquire something of value. Perhaps critical information, a document, or a journal detailing the lost crypt of a treasure hoard. It could be more direct and instead be the acquirement of some reasonable coin or monetary value, or the acquirement of a new important ally and friend.

Misfortune: For the next 24 hours after flipping this card, bigoted thoughts and xenophobic innclinations surface in your mind, you seek to solve all problems with violence and point blame towards a certain group or individual, citing their difference. Your xenophobic and paranoid nature causes you to have disadvantage on all Wisdom and Charisma checks for the duration.

Influence: This card represents those who are prone to evil acts through either stupidity or deception. It is the mark of all neutral evil warriors or those who are thrust into a situation where violence seems the only solution. It also symbolizes bigotry, intolerance, and xenophobia. In this role, it signifies those who lash out at the unknown stranger simply out of ignorance and fear that he may be a threat to them. Thus, it often indicates an outside presence or newcomer who must be dealt with.

DICTATOR

Fortune: Within the next hour after flipping this fate card, you can cast the "Enemies Abound" spell at 3rd level once without expending a spell slot. In addition, for the duration, you have advantage on all Charisma (intimidation) checks.

Misfortune: The first time you draw this fate card, you gain the following flaw: "i enjoy watching others suffer and lording over others as their leader." Any future drawings of this card causes you to feel an intense paranoia of your surroundings, seeing hidden daggers in the shadows, and threats around the corner. You become the subject of the "Enemies Abound" Spell and immediately suffer its effects for the spells duration.

Influence: This card calls to mind all that is wrong and evil in government or leadership. It is the mark of the despot and tyrant who rules with violence, fear, and intimidation. This also symbolizes the mad general who leads his armies into suicidal battles or orders them to stand against hopeless odds. This card tells of those who wield power unjustly or who have usurped the reigns of government from their rightful holder. It often indicates the influence of an evil army or power rising in the shadows.

TORTURER

Fortune: When you draw this card, fate takes its cruel toll upon you and those around you, for no one is receiving a fortunate hand this day. For the next 24 hours, you and any creature within 100 feet of you feel pain more intensely than normal. Whenever you or any creature within 100 feet of you take damage, they take an additional 1d8 damage of that damage type. If you die, this effect ends prematurely.

Misfortune: When you draw this card, fate takes its cruel toll upon you alone, Whenever you are the subject of damage, the pain flashes intensely, causing you to take an extra 1d8 damage of that damage type. If you die, this effect ends prematurely.

Influence: This card heralds the coming of suffering and merciless cruelty. It is the mark of the sadist and the wholly consuming evil of the nihilist. It symbolizes ultimate evil and the hand of the darkest fiends in the outer planes. No good comes of this card and all who know the tarot cards shudder when it appears before them.

MASTER CARD: WARRIOR

Fortune: When you draw this card, it signals a great battle within your future, one that you overcome with willpower though with great struggle. Within the next 24 hours of drawing this, if you are reduced to 0 hit points but not killed outright, you may continue to fight for 1 more round before falling unconscious, any attacks made during this last round have advantage. However, you immediately fail one death saving throw once your turn ends and you collapse, but your will to live survives and cause you to have advantage on the proceeding death saves.

Misfortune: When you draw this card, a great fight is seen in your near future, one that spells your doom. Within the next 24 hours of drawing this, if you are reduced to 0 hit points, you immediately fail your first death saving throw and have disadvantage on said saves.

Influence: This represents those who use force or violence to accomplish their goals or who must lead others. When casting the deck to reveal the fortunes of an individual, it is the focus card of any character who excels at martial prowess or views themselves as a fighter or warrior, or of anything that seems to be strongly tied to the elemental plane of Earth. He is strength and force personified. When revealed in a casting of the cards of fate, it marks a violent encounter of some sort. Whether that conflict will be a brawl, a skirmish, or an all-out war is not revealed by this card, but it may be revealed by other cards.

STARS

This suit symbolizes the desire for personal power and control over things beyond the ken of mortal men. It is the suit of the wizard, the sage, and the intellectual. As a force for good, it symbolizes the scientist who seeks to learn more so that he may ease the suffering or the better the lot of all. As a force for evil, it represents the cruel and abusive pursuit of science or power at all costs. The elemental ties of this suit are with fire, which represent the power of magic and its unquenchable hunger for new sources of sustenance and knowledge. Its nature as a mixed blessing, providing warmth and comfort one second and then becoming an all consuming destroyer the next, is important in the understanding of its role in the tarokka.

TRANSMUTER

Fortune: For the next hour after flipping this card, the winds of fate are malleable and form themselves to your need. When you flip this card, within the next minute, you can cast any spell of 3rd level or lower regardless of what spell list it comes from. You must still have the appropriate spell slot level to cast it and expend a spell slot as normal.

Misfortune: This card flips when the player next casts a spell, or activates when flipped by the caster themselves. either immediately or within the next hour after flipping this card, The next spell that the player casts has disastrous side effects, becoming unstable as fate interferes. It immediately triggers a Wild Magic Surge. (as per the Wild Magic Sorcery table, see the Player's Handbook pg.104).

Influence: This card tells of knowledge and information that is unchecked by compassion or mercy. It heralds the approach of a new discovery that will bring great hardship to the land or the coming of new and unexpected things. Examples of such events might include a newly researched magical spell that will have disastrous side effects when cast. It often indicates success at a chosen task, but unforeseen consequences and eventual chaos. There are those who see it as indicating a lack of foresight and careful planning that will lead to short-term victory but long-term defeat. It has also been known to warn that a person has lost sight of his original goals or values. What began as simple research has turned into an obsession.

DIVINER

Fortune: When you flip this fate card, You can cast one of the following spells; "Augury", "Identify" or "Locate Object" once without expending a spell slot.

Misfortune: For the next 24 hours after drawing this card, you are incapable of telling the "Complete truth", you speak in riddles, or say exaggerated truths with "small lies", you just can't seem to help it.

Influence: This card embodies the healing arts, science, or magic that is put to good and just use. It marks the pursuit of knowledge, tempered by a solid understanding of the ramifications that surround it. All those who toil for the betterment of mankind will find a friend in this card. When this card emerges, it is a sign that there is vital or important knowledge to be gained and that the acquisition of this information will be wholly beneficial. It can sometimes indicate a compassionate deception or white lie, but that is uncommon, for it generally symbolizes truth and honesty, especially among sages, prophets, and the like.

ENCHANTER

Fortune: When you flip this card, within the next hour of it being flipped, you can cast the "Confusion" spell once without expending a spell slot."

Misfortune: When you flip this card, for the next hour, you are easily distracted and susceptible to your inner desires, luring you away from your objectives and goals. You have disadvantage on saving throws against the Charmed condition, or on checks that would seek to distract you or cause you to lose focus (such as Constitution saves for concentration checks).

Influence: This card marks the determination of the scholar or wizard. It often indicates initial failure and hardship followed by the overcoming of challenges and eventual victory and enlightenment. Although this card may predict failure and its appearance is reason for concern, it also speaks of hope and is not to be wholly feared when it arises.

ABJURER

Fortune: For the next hour after flipping this card, you gain resistance to one damage type of your choice (upon this card being flipped), in addition, you can cast the "Absorb Elements" or "Shield" spell once each without expending a spell slot.

Misfortune: For the next hour after flipping this card, you become easily distracted and confused, finding it difficult to focus which only increases with the erratic fray of combat. Whenever you take damage, you must succeed on a Wisdom Saving Throw against your own spell save DC. On a failure you are affected as though you had failed a save against the "Confusion" spell. This form of confusion lasts for 1 minute.

Influence: Like the previous card, this one speaks of determination and effort. It does not portend initial defeat, nor does it suggest ultimate victory. Rather, it indicates only hardship and confusion that must be sorted through before any progress can be made. It governs all manner of research and deductions, often being equated with the scientific method and similar exercises in logic. It warns those involved to avoid making assumptions and to seek absolute proof of all things before believing them. It often notes that an important clue or piece of information has been overlooked in the haste to discover new truths. This card is important to all who investigate anything, from crimes to the supernatural.

ELEMENTALIST

Fortune: Within the next hour of this card is flipped, you can cast the "Elemental Bane" at 4th-level spell once without expending a spell slot, when cast in this manner, you need not maintain concentration on it.

Misfortune: Within the next 24 hours of flipping this card, it portends that a great natural or cosmic force will impede you. Whether a great storm (50%), a pack of 1d4+1 Wolves (25%), or 1 Elemental (DM's choice between Earth, Air, Fire, or Water).

Influence: This card stands for the natural forces of the cosmos and the ways in which they affect mankind. It heralds the ultimate triumph of nature over all man's works but also notes the ability of man to hold back nature's wrath and master the environment. It is generally taken as a sign that some elemental force, be it a natural disaster, a sudden rain, or a herd of foraging animals, will soon come into play. Its meaning is not always negative, however, for it is frequently the precursor of good luck as well, heralding a bountiful harvest or successful hunting expedition.

EVOKER

Fortune: Within the next hour of this card being flipped, you are filled with arcane power, the magic you wield with your words seem amplified as you feel your soul burn brighter as the winds of fate empower your spells. You can cast one Evocation spell of up to 3rd level from the Wizard spell list without expending a spell slot, though you must still meet the requirement of having the spell slot level to cast it. In addition, if this spell deals damage, you do not roll damage dice and instead roll the maximum amount of damage possible. For example, if a spell were to deal 6d6 damage, you would instead deal 36 damage. After you do this, you immediately gain 1 level of exhaustion.

Misfortune: This card flips when the player next casts a spell, or activates when flipped by the caster themselves. either immediately or within the next hour after flipping this card, When the caster casts their next spell that is a evocation spell or a spell that deals damage, they must make a Wisdom Saving Throw against their own Spell Save DC. On a failure, they instead become the target of their own spell. On a successful save, they can correctly cast the spell on their intended target, but they take half of the damage they deal as backlash.

Influence: This card marks research into areas that mankind was never meant to explore. It often predicts the discovery of some ancient lore that will bring evil or disaster upon those who study it. This card is often associated with grave robbers, for they trespass in realms forbidden to mortal men. it represents the unchecked dabbling into powers beyond mortal understanding, arcanists who become corrupted by forbidden knowledge, and traveling bards who get in over their head chasing down a story that turns out to be frightfully all to true...

ILLUSIONIST

Fortune: For the next hour after this card is flipped, you can cast one Illusion spell of up to 3rd-level from the Wizard spell list without expending a spell slot, though you must still meet the requirements of having the spell slot capable to cast the spell in the first place. Any creatures making their save against this illusion do so with disadvantage.

Misfortune: when this card is flipped, it mirrors the misfortune fate of one other Fate card at random, either shuffle the deck and draw another card and use that fate card's misfortune effect, or the DM chooses one at his or her discretion.

Influence: This card tells of lies and deceit. It warns that much is hidden from even the most careful observer and that there may be far more to the world than was previously suspected. It hints at grand conspiracies, secret societies, and organized rings of spies or informants. It also indicates that information is being gathered in a covert manner. On a personal level, it often points out the presence of a dupe or quibling. It sometimes warns that the focus of the cards of fate is being tricked into acting against his own best interests.

NECROMANCER

Fortune: When this card is flipped, for the next hour, You immediately gain 10 temporary hit points, in addition, you can cast the "inflict wounds" spell up to 5th level once without expending a spell slot, though you must still have the appropriate spell slot level to be able to cast it in the first place.

Misfortune: When this card is flipped upon the caster activating it, or when you cast a spell this card is immediately flipped and triggered. If this card is flipped on its own, the caster immediately takes necrotic damage equal to half their maximum hit point value, potentially reducing them to 0 hit points. If the caster triggered this by casting a spell, they then take damage equal to 1d12 necrotic damage for each level of the spell immediately after they cast it, as a toll for drawing upon the mana of the cosmos. This damage ignores resistance and immunity. In addition, if the caster is slain by this, they rise **1d4 hours** later as a **Zombie**.

Influence: This card speaks of a powerful and learned man who has turned his keen mind to the pursuit of evil. His great talents, which could go far in the service of mankind, have been channeled inward to serve only his own desire for power and knowledge. This card is, as one might imagine, linked to all manner of undead beings. While many amateurs assume that this card means death is in the future, this is seldom the case. It is far more common for this card to warn of a desire for power or an unnatural fascination or obsession. It indicates a greed for knowledge and power, but not always for wealth. Because those who master the undead often end up bearing such a curse themselves, it is also taken to indicate that someone might be sowing the seeds of his own destruction and that his own power may turn against him or prove to be his undoing. It warns that the path you are on, while it rewards power, will also lead to your own suffering.



CONJURER

Fortune: When this card is flipped, within the next hour, you can cast the "Spirit Guardians" spell at 3rd-level once without expending a spell slot.

Misfortune: The first time you ever flip this card, it heralds the future contact of a great evil that will offer you power but at a terrible price. Within the next 7 days of flipping this card, you will come into contact with a great evil, either a Demon from the Abyss (**25%**), a Devil from the Nine Hells (**25%**), or an ancient entity from beyond the stars that has cast its eye upon you after meddling with the threads of fate. (**50**). The DM has discretion on what this entity is and how you come into contact with it, and what it wants. Any future drawings of this card is flipped upon the caster activating it, or when they next cast a spell. When flipped, on its own, a **Shadow Demon** (if they held contact with a Demon), a **Succubus or Incubus** (if they held contact with a Devil), or a **Star Spawn Mangler** (if they held contact with another cosmic entity) appear and are friendly or hostile to the player depending on their interactions and first encounter with the creatures they first met with this card. Though they hold no such regard for the caster's allies and could be potentially hostile to them.

Influence: This card is the ultimate in dark magic and forbidden knowledge. It heralds the furthering of ignorance and the purposeful repression of the truth. All those who attempt to deny knowledge and learning to others are tied to this card. It also tells of those who draw their power from unnatural sources and who have dealings with the darkest fiends of the outer planes. This card holds special significance for those who treat with the most powerful of evil forces. It customarily indicates someone who is the master of such evil beings, but it can just as often indicate a person who has become a pawn of the dark powers that he thought to master.

MASTER CARD: WIZARD

Fortune: When this card is flipped, you immediately regain one expended spell slot, this spell slot can be no higher than 5th-level.

Misfortune: When this card is flipped, the weave of fate robs you of some of your arcane power, a sacrifice for meddling in their affairs. Your highest level spell slot is immediately expended. In addition, you take 1 level of exhaustion.

Influence: This card is the patron of all who hunger for mystical powers or knowledge. It is held to represent wizards, scholars, sages, and intellectuals. It represents magic personified, the weave of mana and arcane itself. This card is the focus of all wizard or magical class characters. When this card appears in the casting of the fates, it means mystery and riddles, the unknown and the supernatural. Any occurrence of this card alerts the fortuneteller to the presence of hidden knowledge or secrets that must be researched and mastered if success is to be gained.

GLYPHS

This suit symbolizes spirituality, faith, and inner strength. It is the suit of the priest and of all those who devote themselves to the service of a deity or higher power. In addition to the obvious connotations of service to a good or evil power, the alignment of the various cards shows the development of inner strength. On the side of good, they show willpower and devotion to duty. On the side of evil, they show weakness of character, betrayal, and self-doubt. The elemental symbol of this suit is water, which purifies the body and refreshes the spirit. In this respect, it can indicate health and healing, or illness and disease.

MONK

Fortune: When this fate card is flipped, for the next hour, you may add your Wisdom Modifier to your Armor Class, as your inner will fortifies your physical resolve. In addition, you gain advantage on Wisdom Saving Throws.

Misfortune: For the next 24 hours after flipping this card, your inflated ego and arrogance are highlighted by the cosmic markings of fate, you act pompous and an arrogant streak shows itself. You have disadvantage on all Charisma checks and saving throws for the duration.

Influence: This card tells of the serene and satisfying life of the cloistered. It stresses inner strength and self-reliance. Nothing can happen, either for good or evil, that does not begin within. Only by looking inward and contemplating that which resides in the heart can one hope to understand that which transpires around him. When read for good, it tells of a tranquility and self-reliance that transcends the outside world. When taken as a mark of evil, it depicts arrogance and egoism.

MISSIONARY

Fortune: When this fate card is flipped, you radiate an aura of serene calm, the fates interceding and casting a relaxing aura around you. You gain the effects of the "Sanctuary" Spell, except the duration is 1 hour.

Misfortune: When this card is flipped, your inner fears and paranoias surface, and with your magical spark and fates unfortunate hand, it exerts its influence outward. You immediately cast the "Fear" spell without expending a spell slot, and the DM chooses the direction of the cone effect of the spell. In addition, for the next hour, your fear and panic cause you to hesitate and shake, granting you disadvantage on attack rolls and ability checks.

Influence: This card is the patron of those who spread their teachings and faith to others. When taken for good, it indicates the spread of knowledge and wisdom, the attainment of enlightenment, and a better life for all mankind. As an evil omen, however, it warns of the spread of fear and ignorance, a time when dark forces will come to have sway over the land.

HEALER

Fortune: When this fate card is flipped, the winds of fate blow in your favor, a gentle breeze caressing your body and stitching together wounds. For the next minute, at the start of each of your turns, you regain 1d8 (5) hit points.

Misfortune: When this fate card is flipped, it signals that sickness and disease lie in your near future. For the next 7 days, you have disadvantage on saving throws against poisons and diseases.

Influence: This card is a friend to all who practice the healing arts, either magical or mundane in nature. The most skilled of physicians or the most holy of clerics will find this card beneficial. When taken as an omen of evil, however, it warns of illness and disease, perhaps even a supernatural curse.

SHEPHERD

Fortune: For the next hour after flipping this card, you can use the Help Action as a bonus action, and can do so from a range of 30 feet.

Misfortune: When this fate card is flipped, a dark omen falls over those you cherish that remain close to you, for the next hour, each of your allies have disadvantage on their ability checks.

Influence: This card calls forth the devotion and dedication of friends and allies. It marks those who are loyal companions and devoted followers. Such people watch over those around them just as a shepherd watches over his flock. On the other side of the coin, this card is dark and dangerous as a force of evil. It marks the failing of a trusted friend, either accidentally or purposefully. It indicates that too much trust or responsibility has been placed on someone unworthy to bear such a burden.

DRUID

Fortune: When this fate card is flipped, nearby animals take notice of both your scent and your plight and come to your aid, several animals will appear as if you had cast the "Conjure Animals" spell at 3rd-level. The type of animals are dependent on your environment, as per your DM's discretion.

Misfortune: When this fate card is flipped, it signals the degradation of your mind and mental acuity, For the next 24 hours, you have disadvantage on intelligence or wisdom saving throws.

Influence: As one might expect, this card reflects the values of nature and the inherent divinity of the animal kingdom. Having no prejudice toward good or evil, animals act only according to their emotions, fears, and desires. As a sign of good, this often indicates spiritual health, a freedom from mental domination, and a release from controlling duties or emotions. When taken for evil, it tends to point toward an inner turmoil that disturbs the natural serenity of the mind. In some cases, it heralds mental illness or a similar disorder. It is often taken to reflect upon the wisdom of the individual, with a negative aspect indicating that foolish decision may be in the offing.

ANARCHIST

Fortune: When you flip this fate card, for the next hour, you gain the effects of the "Freedom of Movement" spell.

Misfortune: When this fate card is flipped, it signals the ruin and decay of something you hold in your near future. Within the next 24 hours, your DM could decide that some of your equipment begins to become worn or damaged, a wagon wheel suddenly breaks, or your sword or dagger becomes rusted and withers or shatters. Damaged Armor or shield has a permanent -1 to AC. Armor reduced to an AC of 10 or a shield that drops to +0 is destroyed. A weapon receives a -1 penalty to damage rolls, and if it drops to -5 is destroyed. This fate card can even bring ruin to items that are magical, though the most powerful of artifacts might be immune to it. the "Mending" cantrip can repair such an item over time, depending on its size.

Influence: This card reflects the fact that true stasis is an artificial construct of the human mind. Nature demands that all things must be in constant change and that everything is fleeting and transient in the long run. When taken to show good, it obviously denotes improvements and benefits in some aspect of one's life or the general condition of mankind. When taken negatively, it calls to mind entropy, decay, and collapse. This card is the friend of all who seek to better themselves or bring down an enemy, but opposes all who like things "just as they are," for nothing can remain that way for long.

CHARLATAN

Fortune: When this fate card is flipped, you gain advantage on Charisma (Persuasion) and Charisma (Deception) checks for the next hour.

Misfortune: When this fate card is flipped for the first time, it signals that a deceiver lies in the shadows within your immediate future. Whether a deceitful lord who hired you and double crosses you, or a merchant who sold you a cursed magical item or even a fake one entirely, perhaps someone frames you for murder, whichever the case, this fate card is one that requires DM discretion. Any future drawings of this fate card cause you to have disadvantage on Wisdom (Perception) and Wisdom (Insight) checks for the next hour.

Influence: This card does not normally bode well, for it invokes images of spies and tricksters. It can mean more positive things, of course, like an enemy who turns out to be a friend or ally, but it normally marks a foe where none was suspected. This card is a cautionary one, in either respect, for it reminds us to watch those around us carefully and make every effort to understand their motivations. This card does not usually denote changes in someone who is well known. Thus, it seldom marks a long-time friend turning on his companions. Rather, it tends to pertain to someone who is less well known and usually taken for granted or perhaps not even fully acknowledged.

BISHOP

Fortune: When this fate card is flipped, for the next hour, you can cast the "Suggestion" Spell once without expending a spell slot.

Misfortune: When this fate card is flipped, fate works against you, pulling on the threads of the cosmos to work your undoing. For the next hour, your scheming tongue is silenced, and you lose the ability to speak.

Influence: This card pays homage to those who plan, plot, or scheme. It marks a stern will and strict adherence to a code of some sort, either for good or evil. It often speaks of those who lay out careful schemes and manipulate those around them to achieve their own ends. On the evil side, this can indicate the existence of a controlling presence behind a series of seemingly unrelated dark incidents. For good, it can reflect the paladin's strict devotion to the rigid code of honor that his profession demands.

TRAITOR

Fortune: When this fate card is flipped, for the next hour, you can cast the "Charm Person" Spell up to 3rd level, once without expending a spell slot. Though you must still have the spell slot level capable to have cast it in the first place.

Misfortune: When this fate card is flipped, it signals being betrayed by those you care for, or betraying them yourself. Either you (**50%**) or one ally within 60 feet of you (**50%**) (DMs of which ally), must make an Intelligence Saving Throw against your own spell save DC. On a failure, they suffer from paranoid delusions that their former allies are out to kill them. The character treats their former allies as hostile enemies, they still maintain full cognitive thinking and ability to plan, they won't rush into the fray recklessly, though they wholeheartedly believe their allies have turned on them. the duration is **1d10 x 10 hours**.

Influence: Among the most feared of the fate cards, this one marks the betrayal of someone close and trusted. It can warn of a warrior who turns on those he is sworn to defend, a physician who abandons the medical code that he lives by, an unfaithful spouse, or a turncoat who provides information to the enemies of his own people. Anyone who turns on those who depend upon him is marked by this card. When taken in a more positive light, this card can indicate that there is a weak link in the people employed by an enemy. Perhaps a minister who serves a tyrant can be convinced to join forces with those who would bring the tyrant down.

MASTER CARD: PRIEST

Fortune: When this fate card is flipped for the first time, you receive a divine miracle or intervention that intercedes on your behalf. Perhaps in the form of an ally who dies suddenly jolting back to life, or a foul enemy being smote by fire from the heavens out of no where, or perhaps in the form of a celestial being that offers its guidance as per the "Commune" spell. Whichever the case, this being offers its guidance and favor upon the caster, perhaps even offering a quest or a holy task. Any future drawings of this card confer the effects of the "Bless" spell upon only the caster himself, and the duration is 1 hour instead of 1 minute.

Misfortune: When this fate card is flipped for the first time, it heralds the ire of the divine, the anger and wrath of those above mortals. Somehow the caster has caught the angry eye of a powerful celestial being and has made enemies of it. However this form takes, it could spell doom for them and is up to the DM to decide how to best approach some a dangerous enemy. Any future drawings of this fate card cause the caster to suffer the effects of the "Bane" spell, except the duration is 1 hour instead of 1 minute.

Influence: This card is the patron of all those who follow a deity, system of values, or who pay homage to the natural forces of the universe. It embodies piety when good and impiety when taken as evil. It embodies the beliefs and values of all those who are religious or in some way the servants of a greater good or evil.

THE HIGH DECK

The remaining 14 cards of the tarokka fate cards are called the high deck. They are considered far more powerful than the others and have a special importance in the fortune telling rituals of seers and gypsies. These cards are not considered to be of one suit, although they are often denoted with a crown icon to mark their importance. Rather, each card is considered an important power in its own right. Thus, if one of these cards comes out in a casting and seems to contradict the predictions of a card from the lesser deck, a Fortune-Teller will always assume that this card takes precedence over its lesser brothers.

DARK LORD

Fortune: The first time this fate card is flipped, it signals that a villainous entity looms over the horizon, one that casts their eye upon you. A great powerful villain or entity seeks to strike a deal with the character, perhaps enticing them with an offer of coin or power, in exchange for a less than honorable quest (such as the murder of another noble, or the desecration of a holy shrine), whichever the case, the DM should feel free to choose what sort of villain this is, and why he shows favor upon the character and seeks to help them...for now. Any future drawings of this card, you can cast the "Shadow Blade" spell, once without expending a spell slot.

Misfortune: The first time this fate card is flipped, the DM rolls a d100, on a **1-49**, a great and powerful villain or entity casts the "Scrying" spell targeting the character, on a roll of **50-100** this entity will show up at the location where the card was drawn in 1d10 minutes and will have harmful intentions against them. this entity could be a known villain that the players are fighting against, or a new unseen threat, or perhaps the true mastermind of the campaign, whichever the case, the DM should use discretion and choice based on his or her whim. Any future drawings of this card, the DM can choose the Misfortune fate effect of any other fate card.

Influence: This card brings to mind images of the foul rulers and corrupt tyrants that make up this world. In truth, it is seldom that horrible when it occurs in the tarokka. What it does indicate, however, is a single important individual. Often evil or tyrannical in nature, this master may have an army of minions at his disposal or may simply command the actions of a few thugs. His intentions might be of enormous consequence (the construction of a great shrine to the powers of evil, for instance) or they might be important to only a few (the slaying of a rival in love). Whatever the nature of this card, it is ominous and foreboding. Depending on its position in the tarokka, this card might predict the existence of such a man, his rise to power, or even his defeat and collapse.

ARTIFACT

Fortune: The First time this card is flipped, it signals the discovery of a powerful relic in characters near future. Within the next 7 days of drawing this card, the character will discover a clue leading to a powerful magic item, perhaps he discovers a journal to an ancient crypt, or meets a wise old wizard who offers him a magical item as a reward for performing in a series of tests, or maybe a go on a long journey to discover a powerful artifact, only to realize that the item must be destroyed for its power is to great. Whichever the case, this card signals the acquirement of a very powerful magical item, and should be a quest or enticement in and of itself. Any future drawings of this card cause the character to gain the effects of the "Magic Weapon" spell, as if he had cast it on himself.

Misfortune: The First time this card is flipped, it signals the discovery of a powerful relic in characters near future. Within the next 7 days of drawing this card, the character will discover a clue leading to a powerful magic item, one that is secretly cursed or evil, perhaps he discovers a journal to an ancient crypt, one that forgets to mention the item is a cursed sword. Or meets a wise old wizard who offers him a magical item as a reward for performing in a series of tests, but in reality is an evil necromancer, or maybe a go on a long journey to discover a powerful artifact, only to realize that the item must be destroyed for its power is to great. Whichever the case, this card signals the acquirement of a very powerful magical item that is cursed and evil and could spell the downfall of them, and should be a quest or enticement in and of itself. Any future drawings of this card cause any magical items that you attempt to wield, wear, or operate to cease being magical, as if you generating a small "Anti-Magic Field" as per the spell, though this does not extend out to a sizable radius and only affects you and item you try to wield. This effect lasts for 1 hour.

Influence: This card brings to light the importance of some physical object, it might be an ancient and valuable ornate tome or a simple and unassuming gold ring. Whatever the object, it is of unparalleled importance to the person for whom the tarokka is being cast. It might be that this object is the primary weapon that its owner depends upon to defend himself or it could be the key to an enemy's ultimate defeat. Whatever the object, and whatever its role, this card marks it as a thing of absolute necessity.

HORSEMAN

Fortune: When this fate card is flipped, there is no fortune to be found from the drawing of the Horseman, you suffer the same effect as if you had drawn the Misfortune fate card, see below.

Misfortune: When this fate card is flipped, it signals your doom, for the next 24 hours, any death saving throw is made with disadvantage, and when you are reduced to 0 hit points, you immediately fail your first saving throw upon going down.

Influence: This card foreshadows death and disaster, This card does not always speak of death, although that is a common belief. It can indicate a less serious fate, such as a bad accident or defeat in an important battle. It can also be reflected in less violent ways, such as the loss of one's wealth or magical powers. Whatever the actual event predicted by this card, it is sure to be viewed as a calamity of unrivaled dimensions by those it affects.

MARIONETTE

Fortune: When this card is flipped, For the next hour, you can cast the "Dominate Person" spell, once without expending a spell slot.

Misfortune: When this card is flipped, fate sees to it that you are easily manipulated, for the next 24 hours, you have disadvantage on saving throws against Charmed effects, If you have immunity to the Charmed condition, it is temporarily negated.

Influence: This card indicates the presence of a quisling or minion of some greater power. It often warns that someone who appears to be important, either as a friend or foe, is in reality simply an underling who obeys another's orders. In less material ways, it can indicate a hidden agenda on the part of a person. In the most deceptive of all cases, it might note that the pawn is himself unaware that he is doing another's bidding. It may even be that the object of this card is under some form of mental domination.

INNOCENT

Fortune: When this fate card is flipped, once within the next hour, you can use your bonus to designate one creature you can see as the Victim of your Wrath. For 1 hour, you have advantage on attack rolls against this creature. if this creature is slain before the duration expires, you can designate another creature as the new Victim of Wrath, using the remaining duration until 1 hour has passed.

Misfortune: When this fate card is flipped, for the next hour creatures have advantage on attack rolls against you.

Influence: This card, also often called The Victim, denotes a defenseless person who is of great importance. It is important to note that "defenseless" does not necessarily mean that the individual is weak or unable to fight off a potential foe. Indeed, it could indicate a powerful individual who is simply unaware of the danger he is in. More often, however, it tells of a person who will be unable to handle the events that surround him.

TEMPTER

Fortune: When you flip this fate card for the first time, the fates whisper into your ear of your greatest desires, asking you what you wish... you can cast the "Wish" spell, once without expending a spell slot, however, before the effect transpires, the Winds of Fate demand a payment and you must reach an agreement with them, you have 1 hour after this card is flipped to reach an agreement, otherwise they decline the offer and this cards effect ends. The toll of the cosmos should be eccentric and non-material. For example, if the Bard wishes for a powerful magical item, the winds of fate might demand that the bard must perform a number of deeds delivering karmic justice against those that have abused the magic of fate (like he or she does), in exchange for the item, or perhaps they demand that he rolls the dice of fate once more and try exploring life from a new perspective; by changing their race and gender magically, whichever the case, the DM should think outside the box. Any future drawings of this card grant you immunity to the charmed condition for 24 hours.

Misfortune: When this card is flipped for the first time, the character draws the attention of an **Incubus or Succubus**, one that seeks to seduce them and enslave them. Any future drawings of this card cause the character to give into his most deepest desires and passions for the next 24 hours, whether it be carnal pleasure, gambling, drinking, fighting, etc. They give into these sins in reckless abandon.

Influence: This card, which sometimes depicts a sultry and inviting woman in a lushly decorated room, indicates some manner of temptation that will lead a person away from the things that he values. Often, a person who is branded by this card will not be aware that his values are being compromised. For example, it might indicate a cleric who, out of devotion to his faith, seeks to raise a vast amount of money to build a temple. In so doing, however, he loses sight of the fact that the gold he is stockpiling for the construction project could be put to much better use in helping the poor and needy of his congregation. Of course, such unconscious seduction is not always the rule, an individual might willingly decide, either in a moment of passion or as a result of some deliberation, to set aside his principles.

MISTS

Fortune: When this fate card is flipped, you must roll a 1d100. On a roll of 1-20, you become invisible for 1 hour, as if by the "Invisibility" spell. On a roll of 21-40, you gain the effects of the "blink" spell for the next minute. On a roll of 41-60, you create a thick fog cloud centered on yourself as if by the "Fog Cloud" spell. On a roll of 61-80, you can cast Misty Step at-will for the next 10 minutes. on a roll of 81-90, you can cast stinking cloud once without expending a spell slot within the next hour. And on a roll of 91-100, you, and up to eight willing creatures within 100 feet of you are plane shifted to another plane of your choosing, as if by the "Plane Shift" spell.

Misfortune: When this card is flipped, you must roll a 1d100. On a roll of 1-10, you are the subject of a Plane Shift spell, to a plane of the DM's choosing. on a roll of 11-60, you become blinded for 1 hour. On a roll of 61-80, you can cast misty step at-will for the next hour, except you have no control over the location of where you land, the DM chooses where you teleport towards. And on a roll of 81-100, you, and only you, teleport, as if by the "Teleport" spell.

Influence: This card invokes the image of the enigmatic mists of Ravenloft to warn of mysteries and the unexpected. It often marks that something surprising waits in the future or that some important event is taking place that the people involved with the tarokka casting have no understanding or knowledge of. It can speak of any manner of mystery, any hidden information, or clue that has not yet come to light. It is also known to forewarn of an unexpected voyage. Just as the mists of Ravenloft can carry people far from their original paths, so too can this card herald an impromptu odyssey.

DONJON

Fortune: When this fate card is flipped, one random creature within 60 feet of you must make a DC:20 Strength Saving Throw, as cosmic chains appear to lift them up in the sky and into a tear in reality. On a failure, they are drawn into a dungeon-like demiplane. Every 1 minute, the trapped creature can attempt to escape the demiplane by repeating the Save. On a failure, they remain inside until another minute has passed. On a successful save, they appear, falling 15 feet from in the air and in a random unoccupied space nearby. They then become immune to this fate cards effect for 7 days. At the start of the next turn, another random creature in this area must then attempt to make the saving throw, as the cycle begins again. This fate cards effect continues in this manner for a total duration of 10 minutes.

Misfortune: When this fate card is flipped, it functions similar to the Fortune cards effect, except it only targets you.

Influence: This card depicts a tall stone tower, anchoring one corner of a larger structure. All is dark around this tower, although a thin crescent of a moon provides some faint light. Near the top of the tower, a single barred window is lighted from within. A silhouetted figure stands at the window and looks out, desiring to escape the captivity of the donjon. As might be expected, this card warns of isolation or imprisonment. In some cases, it might be voluntary, like the entering of a monastery, while in others it might be forceful, like a kidnapping or jailing. While the effects of this card are not always physical, they always represent confinement. It may be that a person who has been a previously open minded individual is becoming more and more conservative in his thinking, thus indicating a sort of mental imprisonment.

EXECUTIONER

Fortune: When this fate card is flipped, once within the next hour, you can cast the ""

Misfortune: When this fate card is flipped, you begin to gag and choke, as if an invisible noose was tightening around your neck. You must make a Strength or Dexterity Saving Throw (your choice) against your own spell save DC. On a failure, you take 4d8 bludgeoning damage as the noose pulls you 5 feet into the air and you begin to suffocate (as per the suffocation rules). On a successful save, you slip free and find in your hand a physical rope... the rope is a "Rope of Entanglement" (DM has statistics for this item).

Influence: The artwork on this card does not bode well. A black-robed figure, his face covered with an executioner's hood, stands atop a gallows. The noose hangs beside him, waiting to stretch the neck of a criminal. In many cases, this indicates that someone will be caught doing something that he should not. A criminal might be arrested, an unfaithful lover might be exposed, and so on. In some cases, the charges against a person are true and he receives a just punishment. However, this card can also speak of a lynch mob or false accusation. The basis of the crime or misstep is not indicated by the card, only the end result of conviction or apprehension.

GHOST

Fortune: When this fate card is flipped, you can cast "Bestow Curse" up to 5th-level once without expending a spell slot within the next hour. You must still have the appropriate spell slot level to be able to cast the spell in the first place.

Misfortune: When this card is flipped, it heralds your doom and your life being cursed by fate. You are cursed, as if you were the subject of a "Bestow Curse" spell cast at 5th-level.

Influence: When this card appears from the tarokka deck, it warns of the looming past. Some aspect of days gone by, either personal or general, is about to return and hinder the actions of the present. Thus, the ghost is not always a warning of an undead monster, although it certainly can be read as such. More often, however, it indicates something less supernatural, like an old debt or a forgotten enemy. It can also speak of an ancient curse or similar magical fate.

BROKEN ONE

Fortune: When this fate card is flipped for the first time, whether its fortune or misfortune, the following effect triggers, see misfortune. Any future drawings of this card allow you to cast "Eyebite" at 6th level once without expending a spell slot within the next hour.

Misfortune: When this fate card is flipped for the first time, You are filled with an empty and hollow feeling, and become suddenly aware of the horrible truth of the cosmos itself. For the next 24 hours, you feel a frightening compulsion (and slight revulsion) to tear out and eat one of your eyes. if you tear out and consume one of your eyes, you immediately regain all hit points, your hit point maximum is permanently increased by 3d10, and you glimpse dark and terrible knowledge revealed by an ancient entity.. the DM reveals one dark secret of ancient and epic lore to you and you alone. The eye you lose can never be regrown or healed, not by anything short of a Wish Spell or comparable magic, and even that is not a guarantee. Any future drawings of this card cause you to gain a random long-term madness effect.

Influence: This card indicates defeat, failure, and despair. It can even herald a complete mental collapse or breakdown. In some cases, it may warn of the future that lies before the person for whom the tarokka is being cast; in others it may indicate that such a person will be met. The illustration on this card depicts a young woman, her face utterly devoid of emotion and life.



RAVEN

Fortune: When this fate card is flipped, within the next 24 hours, a **raven** will appear to you and offer you words of wisdom. You can either ask the question 5 questions, as if you had cast the "Contact Other Plane" spell and succeeded on the save, or you can name one person, place or object as if you had cast the "Legend Lore" spell. The raven is cryptic, but truthful.

Misfortune: When this fate card is flipped, it functions similar to the fortune card, except that the raven speaks lies and falsehood that will lead to the caster's ruin.

Influence: This card indicates a hidden source of information or a secret potential for good. It might be that this good will be within the person for whom the tarokka is being employed or that he will soon come into contact with a new ally or creature of good intent. In some cases, this card need not indicate a person, but could denote a beneficial magical spell, object, or even just a fortunate turn of events. The face of this card depicts a wise-looking raven.

BEAST

Fortune: When this fate card is flipped, your inner beast is unleashed, you immediately transform into an animal, as if the "Polymorph" spell was cast on you.

Misfortune: When this fate card is flipped for the first time, a nearby Lycanthrope picks up the scent of the character and is compelled to hunt them down and attack them, perhaps even turning them. Any future drawings of this cause you to be filled with blind uncontrollable anger and rage, the slightest provocation will set you off. Whenever you take damage, you must make a Wisdom Saving Throw against your own spell save DC. on a failure, you move towards the nearest creature and attack it, whether ally or enemy. If there is more than one possible target, the DM chooses the target.

Influence: This card calls to mind the savage that lurks within even the most civilized individual. It does not mean that this animal nature will surface, only that its influence will be felt. It does, however, often herald crimes of passion or similar rash acts. It is also considered the patron card of all lycanthropes or other shapechangers. The illustration on this card depicts a werewolf silhouetted before the full moon and howling into the night.

SEER

Fortune: When this fate card is flipped, you can cast the "Mind Spike" spell up to 5th-level, once without expending a spell slot, though you must still have the spell slot level capable of casting it in the first place.

Misfortune: When this fate card is flipped, your mind is assaulted by the infinite knowledge of the cosmos, such information begins to overwhelm you, you must make an Intelligence Saving Throw against your own Spell Save DC. On a failure, you suffer the effects of a "Feeblemind" spell, except you can repeat the save after every 24 hours, instead of 30 days. If you succeed on this first initial save, you glimpse a partial gift of knowledge from the winds of fate for overcoming their test, and you can ask one question as if you had cast the "Contact Other Plane" spell.

Influence: The final member of the tarokka deck, this card reminds us of the powers of the mind. Sometimes this can simply be a keen intellect or a sudden inspiration. On other occasions, it can denote the actual use of psionic powers.

CLERIC

"MADNESS, AS YOU KNOW... IS A LOT LIKE GRAVITY, ALL IT TAKES IS A LITTLE PUSH."

- *Crazed Lunatic*

DIVINE DOMAIN: MADNESS

The Madness domain is home to lunatics, sycophants and fanatical zealots, those who adopt this domain are often already touched in some form by madness already. The gods and goddesses that offer this domain to their followers are often time devious, malevolent and manipulative, draining the sanity of mortals to increase their power. Other see themselves as liberators. They promise their followers that by offering their devotion to them, they will break the shackles of reason and reality that is holding their mind down, opening their mind to a whole new world of possibility. Cleric choosing this domain can sometimes find themselves lost in thoughts with themselves, rambling incoherently or debating the most outlandish subjects. Deities of this domain include Cyric, Ghaunadaur, and Tharizdun.

DIVINE DOMAIN

At 3rd level, a Cleric gains the Divine Domain feature. The following option is available to a Cleric, in addition to those offered in the *Player's Handbook: Madness Domain*.

MADNESS DOMAIN SPELLS

Cleric level	Spells
1st	Dissonant Whispers, Tasha's Hideous Laughter
3rd	Crown of Madness, Phantasmal Force
5th	Fear, Hunger of Hadar
7th	Confusion, Phantasmal Killer
9th	Dream, Modify Memory

BONUS PROFICIENCIES

At 1st level, You know the Vicious Mockery cantrip, which counts as a cleric cantrip for you, and does not count against the number of cantrips you can have known.

THE TOUCHED MIND

Starting at 1st level, your mind suffers the glorious truth of insanity, as your gods whispers begin to seep into your mind. The turmoil and conflicted nature of your mind grants you advantage on saving throws agaisnt being charmed or frightened, and on saving throws against effects that would read your mind or thoughts. In addition, you must roll a d100 and gain an indefinite madness flaw pas per pg.260 on the DMG. This indefinite madness can be cured by nothing short of a Wish spell or magic of comparable power.

CHANNEL DIVINITY: SOW MADNESS

Starting at 2nd level, you can use your Channel Divinity to shatter the minds of other creatures. As an Action, choose a creature that you can see within 60 feet of you, and they must make a Intelligence Saving Throw. On a failure, the creature takes 3d10 + your Cleric level as Psychic damage and must roll for a random affliction of madness from the Short-Term Madness on pg.259 of the DMG. This form of madness lasts for 1d10 minutes, which they must roll for when the madness effect takes hold.

CHANNEL DIVINITY: TOUGH OF INSANITY

Starting at 6th level, you can use your Channel Divinity to afflict prolonged debilitating madness upon a foe. Choose one creature that you can see within 60 feet of you, that creature must make an Intelligence Saving Throw, on a failure, you touch their mind with whispers of madness, causing them to roll for a random affliction from a long-term madness effect as per the long-term madness table on pg.260 of the DMG. This effect lasts for 1d10 x 10 hours, which they must roll for when the madness effect takes hold.

WHISPERS OF LUNACY

At 8th level, you can add your Wisdom Modifier to the damage you deal with any cleric cantrip.

PSYCHOTIC BREAK

Starting at 17th level, your mind has shattered under the strain of the wisdom granted by your god, while it has rendered you irrevocably insane, it also makes your mind a impenetrable fortress of knowledge. You gain another indefinite madness, as per the DMG. In exchange, you gain immunity to the Charmed and Frightened Condition, and your thoughts cannot be read nor detected by telepathy or other means, unless you allow it, nor can you be detected by divination magic or scrying. In addition, you gain resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of psychic damage that was dealt to you, and that creature must make a Intelligence Saving Throw against your Spell Save DC. On a failure, the creature is struck by a backlash of insanity, and must roll for a short-term madness effect as on pg.259 of the DMG, this form of madness lasts for 1d10 minutes which they must roll for when the madness effect takes hold.

DRUID

"THE STARS WATCH OVER US ALL, CONNECTED TO NATURE IN WAYS MANY SEEM TO FORGET."

- Starseer Veshra

CIRCLE OF THE STARS

The druids of this circle have a deep understanding of the natural cycle of life, realizing that the great cycle extends beyond the meager land beneath their feet, and into the celestial heavens themselves; the cosmos, the stars. Druids of the circle have a deep connection to the stars and the constellations, drawing power from the celestial energies that permeate the cosmos and the effects that the constellations have upon the natural world.

DRUID CIRCLE

at 2nd level, you choose to identify with the following Circle of the Stars, your choice grants you features at 2nd level and again at 6th, 10th, and 14th level. The following option is available to a druid, in addition to those offered in the *Player's Handbook*.

CIRCLE OF THE STARS SPELLS

When you choose this druidic circle at 2nd level, you gain the ability to harness the energy of the cosmos, granting you access to certain spells. You learn the "Dancing Lights" cantrip, and at 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Stars spells table. Once you gain access to one of these spells, you always have it prepared and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Healing Spirit, Moonbeam
5th	Blink, Hunger of Hadar
7th	Evard's Black Tentacles, Sickening Radiance
9th	Scrying, Wall of Light

BLINDING STARLIGHT

Starting at 2nd level, you can call upon the brilliant light of the stars to shine down upon you in your darkest hour, to shield you from harm. As a reaction when a creature makes an attack against you, you can cause starlight to emanate forth from you, shedding bright light out to 10 feet, and dim light for an additional 10 feet beyond that, this light lasts either for 1 minute, until you are knocked unconscious or until you end it (no action required). The attack immediately has disadvantage and the attacker must make a Constitution Saving Throw against your spell save DC, on a failure they take 1d4 radiant damage and are blinded for 1 minute. They can repeat this save at the end of each of their turns, ending the effect on a successful save. The radiant damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level. You can use this feature a number of times equal to your Wisdom Modifier (minimum of once), regaining expended uses of it after a long rest.

ASTRAL FORM

At 2nd level, you gain the ability to channel the light of the stars into your primal druidic magic. As an Action, you can expend one use of your Wild Shape and infuse your primal transformation with the magic of the stars. Rather than transform into a beast, you transform into a being of Starlight, and gain 3 temporary hit points for each Druid level you have. While this feature is active, you gain the following benefits:

- You radiate an aura of bright starlight in a 5 - to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius as a bonus action. While radiating this starlight, you, and each ally that starts their turn in the aura or enters it for the first time, gain hit points equal to your Wisdom Modifier (minimum of 1). Any enemy creature that enters the aura for the first time or starts their turn within it, takes Radiant damage equal to your Wisdom Modifier (minimum of 1). Lastly, no creature can benefit from being invisible while within the starlight,
- While radiating starlight, you gain resistance to Radiant Damage.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again

ASTRAL MENDING

Starting at 6th level, You learn to harness fragments of the magic you channel from the stars, and use it to replenish yourself and mend your wounds. Whenever you cast a spell of 1st level or higher that deals radiant damage, you regain hit points equal to 2 + the level of the spell slot expended

ASK THE STARS

Starting at 10th level, You know the "Contact Other Plane" spell and have it always prepared. In addition, you can cast it once without expending a spell slot, when you do so in this manner, you can ask the Stars above for guidance, making a DC:15 Wisdom Saving Throw, instead of the normal Intelligence Saving Throw associated with the spell. However, once you use this feature in this manner, you cannot use this feature again until after a long rest, though you can cast the spell normally by expending a spell slot of appropriate spell level.

SHOOTING STAR

Starting at 14th level, You learn to transcend your limits to this mortal coil and take up to the night sky as an ethereal star. While in your Astral Form, you gain a fly speed of 60'ft and your physical form partially shifts into the ethereal, allowing you to see into the Ethereal Plane up to 60 feet. In addition, You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons, and you can spend an Action to traverse into the Ethereal Plane or back into the Material Plane, you are still visible while on the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane. Lastly, while in your Astral Form, you can move through other creatures and objects as if they were difficult terrain. However, you takes 1d10 force damage if you end your turn inside an object.

FIGHTER

"I DO NOT FEAR THIS NEW CHALLENGE, BRATHER LIKE A TRUE WARRIOR I WILL RISE TO MEET IT."

- unknown prince going into battle.

THE FEARLESS WARRIOR

Valiant heroes, warriors defying overwhelming odds against the tides of darkness, shouting in defiance against the horrors of the Far. Fearless Warriors are heroes whose hearts are emboldened with such courage and bravery that they do not balk or hesitate, no matter how frightening the forces they face. These warriors are capable of inspiring others to fight on, renewing their vigor with displays of heroism and valor.

MARTIAL ARCHETYPE

at 3rd level, you choose to identify with the following Martial Archetype; The Pactsworn, your choice grants you features at 3rd level and again at 7th, 10th, 15th and 18th level. The following option is available to a fighter, in addition to those offered in the *Player's Handbook*.

FEARLESS HEART

Starting at 3rd level, your heart knows not the meaning of fear, you do not hesitate nor balk at the terrors that you face in battle. You gain immunity to the Frightened Condition. In addition, when a creature attempts to frighten you, you can use your reaction to make a melee or ranged weapon attack against that creature.

HEROIC STRIKE

At 3rd level, You know how to press the advantage of combat, pushing yourself onward and delivering devastating blows to your enemies. Once per turn, When you make a weapon attack, you can choose to make that attack a Heroic Strike, so long as you have advantage on the attack roll. If the attack hits, You deal the attacks weapon damage, plus an extra amount equal to your Fighter level. In addition, if the creature is reduced to 0 hit points by this special attack, you gain advantage on your next melee or ranged weapon at tack you make before the end of your next turn. You can use this feature a number of times equal to your Strength or Dexterity Modifier, whichever is higher (minimum of once). You regain expended uses of this feature after a long rest.

BATTLE CRY

upon reaching 7th level, you can let out a piercing battle cry that rattles the hearts of your enemies, but rallies those of your allies (no action required). You and each ally that can see or hear you within 60 feet of you gain Temporary Hit Points equal to your Fighter level + your Charisma Modifier, as long as a creature has these temporary hit points, they have advantage on saving throws against the frightened condition.



In addition, if any ally is currently frightened they can immediately repeat their saving throw against that effect. Each enemy within range that can see or hear you must make a Charisma Saving Throw (DC = 8 + Your Proficiency Bonus + Your Charisma Modifier) or be frightened of you for 1 minute. They can repeat their save at the end of each turn, ending it on a successful save. Once you use this feature, you cannot do so again until after a short or long rest.

INSPIRING HEROISM

Starting at 10th level, your fury inspires your allies to fight on, following your lead to attack. Each ally within 30 feet of you can make one melee or ranged weapon attack with their reaction and does so with advantage on the attack roll, provided that they can see or hear you. Starting at 17th level, your allies deal additional damage on this attack equal to your Charisma Modifier (minimum of 1).

DEFIANT

Starting at 15th level, Your defiant spirit can keep you fighting despite the most grievous of wounds. If you drop to 0 hit points and don't die outright, you can make a DC:10 Constitution Saving Throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

PAIN TOLERANCE

Starting at 18th level, You have reached the peak of physical endurance, you are able to shrug off your enemies attacks, ignoring the pain and continue the fight. You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. In addition, when you take damage from any source, you can use your reaction to fight against the pain and shrug it off, reducing the damage taken by an amount equal to your Fighter level. Once you use the latter portion of this feature, you cannot do so again until after a long rest.

MARTIAL ARCHETYPE: THE PACTSWORN

Warriors who have entered a pact to obtain profane knowledge and mastery over dark magicks, with which to amplify their combat prowess and obtain an edge over their foes.

MARTIAL ARCHETYPE

at 3rd level, you choose to identify with the following Martial Archetype; The Pactsworn, your choice grants you features at 3rd level and again at 7th, 10th, 15th and 18th level. The following option is available to a fighter, in addition to those offered in the *Player's Handbook*.

PACT MAGIC

When you reach 3rd level, you can augment your combat techniques with the ability to cast Warlock spells. you enter into a pact with a Warlock Patron in exchange for the ability to cast spells, however unlike the Warlock, you do not receive Warlock Patron features, merely the ability to cast spells.

Cantrips: You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Class Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	3	2	1st
6th	2	3	2	1st
7th	2	4	2	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	3	5	2	2nd
11th	3	6	2	2nd
12th	3	6	2	2nd
13th	3	7	2	3rd
14th	3	7	2	3rd
15th	3	8	2	3rd
16th	3	8	2	3rd
17th	3	9	2	3rd
18th	3	9	2	3rd
19th	3	10	2	4th
20th	3	11	2	4th

Spell Slots: The Pactsworn Spellcasting Table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell Thunderwave, you must spend one of those slots and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher: At 3rd level, you know two 1st-level spells of your choice from the Warlock spell list. The Spells Known Column of the Pactsworn table shows when you learn more Warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this Class and Order, you can choose one for the warlock spells you know and replace it with another spell from the Warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability: Charisma is your Spellcasting ability for your Warlock spells.

Spell Save DC = 8 + Your Proficiency Bonus + Your Charisma Modifier.

Spell Attack Modifier = Your Proficiency Bonus + Your Charisma Modifier.

PACTBLADE

Starting at 3rd level, you have gained a gift from your patron, a weapon given to seal the contract of the pact. Your patron required a warrior, and granted you the tools to be one. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). It acts as a warlock spellcasting focus. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform a magic weapon into your pact weapon by performing the ritual over the course of 1 hour, which can be done during a short rest. you can have a maximum of one transformed magic weapon, if you attempt to transform a second, the oldest magical pact weapon loses its bond to you. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

GREATER PACT

At 7th level, Your eldritch magic has grown further, shaped by the origin of your patron, you gain the benefits of one of the following choices described below, dependent on the entity your patron is:

- **Archfey:** You know the "Suggestion" spell and can cast it once without expending a spell slot, regaining said use after a long rest."
- **Celestial:** You know the "Lesser Restoration" spell and can cast it once without expending a spell slot, regaining said use after a long rest."
- **Fiend:** You know the "Scorching Ray" spell and can cast it once without expending a spell slot, regaining said use after a long rest."
- **Great Old One:** You know the "Detect Thoughts" spell and can cast it once without expending a spell slot, regaining said use after a long rest."
- **Hexblade:** You know the "Spiritual Weapon" spell and can cast it once without expending a spell slot, regaining said use after a long rest."
- **Undying:** You know the "Gentle Repose" spell and can cast it once without expending a spell slot, regaining said use after a long rest."

ELDRITCH RENEWAL

Starting at 10th level, When you use your "Second Wind" feature, you also regain one expended warlock spell slot.

PROFANE REAPING

Starting at 15th level, Your pactblade is a conduit to your patron, and the more blood you shed with it, the further you fuel your pact. You gain one of the following benefits dependent on the type of patron you have:

- **Archfey:** When you score a critical hit with your pactblade, you can temporarily shift into the feywild and reappear elsewhere, distorted by fey magic. You can teleport up to 30 feet and become ethereal, causing attack rolls against you to have disadvantage until the start of your next turn.
- **Celestial:** Once per turn, when you deal damage to a creature with a spell or your pactblade, you can cause residual radiant energy to mend the wounds of one ally creature within 15 feet of you that you can see, causing them to regain hit points equal to 1 + Your Charisma Modifier.
- **Fiend:** When you take damage from a melee attack, your attacker is struck by a backlash of hellish energy, taking fire damage equal to your Charisma Modifier (minimum of 1).
- **Great Old One:** When you score a critical hit, you deal additional psychic damage equal to half your warlock level, and the creature must make an Intelligence Saving Throw or be frightened of you until the end of your next turn.
- **Hexblade:** You can score a critical hit on a roll of 19-20 with your pactblade.
- **Undying:** When you deal damage with your pactblade, you deal an additional amount of necrotic damage equal to your Charisma Modifier (minimum of 1). You gain Temporary Hit Points equal to the necrotic damage dealt.



BANE AND BLADE

Starting at 18th level, You learn to weave magic and blade together in perfect harmony. When you take the Attack action, you can also quickly cast a spell, allowing you to cast a spell with a cast time of 1 action as a bonus action instead. Once you use this feature, you cannot do so again until after a short or long rest.

MONK

"I SWEAR TO GODS, I SAW A FLASH OF LIGHT, AND THE NEXT THING I KNEW THE GUY WAS ON THE GROUND AND THE STRANGER WAS STANDING OVER HIM WITH A BLOODY FIST."

- Witness to a Dancing Star Monk

This monk order follows an ancient tradition, one that reveres the reverie of the night sky and all its beauty and splendor. They hone their martial prowess after a particular star, one that is known as the elusive "Dancing Star" which is constantly moving night to night and never in the same place in the sky. Monks of this order seek to transcend their physical limitations and reach enlightenment, they emulate this star by forming their techniques around swiftly maneuvering through battle unhindered, shining like a star when they must, but quickly flickering away to be unseen in the next fleeting moment. Many monks of this order are regal dancers and entertainers, regaling others with flashy moves and entrancing displays of magical light to catch peoples attention, only to disappear the next moment and leave them perplexed.

MONASTIC TRADITION: WAY OF THE DANCING STAR

at 3rd level, you choose to identify with the following Monastic Tradition; The Way of the Dancing Star, your choice grants you features at 3rd level and again at 6th, 11th, and 17th level. The following option is available to a monk, in addition to those offered in the *Player's Handbook*.

INNER LIGHT

Starting at 3rd level, you know the "Dancing Lights" cantrip, wisdom is your spellcasting modifier for this ability.

THE DANCING STAR

Starting at 3rd level when you choose this monastic tradition, you can begin the Dance of the Dancing Star, this dance lasts for 1 minute, until you are knocked unconscious or knocked prone, or until you end it willingly (no action required). While in this stance, you gain the following benefits:

- Your movement speed increases by 5 feet.
- Your body is charged with traces of illuminating star energy as you build traction with your movement. Whenever you move 5 or more feet in a turn, you build up radiant energy, causing any damage you deal with your unarmed strikes or monk weapons to deal an additional 1d6 Radiant Damage.
- When you deal radiant damage to a creature, the flash of starlight temporarily dazes it, causing it to hesitate in its retaliation. You do not provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

- You can use your "Step of the Wind" feature without expending a ki point.

You can enter this dance a number of times equal to 1 + Your Wisdom Modifier, regaining expended uses of this feature after a short or long rest.

FLICKER AND DISAPPEAR

Beginning at 6th level, the elusive nature of the star is difficult to capture and follow with the naked eye, yet you have learned how to capture the essence of this ability and perform it yourself when in danger. While you are performing the dance of the Dancing Star, you can spend 1 Ki Point and use your reaction when a creature makes an attack roll against you to disappear in a flash of starlight, teleporting up to 10 feet away and becoming invisible until the end of your next turn.

SHOOTING STAR

upon reaching 11th level, your inner light has begun to swell within you, ascending beyond your physical limitations to lift you up to the night sky. You gain a fly speed of 30 feet. If you are engaged in the dance of the Dancing Star, this fly speed is increased to 60 feet instead, and you can choose to radiates bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The monk can alter the radius as a Bonus Action.



ASCENSION

Starting at 17th level, you have reached the pinnacle of your teachings, and reached enlightenment, and learn how to ascend beyond your mortal shell. You can spend 5 Ki Points to cast the "Etherealness" spell on yourself. In addition, if you spend 10 minutes meditating in quiet contemplation, you can cast the "Astral Projection" spell without the requirement of material components, however you can only target yourself and cannot bring other creatures with you. Once you use the latter portion of this feature, you cannot do so again until after a long rest.

RANGER

THE STARS OFFER GUIDANCE IN MORE WAYS THAN JUST DIRECTIONS, FRIEND."

*- Kairos,
Wandering Starfinder*

Rangers of the Starfinder Conclave find home in the night sky. They are wayfarers, sailors, and guides, mapping the roads they've traveled and the experiences they've had within the stars. A starfinder's celestial connection allows them to see the night for its true vulnerable and gentle self. What terror lays in the darkest corners of the night are the starfinder's quarry, for the night should provide solace and calmness, not fear.

RANGER CONCLAVE: STARFINDER

at 3rd level, you choose to identify with the following Ranger Conclave; The Starfinder, your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. The following option is available to a ranger, in addition to those offered in the *Player's Handbook*.

Starfinder Ranger created by Reddit User: /u/Novronian.
Art: "Nightscape" by Alexandru Negoita.

STARFINDER MAGIC

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

Ranger Level	Spell
3rd	Guiding Bolt
5th	Locate Object
9th	Remove Curse
13th	Private Sanctum
17th	Scrying

STAR CHILD

Starting at 3rd level, you have become accustomed to the night's embrace. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet. While under the night sky, you always know which way is north and you can't become lost, magically or otherwise.

CELESTIAL TETHER

When you enter this conclave at 3rd level, you can guide those within the dark. As a bonus action, you can select a willing creature within 60 feet of you that you can see. You form a tether made of starlight to that willing creature, which only the two of you can see. While tethered to a willing creature, both of you always know each other's locations, and you are both aware of the other's emotions. That creature also gains 60 feet of darkvision, or an additional 30 if they already have it. As a bonus action on subsequent turns while tethered to a willing creature, you can grant that creature a number of temporary hit points equal to your Wisdom modifier (minimum of 1), which disappears if the tether breaks. In addition, whenever you damage a hostile creature with a weapon attack on your turn, you can choose to tether yourself to it through starlight, which only you can see. That creature cannot benefit from being invisible. Once per turn, you can deal extra radiant damage equal to your Wisdom modifier (minimum 1) when you hit a tethered hostile creature with a weapon attack. The tether breaks if you dismiss it as a bonus action, if you create a second tether, or if a tethered creature is further than 150 feet away from you.



BLINDING BRILLIANCE

At 7th level, you can call upon the dormant starlight that rests within you to stave off danger. As an action, or a reaction when a creature targets you with an attack, you can force the target to make a Constitution saving throw or become blinded until the start of the target's next turn. The target for this feature must be within 60 feet of you. After you use this feature, you shed bright light in a 30-foot radius, and dim light for an additional 30 feet. This light lasts for 1 minute or until you dismiss it (no action required). You can use this feature a number of times equal to your Wisdom modifier (a minimum of once) and regain expended uses after you complete a long rest.

RADIANT STRIKE

By 11th level, your stellar connection allows you to imbue your attacks with radiance. When an ally you are tethered to with your Celestial Tether deals damage against a creature, you can immediately make one weapon attack against the same target. You can choose to deal radiant damage with this attack. You can't make this attack again until the start of your next turn.

THROUGH THE DARK

At 15th level, you are the night's embrace and the star's shine, taking lost souls through the haunting dark. You can tether yourself up to a number of creatures equal to half your ranger level. If you create another tether past this limit, you must choose another tether to break. When allied creatures you are tethered to deal damage, once per turn, they can deal additional radiant damage equal to your Wisdom modifier (minimum of 1).

ROGUE

"DOORS? WHO NEEDS 'EM?"

- Vantrin,
Farwalker thief

Slipping between the veil, a Farwalker is an individual who through some various means has the ability to walk between worlds, between dimensions. A Farwalker can just as easily slip through space and between worlds as easily as someone opens a door to a room. Farwalkers have glimpsed places many would never dream, as many growing up have little to no control over their abilities, they are exceptionally rare as few ever live to adulthood as they meet unfortunate mishaps and accidents from their teleporting. Whatever accident or origination gave you your magicks, you have the capability to master space, master the maneuvering between worlds and nothing is off-limits to a Farwalker!

ROGUSH ARCHETYPE: FARWALKER

at 1st level, you choose your archetype as a rogue; the Farwalker, your choice grants you features at 3rd level and again at 9th, 13th, and 17th level. The following option is available to a rogue, in addition to those offered in the *Player's Handbook*.

PHASE

Starting at 3rd level, you learn how to step through the veil between space and time, and flicker to appear a short distance elsewhere. You can use your bonus action to phase between worlds and teleport up to half your movement speed. When you reappear, your form flickers as its grasp on the material world is still weak, causing you to distort and making it difficult for foes to predict your movements. After teleporting, you have advantage on your next melee weapon attack you make before the end of this turn. You can use this feature a number of times equal to 1 + your Charisma modifier, regaining expended uses of it after a short or long rest.

KNOWLEDGE OF THE BEYOND

At 3rd level, you gain proficiency in the Intelligence (Arcana) skill. If you already have proficiency in said skill, then you can add double your proficiency bonus to checks made with it.

JOINT STEP

Starting at 9th level, your skill with teleporting has improved to the point that you can bring others along. Whenever you teleport, you can bring one willing creature within 5 feet of you along with the teleportation. At the end of which, they appear within 5 feet of you in an unoccupied space. If there are no unoccupied spaces within 5 feet of you, they forcibly return to where they were prior to the teleport and take 1d10 force damage. If you attempt to bring an unwilling creature, they must make a Dexterity Saving Throw equal to 8 + Your Proficiency Bonus + your Charisma Modifier. On a successful save, they are not forced along with you.



FAR RETREAT

Starting at 13th level, you can slip away between worlds on a subconscious level to protect yourself from harm. When you are struck by a melee or ranged attack, but before damage is rolled, you can use your reaction to teleport up to your movement speed. Once you use this feature, you cannot do so again until after a short or long rest.

A STEP BEYOND

Starting at 17th level, Your experience of the hidden paths between worlds, between the stars, has rewarded you with newfound mastery of your abilities. You gain the following benefits:

- You can use your "Phase" feature at-will, and now teleport a distance equal to your total movement speed, instead of half.
- You can bring a number of willing creatures equal to your Charisma Modifier (minimum of 1) for your "Joint Step" feature.
- As an Action, you can "Teleport" or "Plane Shift" as if you had cast the "Teleport" or "Plane Shift" spell, however you can only target yourself and cannot bring others with you, If you Teleport as per this feature, your GM rolls his d100 with advantage when consulting the teleportation mishap chart. If performing a Plane Shift, you can ignore the material component requirement for the Plane Shift, but you must know the name and have a specific location known of the plane you are attempting to travel to. Once you use this portion of the feature, you cannot do so again until after a long rest.

SORCERER

"YOU THINK ME UNARMED? BUT YOU'VE ALREADY BROUGHT MY WEAPON WITH YOU...".

- Khazash,
The Flesh Mage of Akkanar

Flesh Mages are those who have been warped by the Far, gaining access to magic that lets them warp the very flesh of them and others around them. The versatility and malleability of flesh opens endless possibilities for them.

SORCEROUS ORIGIN: FLESH MAGE

at 1st level, you choose your origin as a sorcerer; Flesh Mage, your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. The following option is available to a sorcerer, in addition to those offered in the *Player's Handbook*.



FLESH MAGIC

Starting at 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Flesh Magic Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Sorcerer Level	Spell
1st	Arms of Hadar
3rd	Enlarge / Reduce
5th	Vampiric Touch
9th	Polymorph
13th	Hold Monster

LIVING WEAPON

At 1st level, when you choose this sorcerous origin, you have learned to contort and twist portions of your flesh to become a living weapon. As a Bonus Action, you contort portions of your flesh into tentacles to batter your enemies, they have a reach of 10 feet, and deal 1d6 bludgeoning damage. When you create these tentacles and on subsequent turns you can use a bonus action to make an attack with them, using your Charisma Modifier to determine its attack and damage rolls. They last for 1 minute or until you willingly end it (no action required). When you cast a cantrip or spell with a range of touch, you can deliver it through these tentacles.

MALLEABLE FLESH

At 1st level, you learn how to warp your flesh to a variety of forms, never stagnant, always changing to suit your needs. As an Action, you can perform one of the following effects below, each effect lasts for 1 hour, or until you end it willingly (no action required):

- **Change Self:** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the effect, you can use your action to change your appearance in this way again.
- **Hardened Skin:** You can temporarily increase the toughness and density of your skin, changing your Armor Class while Unarmored to be 13 + Your Constitution Modifier + Your Dexterity Modifier.
- **Extra Appendages:** You can reform your flesh to grow an extra pair of limbs. You can only gain the benefit of items held by two of your arms at any given time, and once per round you can switch which arms you are benefiting from (no action required).

FLESH IS POWER

Starting at 6th level, you have found strength in the flesh of others, and gain so by consuming it. You can spend 1 minute eating the flesh of another being, when you consume the flesh of a corporeal creature that died no longer than 24 hours ago, you gain 1 sorcery point, and 1 hit point for every hit die that the deceased creature you feast upon had (a minimum of 1). In addition, you acquire a fragment of a memory that the creature retained in life, this could be its last emotional state before it died, the last fleeting moments of what it saw before it died, something that loomed large in its mind (such as someone or something it loved, an important goal or something it hated) or some form of important information or such, it could likewise simply be a random memory of no consequence, your DM has discretion in this case. Lastly, you take on temporary aspects of the consumed creature and gain an additional benefit depending on the type of creature you feast on. If you consume the flesh of more than one kind of creature within the same hour, the previous effect dissipates and the most recent effect takes place.

- **Aberration:** for the next hour, your body becomes alien in appearance, unnatural and perverted by the farrealm. For the duration, you have resistance to psychic damage and can cast the "Detect Thoughts" spell, though you must still spend a spell slot as normal to cast the spell.
- **Beast:** For the next hour, you become more bestial in appearance, your movement speed increases by an additional 10 feet, and you gain advantage on Strength (Athletics) checks.
- **Dragon:** For the next hour, you gain resistance to one damage type (if any) that the deceased creature you consumed had, if none, then you simply gain a +1 bonus to your Armor Class, and your skin becomes slightly covered in scales mimicking the consumed creature.

- **Fey:** For the next hour, you have immunity to the charmed condition and magic cannot put you to sleep.
- **Fiend:** For the next hour, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.
- **Giant:** For the next hour, you have advantage on strength checks and saving throws.
- **Humanoid:** For the next hour, your hit point maximum and current hit points are increased by 15 for the duration.
- **Undead (Corporeal Only):** For the next hour, you smell of the stench of death, you gain advantage on saving throws against poison and disease, and gain resistance against poison damage.

You can only feast on the flesh of others so much in one day before it sickens you. You can only use this feature a number of times equal to 1 + Your Constitution Modifier, regaining expended uses of it after a long rest.

DURABLE SKIN

upon reaching 14th level, the constant changes your flesh has gone through has permanently toughened it, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

FLESH REBORN

Starting at 18th level, Your body can stitch itself anew from even the most grievous of wounds, even missing limbs. Your body can regrow missing or severed limbs after a short rest, alternatively you can reattach a severed limb to the stump and cause it to magically stitch itself anew. If you are dropped to 0 hit points, you can spend any number of sorcery points to instead be dropped to 1 hit point and gain additional hit points equal to your Constitution Modifier times the amount of sorcery points you expended. Once you use the latter portion of this feature, you cannot do so again until after a short or long rest.

WARLOCK

"THE STARS WHISPER SO MANY SECRETS TO ME, SO MANY TRUTHS..."

- Jahir

Acolyte Stargazer

The study of divination and fortune-telling is as old as time itself. There are augurs who watch the flight paths of birds; there are oracles who burn offal and throw bones. Others devote their entire lives to the steady examination of fate and the future, space and time, and other metaphysical inquiries. However, there are those who do not waste their time and forge a pact with the stars themselves. These warlocks - whether brave or foolish - tread a razor-thin line between limitless truths and blinding madness. It is not understood why the stars grant some astrologers a fraction of their powers and curse others with madness. Few have posed this question, and fewer still have sought to answer it and possibly draw the stars' ire. Some of the dying stars might bestow their gifts so that they may continue to live on in records; the brighter, malicious stars may do it remind the mortal races of their near-limitless powers. Warlocks whose patron gleams in the midnight sky may draw their power from just one star, or they may draw from a host of stars. While there exist countless stars in the realm above, some of the names of stars have been recorded in an ancient text known as the Revelations of Melech. They are as follows: Acamar, the Great Devourer; Caiphon, the Dream Whisperer; Delban, the Boreal Watcher; Gibbeth, the Formless Terror; Hadar, the Dying Ember; Ihbar, the Silent Void; Khirad, the Radiant King; Nihal, the Serpent Star; Iban, the Wicked Lord; Zhudun, the Fallen One; and Allabar, the Opener of the Way.

WARLOCK PATRON: PATRON FROM BEYOND THE STARS

At 1st level, you have struck a bargain with a great and immeasurable being beyond the stars, an elder evil. Your choice grants you features at 1st level, and again at 3rd, 6th, 10th, and 14th level. The following option is available to a warlock, in addition to those offered in the *Player's Handbook*.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	Faerie Fire, Sleep
2nd	Augury, Moonbeam
3rd	Clairvoyance, Melf's Minute Meteors
4th	Divination, Evard's Black Tentacles
5th	Dominate Person, Planar Binding

BONUS CANTRIPS

At 1st level, you learn the "Guidance" and "Dancing Lights" cantrips. They count as warlock cantrips for you, and they don't count against your number of cantrips known.

MAW OF ACAMAR

Stars, as ancient and long-lived as they may be, eventually succumb to death's cold and inevitable grasp. The revelation of entropy has been granted to you in your study of the stars, revealing hidden lore in the transition of expiration. Starting at 1st level when you reduce a creature to 0 hit points, you can use your Bonus Action to grant yourself Advantage on the next attack roll, ability check, or saving throw you make. If this boon has not been used before your next short or long rest, you lose the boon. You can use this feature a number of times equal to your Charisma Modifier (minimum of 1), regaining expended uses of it on a short or long rest.

GUIDANCE OF CAIPHON

Beginning at 6th level, you beseech the stellar guide above to intervene on your behalf. When a hostile creature that you can see rolls a natural 20 on an attack roll, ability check, or saving throw, as a reaction you can force them to reroll again with disadvantage. After which, The next attack roll, ability check, or saving throw that you make is made with advantage. Alternatively, when a friendly creature that you can see rolls a natural 1 on an attack roll, ability check, or saving throw, as a reaction you can let them reroll with advantage. The next attack roll, ability check, or saving throw you make is made with disadvantage. You can use this feature a number of times equal to your Charisma Modifier (minimum of 1), regaining expended uses of it on a short or long rest.

WATCHER OF THE STARS

At 10th level, your mind has been scarred by the unblinking eyes of the great star; Allabar. You instinctively know which way is north, and can never get lost while you are outside or at least in site of the constellations and the starry night sky, even by magical means. Additionally, when you can see the stars - such as when you are outside after the sun has set - you always know the fastest direction or path will take you to your current goal or intended destination and you have a clear, mental image of the surroundings of the area you see, and can perfectly recall any path you have traveled.

THE REVELATIONS OF MELECH

Starting at 14th level, you unravel the complex and mysterious Revelations of Melech, a great - yet incredibly mad- scholar and propher of the stars. You dream each night of the stars who have aligned themselves in the sky to bathe the world in their light. You have a number of Star Petitions equal to your Charisma modifier (minimum 1), and you regain all spent Petitions when you finish a long rest. As an Action, you may expend one or more Petitions. The number of Petitions expended determines the number of times you roll a d12 on the Revelations of Melech table. The result determines which of the petitions' boons will be granted to you. The Stars then hear your plea and grant you their Boon, Activating a boon requires no action, however it must be done on your turn. Upon activating it, you are immediately granted the benefit from it. If a boon has not been activated within 8 hours after you obtain it, it expires and you lose the Boon. If you expend a petition and roll on a boon you already have, you may reroll for a different result.

REVELATIONS OF MELECH

d12	Star
1	Entropy
2	Acamar, the Great Devourer
3	Caiphon, the Dream Whisperer
4	Delban, the Boreal Watcher
5	Gibbeth, the Formless Terror
6	Hadar, the Dying Ember
7	Ihbar, the Silent Void
8	Khirad, the Radiant King
9	Nihal, the Serpent Star
10	Ulban, the Wicked Lord
11	Zhudun, the Fallen One
12	Allabar, the Opener of the Way

REVELATIONS OF MELECH CHART

- **Entropy:** Your mind is overcome by chilling darkness and maddening images of the starry void, as they voice their displeasure with you, causing you to lose the petition and gain no boon, and you take Psychic Damage equal to your Charisma Modifier (minimum of 1). If you get this result more than once per long rest, you may ignore it and roll again.
- **Acamar:** You may reroll a Failed Death Saving Throw, but must take the second roll regardless of the result.
- **Caiphon:** You gain advantage on Saving Throws against being Charmed or Frightened, and gain advantage on Charisma-Ability Checks for 1 hour.
- **Delban:** You gain Resistance to Cold Damage for 1 hour.
- **Gibbeth:** You ward your mind so that it cannot be read nor detected by magic, nor can you be located upon by divination or scrying magic. In addition, you gain resistance to psychic damage for 1 hour.
- **Hadar:** You gain Resistance to Fire Damage for 1 hour.

- **Ihbar:** For the next minute, any spell you cast, ignores the requirement of Verbal or Somatic Components, as well as any Material Components so long as it does not have a Gold Cost. In addition, you regain an Expended Warlock Spell Slot. You can only benefit from the latter portion of this boon once per long rest.
- **Khirad:** You gain the ability to read, write, and speak any language, and gain advantage on all intelligence ability checks. In addition, you gain the ability to cast "Detect Thoughts" at-will, and have Telepathy out to 60 feet. This boon lasts for 1 hour.
- **Nihal:** Your Movement speed increases by an additional 15 feet and you ignore difficult terrain, this boon lasts for 1 hour.
- **Ulban:** As an action, you can turn invisible for up to 1 hour. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of the current turn, though you can return to invisibility As an action on your turn. This boon lasts for 1 hour.
- **Zhudun:** Within the next minute upon activating this Boon, The next Damage roll you make as part of a Spell or Cantrip deals maximum damage, instead of rolling.
- **Allabar:** Your mind is temporarily granted insight into the cosmos and its revelation fills you with untold power. You may choose any Boon of your choice from the list. In addition, you regain an Expended Warlock Spell Slot. You can only benefit from this boon once per long rest, if you get this result again ignore it and roll again. feature, you cannot do so again until after a short or long rest.



WIZARD

"PEOPLE LOOK TO STUDY THE WORLD AROUND THEM FOR TRUTH, BUT THEY FORGET THERE IS SO MUCH KNOWLEDGE TO BE GAINED FROM ABOVE.."

- Archmage Holbrind Jathryn,
Professor of Astronomy at the Tower Arcane.

Wizard text here

ARCANE TRADITION: SCHOOL OF ASTRONOMY

At 2nd level, your long delving into the constellations, of the stars themselves, have granted you arcane secrets to shape your spells. Your choice grants you features at 2nd level, and again at 6th, 10th, and 14th level. The following option is available to a warlock, in addition to those offered in the *Player's Handbook*.

CELESTIAL ALIGNMENT

At 2nd level when you choose this tradition, You have long studied the stars and the celestial bodies of the various constellations, and your research has granted a great revelation into the arcane arts. You have learned how to channel magic from these constellations to influence your arcane power. You can attune yourself to one of these constellations during a short rest, gaining a minor boon during the day when the constellation is barely visible and at its weakest, but evolves into a mighty boon at night when it is most visible and at its strongest. When at night, you gain the benefits of both the day and night effect, whereas in the morning you only gain the benefits of the day effect. Certain constellations provide access to spells depending on your alignment, these spells count as wizard spells for you even if they aren't, but you only have access to them while aligned with that respective constellation. You can change alignments during another short rest, or cease channeling your current celestial alignment entirely and sever the connection (no action required). See the Celestial Constellations Chart later for details.

ASTRONOMER'S INSIGHT

Starting at 2nd level when you choose this tradition, Your knowledge of the night sky has granted you the following:

- You always know which way is north so long as you are outside or can visibly see the stars or the night sky.
- You have advantage on ability checks pertaining to space, stars and constellations or the field of astronomy.
- You know the "Dancing Lights" cantrip, and it does not count against the number of cantrips you can have known.

STAR CONFLUX

Beginning at 6th level level, When you cast a spell gained by your Celestial Alignment feature and that spell targets a single creature, you can target an additional creature but it must also be within range of the spell.

DUALITY OF THREE STARS

Starting at 10th level, You can maintain connection and benefit from two celestial alignments, instead of one.

CELESTIAL ENLIGHTENMENT

Starting at 14th level, You have reached the pinnacle of your studies and discovered an enlightened revelation, one that invokes a grand discovery in your arcane studies. You can choose one Celestial Constellation and gain that constellations effects permanently, and it does not count against the number of celestial alignments you can maintain connection to. You can change this choice during a long rest.



CELESTIAL CONSTELLATION CHART

ANGHARRADH

This female-shaped constellation is of major importance to the silver elves of Faerun, as they believe it represents Angharradh, the tripartite goddess of Sehanine, Aerdrie Faenya, and Hanali Celanil. To humans, the constellation has a much less-important designation as Vessesea, a powerful witch long famed in the North for her untiring battle against the hordes of goblin-kin, and her timely aid of travelers and the needy.

- **Day:** The Star of Angharradh protects you from being overwhelmed by your nearby foes, evening the odds by shedding misfortune upon them. When there are three or more hostile creatures within 15 feet of you, they have disadvantage on attack rolls against you.
- **Night:** Under the boon of the star of the Tripartite goddess, she favors magic that casts in three. Choose one spell you currently have prepared that only targets one creature, for the duration you are attuned to this constellation, whenever you cast that spell, you can target an additional two creatures, so long as the secondary and tertiary creatures are also within range of the spell. You can change this choice whenever you re-align to this constellation or during a short rest.
- **Spell Boon:** You can cast the "Bless" spell, though you must still expend a spell slot as normal.

BELNIMBRA'S BELT

A string of five stars. It is one of the oldest named constellations on Faerun. Named for the legend of the first human female to have been turned into a swanmay, and how the god Lathander chased after her. It is known as Ishtar's Belt in Unther and Mulhorand, and the halflings add in two nearby stars and call it The Pipe. To the elves, the five stars are known as Corellon's Tears, and they have a more somber tale; the elves believe that the Tears are actual tears of grief Corellon cried when Lolth corrupted the drow, and elf first fought elf. Elven legends also state that the Tears glowed blood-red during the Fall of legendary Myth Drannor.

- **Day:** Under the boon of Belnimra, your feet take up swiftly when chased or harassed. Your movement speed increases by 10 feet when there are hostile creatures within 100 feet of you.
- **Night:** You can take the "Dash" or "Disengage" action as a bonus action instead of an action.
- **Spell Boon:** You can cast the "longstrider" spell, though you must still expend a spell slot as normal.

THE BROW STAR

The brightest star in the Mystra's Star Circle constellation, it marks due north. The Bedine of Anauroch know it as "Alagairtha," after the legend of a proud Bedine sorceress who is said to have challenged the gods long, long ago, and been imprisoned in the heavens as a punishment; to preserve her breathtaking beauty, but keep her forever frozen and helpless.

- **Day:** Alagairtha's beauty was told far and wide, and her boons favors you, granting you exceptional beauty and charm. You have advantage on charisma based ability checks.
- **Night:** Alagairtha's pride was her downfall, but her guilt now acts as a warning, her boon protects you from following in her footsteps. You have advantage on saving throws against being Petrified.
- **Spell Boon:** You know the "Flesh to Stone" spell, and can cast it if you have the appropriate spell slot level to do so.

THE CALTROP

This constellation is formed by three converging lines of stars, each with a cluster of stars at its outward end, or "point." Where the three lines come together is due east. To humans, these stars are also known as the Arrows of the Gods, or the Sun's Signpost. The elves call this constellation Adarivael, and hold it sacred to Solonor Thelandira. The nomads of Anauroch call the Caltrop At'ar's Arrows, and believe that they are three fiery arrows launched by the sun goddess, to clear and mark her way (as the sun rises here).

- **Day:** Whenever you make a Survival check or a check related to trying to navigate or find your way, you may add your proficiency bonus to said check. In addition, you cannot get lost by magical means.
- **Night:** You have advantage on survival checks for finding your way, and so long as you are under the starry night sky you can spend 10 minutes observing the stars and channeling your connection to this star, and magically know the nearest source of civilization, water, or notable landmark within 10 miles of you. You might not necessarily know information pertaining to this place unless your DM decides so, instead merely the direction and proximity towards it. For example, you might discern from the star that there is a large lake due east about 5 miles ahead, but you wouldn't necessarily know that the lake is famously known as "The Silver Maidens Lake" and is said to be haunted by a banshee.
- **Spell Boon:** You know the "Find the Path" spell, and can cast it if you have the appropriate spell slot level to do so.

CASSIMA

Also known as the Bird of Paradise, or the Phoenix. Although elvish in origin, humans have also adopted the story of Cassima, a young maiden who was falsely held and accused to be an evil witch and burned at the stake. Before she dies, a god (Hanali Celanil to the elves, most often Selune or Lliira to humans) reaches out and transforms her into a Phoenix, a bird of flame, whereupon she rises up and joins the goddess in the heavens.

- **Day:** When you are reduced to 0 hit points, you immediately drop to 1 hit point instead. Once you benefit from this feature, you cannot do so again until your next long rest.
- **Night:** When you are reduced to 0 hit points, you immediately drop to 1 hit point instead. In addition, each creature within 10 feet of you must make a Dexterity Saving Throw against your Spell Save DC. On a failure, they take fire damage equal to your Wizard level. Once you benefit from this feature, you cannot do so again until your next long rest.
- **Spell Boon:** You know the "Death Ward" spell, and can cast it if you have the appropriate spell slot level to do so.

THE CHALICE

A relatively minor constellation, this cup-shaped grouping is often referred to in ancient texts as Chebelos or The Odalin. Although the meaning of these words, believed to be Raumatharian in origin, is lost, the texts indicate that the Chalice once played a much more important role in the heavens, at least to the peoples of that empire.

- **Day:** You only need to eat and drink half the amount of food and water necessary per day in regards to survival. And your body is more resilient to harmful toxins and diseases, granting you advantage on saving throws against poison and disease and resistance to poison damage.
- **Night:** At night, the star of the Chalice provides all the nutrition you need, its starlight energies nourishing you. You do not need to eat or drink any food or water. And your body is more resilient to harmful toxins and diseases, granting you advantage on saving throws against poison and disease and resistance to poison damage.
- **Spell Boon:** You can cast the "Create or Destroy Water" spell, though you must still expend a spell slot as normal.

COLOR SPRAY NEBULA

This nebulosity looks very much like the effects of a color spray spell. It is a fan-shaped object that is seen primarily during the spring and early summer. It is approximately two million miles long, with a width of one million miles at one end, and 100 feet at the other.

The worshipers of Mystra believe this to be a sign from their goddess, that their use of the magic that she awards them pleases her. The cult of Bane (and later, Cyric) believes that the nebula is the wrath of their deity, spreading its way across the heavens. They believe that everything within its destructive path is utterly annihilated.

- **Day:** You have advantage on Arcana checks pertaining to magical effects related to the school of enchantment, and you have advantage on saving throws against being charmed.
- **Night:** You have advantage on Arcana checks pertaining to magical effects related to the school of enchantment, and you have immunity to the charmed condition.
- **Spell Boon:** You can cast the "Color Spray" spell, though you must still expend a spell slot as normal.

CORRELIAN

Thirteen stars make up the autumn constellation of Correlian. To the moon elves, the appearance of this star formation marks the final demise of summer, and has great religious significance, especially in moon elven strongholds like Evereska.

For humans and gold elves, the other autumnal constellation of the Jester/Dancer is more important, although with a rising number of Eilistraee-worshippers claiming the Dancer as their own, many gold elves on the mainland are also choosing to hold the Correlian constellation ascendant, to avoid associating with "drowish notions."

- **Day:** This star is synonymous with the Dancer, and often shows its boon by granting great agile and nimbleness. You have advantage on Dexterity ability checks and your movement speed increases by 5 feet.
- **Night:** This star is synonymous with the Dancer, and often shows its boon by granting great agile and nimbleness. You have advantage on Dexterity (Acrobatics) checks, and your movement speed increases by 5 feet. Lastly, you have advantage on Dexterity Saving Throws as well.
- **Spell Boon:** You can cast the "Jump" spell, though you must still expend a spell slot as normal.

THE DOUBLE DAGGERS

Located in the western sky, this constellation is two fuzzy clusters of blue-white stars, which appear as two side-by-side crescents or arcs in the sky, points downward. True west can be found exactly halfway between the two arcs - heading "straight between the eyes."

In the Sword Coast North, the Daggars are known as The Eyes of the Watching Woman, and in the western Heartlands men speak of "where Selune looks back." To the Bedine of Anauroch, the Daggars are known as The Two Jambiyas, or the Eyes of Elah. Similarly, the elves know this constellation as The Eyes of Uelaereene (named after the long-ago Queen Uelaereene of Evermeet), and the halflings of Luiren connect the two arcs and call it The Gull.

- **Day:** This star is known to favor those with an uncanny perception, those gifted with a knack for spotting things out of the ordinary. You can add twice your proficiency bonus to Wisdom (Perception) checks if you don't already do so.
- **Night:** You cannot be surprised at night, and have darkvision out to 60 feet while at night. If you have darkvision already, then it increases by an additional 30 feet.
- **Spell Boon:** You know the "Cloud of Daggars" and "Eyebite" spell, and can cast it if you have the appropriate spell slot level to do so.

GALLEON NEBULA

This nebula looks very much like a large, multi-colored galleon ship. Its sails appear to blow in a celestial wind that does not exist. With mariner spyglasses, the oars on the sides of the ship can be seen rowing in their never-ending task. The nebulosity is two million miles long and high, and well over 100,000 miles wide. It is visible primarily during the autumn and early winter.

The Galleon Nebula sails around the heavens in a very slow orbit. It takes nearly 4,000 months for it to make a complete revolution around the celestial heavens. This nebula and the Color Spray Nebula are coincidentally never seen together in the same sky. They orbit around the sun in the same orbit, within that same orbital period, but they are at opposite positions in that orbit.

- **Day:** The Galleon Nebula favors those who charge head long towards their goals, doing so by providing wind to their backs to push them onwards. When you move in a straight line, your movement speed is doubled until the end of your turn, as the wind picks up and carries you ever onwards.
- **Night:** The Galleon Nebula favors those who stick to their choices and follow their path without diverting course, charging head long to their goal. When you move in a straight line, your movement speed is doubled until the end of your turn, as the wind picks up and carries you ever onwards. In addition, if you then cast a cantrip or spell that causes you to make a spell attack or forcibly moves a creature (such as being pushed or pulled), each creature struck by said spell or cantrip must make a Strength Saving Throw against your spell save dc, on a failure, the wind behind you lurches forward to embolden your spell and plow into your enemy, knocking them prone if they are Large size or smaller.

- **Spell Boon:** You know the "Gust of Wind" spell, and can cast it if you have the appropriate spell slot level to do so.

THE GORGON

Among the cities of the North, the constellation known as the Gorgon is generally agreed to come from the myth of the hero Uthgar, who once wrestled and killed a great gorgon with his bare hands, making the lands of the Savage Frontier safe for his peoples to settle.

Further south, the constellation shifts slightly, and is known to the nomads of the Shaar (and through them, the rest of the South) as the Chameleon, the shifty trickster of the gods who eternally pesters Uerdyl the Lion (the Swordsman constellation) as it follows him through the heavens.

- **Day:** Under the star of the Gorgon, your body is imbued with aspects that mimic the strength and resilience of the infamous creature. Your armor class while unarmored is equal to 10 + Your Constitution Modifier + Your Dexterity Modifier.
- **Night:** Your skin becomes almost as tough as iron, when you take non-magical Bludgeoning, Piercing, or Slashing damage, you reduce the damage taken by 3.
- **Spell Boon:** You can cast the "Shield" spell, though you must still expend a spell slot as normal.

THE HORN

A grouping of several stars in a V-formation. To ancient, primitive cultures, the symbol of a horn represented good fortune, wealth, and fertility. Thus, it is believed that the Horn figured prominently in early Waukeen-worship, especially among the societies of Amn, Tethyr, and the Western Heartlands. For the elves, the Horn is known more poetically as Shansibal, the mythic Cornucopia, and is sacred to the priesthood of Aerdrie Faenya (similarly, the halflings call the grouping Sheela's Bosom, after the halfling deity of feasting, revels, and romance).

Most interestingly, both the dwarves and the orcs refer to the constellation as The Dagger, and see it as much more of a martial portent. To orcs, especially, the Dagger is sacred, as it is seen as the manifestation of Ilneval, the god of war.

- **Day:** Whenever you roll a natural 1, you can choose to roll again, but must take the new result. You can use this twice, regaining expended uses after a long rest.
- **Night:** In some respect, this star favors those who find eagerness to battle and martial prowess, granting its boon in this regard, you have advantage on your initiative checks.
- **Spell Boon:** You know the "Conjure Food and Drink" and "Haste" spell, and can cast it if you have the appropriate spell slot level to do so.

IERIYN (THE SAILOR'S STAR)

The brightest star in the heavens, outshining even its' sister, Mystra's Star. The star's name comes from the navigational aid it has given to sailors through the ages. Located far above the northern pole of Faerun, as the night progresses Ieriyn does not rise or set, but always seems to be glued to a single point in the sky. So, at any time in the night you can find the Sailor's Star, as it is always in the North. If a ship got lost, they could always figure out their direction by finding Ieriyn. Not surprisingly, the Sailor's Star is held sacred to Selunites, and praised by sailors across Faerun. However, the navigational use of the star is not limited to the seas, and travelers, prospectors, and worshipers of Shaundakul all use the star for land-based travel.

- **Day:** While most use the Sailor's Star as a beacon to aid them in navigating, under its boon it also aids those who are troubled by dark thoughts or the fear of being lost, helping provide comfort as a light to shine the way. You have advantage on saving throws against being frightened.
- **Night:** You can add double your proficiency bonus to Wisdom (Survival) checks pertaining to travel or finding your way, when outdoors and within visible sight of the sky.
- **Spell Boon:** You know the "Locate Object" spell, and can cast it if you have the appropriate spell slot level to do so.

JANSREENE'S THRONE/THE ANVIL

This grouping of stars is known as The Throne to humans, named after the legendary Queen Jansreene of Asram. To dwarves, the constellation is known as the Anvil, and holds great religious significance to them, especially in relation to the church of Moradin. A comet passing through the Anvil around -700 DR is said to have heralded the founding of the dwarven nation of Delzoun.

In ancient Narfell, the Throne was known as The Altar, and represented the altars upon which sacrifices were made to their dark gods. The name is still in use today by their descendants, the Nars, even if the sacrifices aren't.

- **Day:** This constellation favors those that remain steadfast and stalwart, immovable and unbreaking like that of an anvil. You have advantage on checks and saving throws against being forcibly moved against your will, such as pushed, knocked prone, etc.
- **Night:** You cannot be forcibly moved against your will at all, such as pushed, knocked prone, etc.
- **Spell Boon:** You know the "Stoneskin" spell, and can cast it if you have the appropriate spell slot level to do so.

THE JESTER

This constellation shines brightest in Eleint, especially around Highharvestide. It is known as The Jester to humans and halflings; to elves, this constellation is called The Dancer, and in recent years it has become associated with Eilistraee, the Dark Maiden (at least on the mainland. On Evermeet, elves have been known to react violently at any suggestion that the Dancer has become "corrupted" by "drowish notions").

- **Day:** Under the boon of the Jester, your movements are elegant and poised, and difficult to pin down, creatures have disadvantage on opportunity attacks against you.
- **Night:** Under the boon of the Jester, your movements are elegant and poised, and you find that your magic seems to be stronger when dancing so, as if blessed by the star itself. While perhaps not as deadly or graceful as the famous Bladesingers of the Elves, yours is still effective. When you move more than 10 feet in a turn, the next spell you cast before the end of that turn that deals damage or has a duration other than instantaneous, has its damage increased by an additional amount equal to your Wizard level, or has its duration doubled, to a maximum of 24 hours.
- **Spell Boon:** You know the "Otto's Irresistable Dance" spell, and can cast it if you have the appropriate spell slot level to do so.

KING'S COIN

A brightly-shining, yellowish star which forms the "pommel" of the sword in the Swordsman constellation. It is traditionally held to foretell the lives of Faerun's rulers, and many tales through the ages tell of the Coin glowing brightly at the birth of rulers destined for greatness (indeed, the star's little-known "proper" name, Imadain, is believed to come from the ancient Imaskari, meaning "Lucky Star of the King"). A few fables even tell stories of the Coin disappearing from the heavens upon the deaths of several kings, the most famous of which is Faerlthann, the first king of Cormyr.

In recent years, the King's Coin has become prominent in the religion of Siamorphe, the deity of nobles and nobility, and members of her faith have taken to adding its' image to their heraldic devices, especially in the land of Tethyr.

- **Day:** Under the boon of the King's Coin, you are blessed with exceptional luck. You gain 1 "Luck" point as per the "Lucky" feat. See Feats on page.
- **Night:** You gain an additional 1 luck point. In addition, Under the boon of the King's Coin, you find that even when your luck runs out, there's always a small bit of it remaining. When you have no more luck points remaining, the next natural 20 you roll causes you to regain 1 luck point. Once you regain a luck point in this manner, you cannot benefit from this portion of the feature again until after your next long rest.
- **Spell Boon:** You can cast the "Guiding Bolt" spell, though you must still expend a spell slot as normal.

LABRAEN

More commonly called The Archer, this constellation is often seen as a companion to the Swordsman, whom he faces across the nighttime sky (a major exception is the people of Thay, whose myths hold that the Archer is Rivalyn, a warrior famed for his part in defeating the first Mulhorandi invasion of Thay. The Thayans believe that Rivalyn gives unending chase to the Swordsman, called Amentira after the pharaoh who launched the invasion, across the heavens).

The elves also call this constellation Labraen, and each elven enclave seems to have their own legends and stories about him.

- **Day:** Whenever you make a ranged spell attack, or cast a spell that has a range other than self or touch, your range for said spell is doubled.
- **Night:** If you are 30 feet away from a creature, whenever you make a ranged spell attack or cause that creature to make a saving throw against one of your spells that has a range other than touch, you have advantage on said attack roll or cause the creature to have disadvantage on their saving throw.
- **Spell Boon:** You can cast the "Hunter's Mark" spell, though you must still expend a spell slot as normal.

THE LION/THE WOLF/THE DOG/THE LEOPARD

This animal-shaped constellation is known by a different name to almost every culture on Faerun. In the Gulthmere, it is known as Nobanion, the Great Lion; in the Shaar, it is the Leopard; in the North, it is commonly referred to as Asglyn the Wolf, the loyal companion of Gwaeron Windstrom. To the Rashemi and Aglarondans, it is the vigilant Narnos the Dog; further south in the Old Empires, it turns into Ghastis, the savage Jackal.

The demi-humans, for their part, do not seem to recognize the constellation, and so have no names for it. However, for the elves, part of the Lion is used for Elael, the Songsmith (a constellation based on an ancient elven fable about a bard who crafts a song so pure and sweet that even the gods are humbled).

- **Day:** Under the boon of this star, you have a strange kinship with animals, you have advantage on any animal handling checks, and you gain the effects of the "Speak with Animals" spell.
- **Night:** Starting once the sunsets and night takes over, once during the night, as a bonus action, can unleash the beast, causing you to gain temporary hit points equal to your Wizard level, and gaining the effects of the Alter Self spell, even if you are not capable of casting said spell-

- This version of Alter Self does not require concentration, and lasts until dawn and causes you to gain all of the three effects, not one. However, the appearance you take is feral and monstrous and you do not have complete control over this, though you still retain your mind, your emotions and aggression are amplified. You are prone to lashing out in a maddening rage, At the start of your turn, if you've taken any damage since the beginning of your last turn, you must make a Wisdom Saving Throw to maintain control. The DC equals 10, or 15 if you have no more than half of your hit points left. On a failed save, you must move directly towards the nearest creature to you and use the Attack action against the creature. If there is more than one possible target, the DM chooses the target. Your turn immediately ends, and you regain control. If you are under an effect that prevents you from concentrating (like the Barbarian's Rage feature), you automatically fail this saving throw. Once you use this feature during a night, you cannot benefit from it again until the next night. If you unleash the beast and slaughter a good-aligned humanoid, you are struck by the star with its true blessing; Lycanthropy. Consult your DM for further details.
- **Spell Boon:** You know the "Polymorph" spell, and can cast it if you have the appropriate spell slot level to do so.

MAERILZOUN

The name of this serpent-shaped constellation is ancient, so ancient that only a few sages and astronomers know its' origins or meaning, and most simply call it The Serpent. The constellation was named by the inhabitants of ancient Raurin, before even the mighty empires of Unther and Mulhorand were born. In their legends, Maerilzoun was a huge, evil serpent that would one day descend from the skies at the end of the world to devour the sun (today, that figure is known as Dendar the Night Serpent, an Elder Elemental Evil). In the Empires of the Sands, the Serpent is looked upon favorably by thieves, assassins, mages, and others who practice their black arts by night. To the nomads of the Shaar, the Serpent is the godly counterpoint of Uerdyl, the Lion (personified by the Swordsman constellation).

- **Day:** Under this evil star, your dreams are plagued by nightmares, and you are constantly hungry yet never fully satisfied. You require an additional 4 hours of sleep to gain the benefit of a long rest, and require twice as much food and drink to gain the benefits of a full meal for a day.
- **Night:** Under the boon of this evil star, once night takes hold, the nightmares cease plaguing you and instead whisper the demise of your enemies. Whenever you cast a spell that causes a creature to become frightened, they take an additional amount of psychic damage equal to half your Wizard level. In addition, creatures that have advantage on saving throws against the frightened condition lose this benefit against your spells, and creatures that have immunity to the frightened condition only have advantage against your spells.
- **Spell Boon:** You know the "Dream" and the "Fear" spells, and can cast it if you have the appropriate spell slot level to do so.

MYSTRA'S STAR

One of the brightest stars in the heavens, this bright blue light is known to have shone even brighter on the births of several notable mages, including Ahghairon of Waterdeep. About the only star or constellation to hold the same significance to all races (human or demi-human).

- **Day:** Under the boon of this bright star, it guides the way for powerful mages, teeming with the essence of the weave. You gain an additional 1st-level spell slot, this additional spell slot can exceed your maximum amount as per your class table.
- **Night:** You gain an additional an additional 2nd-level spell slot, these additional spell slots can exceed your maximum amount as per your class table.
- **Spell Boon:** You know your choice of either one 1st-level or one 2nd-level spell, as long as you are aligned to this constellation, you have this spell always prepared, though you must still expend a spell slot as normal to cast it. You can change this choice after a long rest.

MYSTRA'S STAR CIRCLE

High in the north sky is an awesome circle of large, bright stars with utter darkness between them (Mystra's floating Castle of Night, in children's' fairytales, is said to float in the center of the darkness). Due north is marked by the brightest Brow Star, also known as Alagairtha by the Bedine of Anauroch.

Other folk in the Realms call this constellation the Crown of the North, or just the Cold Crown. Some believe it to be the Eye of Evil, the Hole That Leads To Darkness, or the Circle of Coins (thrown on high by the gods, to taunt poor men). Some Bedine tribes believe that this place is N'asr's Tent, the dwelling-place of the Lord of the Dead. Most Bedine call it the Circle of Swords (the shining scimitars of the greatest Bedine gathered by N'asr).

According to elven astronomers, there was once a star centered in the middle of the Circle. This star, known as N'landroshien (Darkness in Light), figures prominently in several ancient elven end-of-the-world myths, but has not been seen in the night skies for several millennia.

- **Day:** Under the boon of this star, it favors those that struggle for power, whether for good intentions or ill, this star takes from these individuals a heavy price, but offers a great boon. Your Constitution Score is reduced by 2. But your Spell Save DC and Spell Attack Bonus are increased by +1.
- **Night:** Your Constitution Score is reduced by an additional 2 (to a total of 4). But your Spell Save DC and Spell Attack Bonus are increased by an additional +1 (to a total of +2).
- **Spell Boon:** You can cast the "Magic Missile" spell, though you must still expend a spell slot as normal.

SHAUNDRAL (THE DRIFTING STAR)

An oddity among heavenly bodies, Shaundral is an erratic star that pulses in brilliance, and seems to move randomly about the heavens, sometimes staying in one place for years, and then suddenly slowly moving to another. Astronomers have discerned that Shaundral is not a planet or other solid body, but what exactly it is, is still a mystery. Also, it seems to shine brightest when a great misfortune or disaster is about to befall on Faerun, and so is often attributed to the Maid of Misfortune, with the secondary name of Beshaba's Eye (similarly, the Bedine of Anauroch attribute the Drifting Star to Shaundakul, the Treacherous Lurker in the Sands).

- **Day:** Under the boon of Shaundral, the star feeds off misfortune, whether its yours or those around you. Whenever you or a creature within 30 feet of you, rolls a natural-1 on an attack roll, ability check, or saving throw. That creature has disadvantage on their next attack roll ability checks or saving throw they make until the end of their next turn.
- **Night:** If a creature other than you rolls a natural-1 in this manner, you gain advantage on your next attack roll, ability check, or saving throw you make before the end of your next turn.
- **Spell Boon:** You know the "Eyebite" spell, and can cast it if you have the appropriate spell slot level to do so.

STAR OF OSIRIS

One of the brightest stars in the southern hemisphere, Osiris is not visible to anyone living north of a line drawn through the middle of the Sea of Fallen Stars. In Mulhorandi lore, this heavenly light is the gateway to the Realm of the Dead, through which the souls of the deceased rise up into the care of Osiris.

- **Day:** Under the boon of Osiris, you have a connection to the realm beyond life. You have advantage on any ability check pertaining to information about the Afterlife, Spirits, or the Undead.
- ****Night:**** Under the watchful nightly gaze of Osiris, the star seeks to protect you from the more malicious spirits of the afterlife, granting you resistance to necrotic damage.
- **Spell Boon:** You know the "Speak with Dead" spell, and can cast it if you have the appropriate spell slot level to do so.

THE SWORDSMAN

Also known as The Warrior or The Sentinel, this constellation shares the same traits in cultures across Faerun; loyalty, guardianship, battle, freedom. Many legends and myths have been attributed to the Swordsman through the ages, although most recent human ones tend to center around the exploits of Torm or Tempus. In the Moonshaes, the Swordsman is called Cymrych Hugh, and is believed to be the soul of the legendary hero, placed in the heavens by the Earthmother.

Similarly, the elves have many myths about the Swordsman; the most popular is that the Swordsman was Auranamn, the first elf, who fought at Corellon's side during the great battle with Gruumsh. Although Auranamn died in that battle, Corellon lifted his soul up and placed it among the heavens, to spend eternity watching over the elven race.

- **Day:** Under the Boon of the Swordsman, this star shows its favor to those who are tenacious warriors on the battlefield, or whom show unwavering loyalty to their comrades. The boon of The Swordsman grants you greater resilience in battle, increasing your maximum hit points by an amount equal to your Wizard level.
- **Night:** The Swordsman is known for his unwavering tenacity, even if defeated, he does not accept it. You too are imbued with this stubborn resolve. Granting you advantage on Death Saving Throws.
- **Spell Boon:** You know the "Steel Wind Strike" spell, and can cast it if you have the appropriate spell slot level to do so.

TASSABRYL

Legends speak of a beautiful princess that lived in some long-ago kingdom. Deemed the most beautiful woman in Faerun, this vain and rash creature dared to boast herself even more beautiful than Sune, goddess of love and beauty. To punish the foolish woman, Sune cursed her; the woman would still be deemed beautiful by everyone who saw her, except for the woman's true love, who would find her hideous and repulsive. In the end, after being spurned by the one man her heart desired, the princess threw herself into the sea, never to be seen again. Especially vain or foolish people (especially women) are still referred to today in certain parts of Faerun as "Tassabryl's Children."

- **Day:** Favored by the Star of Tassabryl, you have advantage on Charisma (persuasion) checks. In addition, your beauty can be dissuading to others. If a humanoid targets you directly with an attack or a harmful spell, that creature must make a Wisdom Saving Throw against your Spell Save DC. (they needn't make the save when it includes you in an area effect such as the explosion of a fireball). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature comes to their senses and is immune to this effect for 24 hours. A humanoid is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.
- **Night:** At night, the star shines brightly down upon you, casting an alluring and enchanting beauty upon you. Creatures have disadvantage on their wisdom saving throw against your entrancing beauty effect, as described above.
- **Spell Boon:** You know the "Suggestion" spell, and can cast it if you have the appropriate spell slot level to do so.

THE TRITON

To humans, this reclining figure is known as the Triton, mainly due to the trident he holds in his upraised hand (this holds true in most cultures, although the name varies; in the region around the Alambar Sea, the constellation is Poseidon; in Calimshan, Bhalae the Sea King; to the people of Sossal, it is Ulutiu).

The elves have named this constellation Deep Sashelas, after the god of sea elves. Two stars to the left of the constellation have the names of Tilvadar and Tambaun, named after Deep Sashelas' two loyal dolphin companions.

- **Day:** Under the Boon of the Triton, the seas welcome you as a friend, the star grants you great gifts when you take to the ocean. You gain a swim speed equal to your movement speed, and you can breathe both air and water.
- **Night:** Under the cold air of night, you gain resistance to cold damage and gain darkvision out to 60 feet if you did not already have darkvision. If you do have darkvision already, than it increases by an additional 30 feet.
- **Spell Boon:** You know the "Water Walk" and "Water Breathing" spells, and can cast it if you have the appropriate spell slot level to do so.

ULAZIMIR/IZIASLAU/RAHNIEDA

A grouping of three stars known collectively as The Wizard's March. Although the name of the constellation (and, to a lesser extent, the names of the individual stars), have passed into common lore among the peoples of Faerun, it is believed that their origins lie to the east, in the lands of Rashemen and ancient Raumathar. The myths of these lands feature several stories about the three, said to have been powerful mages who wandered the lands, defending people from monsters, brigands, and other enemies, while dispensing wisdom and advice to local rulers.

- **Day:** The boon of this star favors those who find strength in numbers, when you cast a cantrip that deals damage, and you are within 15 feet of two or more friendly creatures, you may add your intelligence modifier to the damage dealt by said cantrip.
- **Night:** The boon of this star favors those who find strength in numbers, when you cast a cantrip or a spell of 1st level or higher that deals damage, and you are within 15 feet of two or more friendly creatures, you may add your intelligence modifier to the damage dealt by said cantrip or spell.
- **Spell Boon:** You know the "Mirror Image" spell, and can cast it if you have the appropriate spell slot level to do so.

URUATH

South in the desert sky of Anauroch is marked by a zigzag line of stars that "crawls" along the horizon, from west to east, beginning with an upswept "head" or bright starry cluster, and ending with a curving "tail" of stars. To the Bedine, this constellation is the Serpent of the Sands, Uruath, "The Swallower." The desert nomads believe that this creature is wild and amoral, older than the gods, and that it swallows mountains, trees, and grasses to create the desert, leaving only sand in its wake. Its presence in the southern sky, most Bedine believe, means that the desert will continually expand southward, as it eats its way across the Outlands.

Folk elsewhere in Faerun do not see this line of stars so clearly; not being on their horizon most of the time, it is enmeshed in a tangle of smaller constellations, and is not thought of as a unit. In Tunland, Cormyr, Iriaebor, and Westgate, however, it is recognized as a star configuration marking the direction "south," and is known respectively as Faeraula, the Sword of the South, the Southfires, and the Lightning Bolt.

- **Day:** The boon of uruath devours all life in its path, growing from every source it consumes, it bestows upon you this same hunger. You find a hunger that gnaws on you in the morning and builds over the period of the day until the night, every hour it becomes less tolerable, and nothing you seem to eat satiates you. Nearby non-magical fauna and grass wither and die in your presence overtime, and when you reduce a creature to 0 hit points, you gain temporary hit points equal to your Intelligence Modifier + Your Wizard Level.
- **Night:** Upon the setting of the sun, the growing hunger that has plagued you all day ceases, and you find something new has replaced it. If you had killed a creature or "consumed" life at some point in the day, you grow one size category larger, this effect lasts until dawn, upon which you return to your normal size and the hunger cycle continues. If you did not kill a creature before the sun set, then the hunger consumes you and strikes you with a gnawing pain, causing you to not gain the benefits of a long rest upon the next one you take, and dealing necrotic damage to you equal to twice your Wizard Level, this amount of damage cannot be ignored or prevented in any way.
- **Spell Boon:** You know the "Lightning Bolt" and "Thunder Step" spells, and can cast it if you have the appropriate spell slot level to do so.

Y'LANDROTHIEL (THE TRAVELER'S STAR)

The elven name for Ieriyn (The Sailor's Star). It is believed that humans first learned of the star's navigational uses from the fair folk of the North. It guides those in their darkest hour, and can always be a beacon to the weary lost soul.

- **Day:** The Boon of the Traveler's star favors those accustomed to life on the road, those who are used to the hardships of the wilds. It grants you greater affinity for the wildlands, causing you to ignore difficult terrain caused by non-magical sources, and having advantage on Survival checks.
- **Night:** At night, Y'landrothiel casts its gaze upon you when you would be at your most vulnerable, you cannot be surprised while at night, and you feel a sense of energy and quick-thinking under the night sky, granting you advantage on initiative checks.
- **Spell Boon:** You know the "Find the Path" and "Water Walk" spells, and can cast it if you have the appropriate spell slot level to do so.

Y'TELLARIEN (THE FAR STAR)

Known formally as "Y'tellarien" to the elves and the educated, or "Xoth" to more primitive and superstitious folk. This star is so far out of view that most scholars are incapable of even viewing it. It strangely enough seems to flicker and change color. Some Legends speak that to gaze upon it too long inflicts madness, one notable and highly esteemed Scholar by the name of Melech believed it was a gateway to a dimension "Beyond the Stars", a "Farrealm", and rambled incessantly about dangerous beings that exist in another cosmos. His ramblings eventually drove him to insanity and he was excommunicated. Nevertheless, this star is strange and has little to no association or information about it in most documents. It is difficult and erratic to channel magic from this star to influence your arcane power.

- **Day:** Whenever you roll a natural 1 on an attack roll, ability check, or saving throw, you take 1d6 points of psychic damage as you feel a strange influence pervade your mind, judging you. However, you also seem to have a strange connection as your mind is awakened. You can speak telepathically to any creature you can see within 100 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.
- **Night:** Whenever you deal a critical hit with a spell or cantrip, you deal an additional amount of psychic damage equal to your Wizard level.
- **Spell Boon:** You can cast the "Contact Other Plane" spell, when using this feature to do so, you can cast this spell even if you do not have the appropriate spell slot level to do so. However, when you do, you have disadvantage on the initial Intelligence Saving Throw. If you do succeed, you contact a different entity than the one you initially intend, an alien force intercepts your plea and invades your mind, an unknown yet familiar being from beyond that treats you coldly, yet also amusingly.. and answers your questions. Once you cast the spell using this feature, you cannot do so again until after a long rest or if you spend an appropriate spell slot as normal.

BACKGROUNDS

CULTIST

You once belonged to a cult. Perhaps it was brief, embracing the rebellious spirit of youth and curious where this path may take you. You also may have felt alone and lost, this community offering a welcome you had been subconsciously seeking. It's possible you were raised from the beginning to pray to the gods of shadow and death. Then one day the veil was lifted and the cruel truth shook your faith, sending you running from the false promises and seeking redemption. You have been freed from the bindings of these dangerous philosophies, but few secret societies find comfort until those who abandon their way are rotting beneath the soil.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

FEATURE: WICKED AWARENESS

Your time worshiping in secrecy and shadow at the altar of malevolent forces has left you with insight and keen awareness to those who still operate in such ways. You can often spot hidden signs, messages, and signals left in populated places. If actively seeking signs of a cult or dark following, you have an easier time locating and decoding the signs or social interactions that signify cult activity, gaining advantage on any ability checks to discover such details.

SUGGESTED CHARACTERISTICS

Use the tables below for your traits and motivations, modifying the entries when appropriate to match your ties to your intent as a crazed cultist or a ex-cultist now seeking redemption. Your bond is likely associated with those whom you have grown close to in your cult or who showed you the strength to flee the cult ways and begin your new life. Your ideal probably involves your wishing to further the agenda of your cults goals or if an ex-cultist to take down and destroy those who promote the dark ways you escaped, and perhaps finding new faith in a forgiving god.



d8 Personality Trait

- 1 I idolize a particular hero of my faith or cult group, and constantly refer to that person's deeds and example.
- 2 I constantly trace symbols in everything, the dirt, the sand, journals, strange hieroglyphs that I glimpse in my dreams.
- 3 I see omens in every event and action. The stars beyond try to speak to us, we just need to listen.
- 4 Nothing can shake my faith.
- 5 I quote (or misquote) sacred texts and proverbs in almost every situation.
- 6 I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
- 7 I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
- 8 I've spent so long in the cult that I have little practical experience dealing with people in the outside world.

d6 Ideal

- 1 **Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
- 2 **Repentant.** I cannot possibly undo the wrongs I have done, but I can still try and atone. (Good)
- 3 **Anarchist.** Lives of men should not be ruled by anyone. No gods, no masters! (Chaotic)
- 4 **Power.** I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
- 5 **Faithful.** While our cause is righteous, the cult's leaders are corrupt: I seek to follow my own plans. {Any}
- 6 **Selfish.** The world is doomed either way. Better make the most of it. (Evil). (Any)

d6 Bond

- 1 I would die to recover an ancient relic of my faith that was lost long ago.
- 2 No one must ever know about my involvement with the cult.
- 3 I owe my life to the acolyte who took me in when my parents died.
- 4 Everything I do is for the common people, even if they don't understand or realize my intentions.
- 5 I must spread the teachings of my faith to the non-believers, opening their eyes to the lies of the false gods.
- 6 I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d8 Flaw

- 1 I judge others harshly, and myself even more severely.
- 2 I frequently trance out and lose touch with reality, especially at night. I am sometimes delusional or experience delirious states.
- 3 I take great solace in flagellation. The road to salvation is through blood and self-inflicted pain.
- 4 I am inflexible in my thinking.
- 5 Sometimes, I hear voices in my head that command me to do terrible things. And sometimes, I give in.
- 6 Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
- 7 I keep secrets even from those closest to me.
- 8 I am quick to anger when my beliefs are slighted.



INSANE

Your sanity left you long ago, whether touched by the energies of the Far-realm, or perhaps by contact with one of the Great Old Ones or the Watchers Beyond the Stars, or mayhaps just because you suffered some terrible trauma that broke you. which ever the case, it has warped your mind. Nonexistent things hunt you, real dangers pose you no threat, and the inner workings of the fabric of reality are simple concepts to you. You hear sounds, see sights, and feel presences that no one else can. Despite all of this you've never once questioned your sanity because the nice old man who lives in your pocket assures you everything's alright, or maybe he doesn't.

Skill Proficiencies: Insight, Intimidation

Languages: Choose one exotic languages (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)

Equipment: An Entertainer's pack and one trinket.

MADNESS TABLE

Losing the mind makes way for so many possibilities. You see reality through a very warped lens but at least it's consistent, you think. Choose a manifestation of your madness or roll for one on the Madness Table.

d4

Madness Table

- | | |
|---|--|
| 1 | Paranoia. Everything, yes everything, is hell bent on your destruction. |
| 2 | Mania. Your understanding is deranged, reasoning is absent, and your always in an unnecessary state of excitement. |
| 3 | Incoherence. Your emotions are mismatched, you forget things, and sometimes your judgment has wandered off. |
| 4 | Split Personality. You aren't the only tenant of your body, sometimes you have to share with the other(s). |

FEATURE: SHATTERED MIND

Those who look into your eyes can see nothing beyond them, or quite possibly everything it's hard to tell. Kind-hearted folk might find pity for you and offer you some scraps of food or shelter for the night, whereas more hardened folk might ignore you and try to stay clear of you, providing you ample opportunity to be ignored and roam freely so long as you do not provoke them.



SUGGESTED CHARACTERISTICS

You have learned to live with the terrors that haunt you, you've even named a few of them. You are a thrill seeker and get bored at the slightest hint of normalcy and peace.

d8 Personality Trait

- 1 I don't run from evil. Evil runs from me.
- 2 I like to read and memorize poetry. Not only that but I'm convinced that it's 100% true as long as it rhymes.
- 3 I spend money freely and mostly on useless items.
- 4 I live for the thrill of discovery.
- 5 I tell anyone and everyone about the things that torment me.
- 6 I expect danger around every corner.
- 7 I refuse to sit still, I will never reveal why.
- 8 I put no trust in things that are written down, letters cannot be trusted.

d6 Ideal

- 1 I try to help those in need, no matter what the personal cost. (Good)
- 2 I'll stop the spirits that haunt me or die trying. (Any)
- 3 I kill monsters to make the world a happier place, they make the worst party guests. (Good)
- 4 The voices speak to me and usually they forget to tell me about the rules. (Chaotic)
- 5 I strive to find truth, no matter how crazy it seems. (Lawful)
- 6 I'm a monster that destroys other monsters, and anything else I feel like. (Evil)

d6 Bond

- 1 I recorded my memories in a journal. However I cannot read it and must find someone who can.
- 2 I've been exiled from my home and can never return.
- 3 My brokenness drove away the person I love. I strive to win back the love I've lost.
- 4 A terrible guilt consumes me and is the reason for my state of mind.
- 5 There's evil in me, I can feel it. It must never be set free.
- 6 I have a single truth that is concrete. I judge the world by how it stacks up against it.

d6 Flaw

- 1 I have certain rituals that I must follow every day. I can never break them.
- 2 I assume the best/worst in people.
- 3 I say whatever comes to my mind.
- 4 I have an addiction, or several.
- 5 I am a purveyor of doom and gloom who is way too cheerful about it.
- 6 I talk to spirits that no one else can see.

MAGIC ITEMS

Eye of the Beholder

Legendary, Requires Attunement, Wondrous Item

A golden chain connected to a large petrified blood amber crystal, within the crystal is a large petrified eyestalk. Staring into the crystal, one might swear that the eye-stalk just blinked! A creature wearing the amulet has advantage on saving throws against spells and other magical effects. In addition, the crystal has 3 charges. A creature wearing the necklace can use an Action and make a DC:14 Arcana check to attempt to invoke the magic of the amulet. If the check is successful, choose one creature you can see within 120 feet of you, and roll on the Eye of the Beholder table as seen on the following page. On a failure, you become the target of the effect as the magic of the amulet backlashes upon you. The eye regains 1d3 expended charges at dawn.

d10	Ray Beam
1.) Charm Ray	The targeted creature must succeed on a DC:14 Wisdom saving throw or be charmed by you for 1 hour, or until you harm the creature. If the amulet backlashed, you become charmed by the first creature you lay your eyes on for 1 hour or until it harms you.
2.) Paralyzing Ray	The targeted creature must succeed on a DC:14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3.) Fear Ray	The targeted creature must succeed on a DC:14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the amulet backlashed, you become the target of the effect instead, becoming frightened of the first hostile creature you see.
4.) Slowing Ray	The targeted creature must succeed on a DC:14 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

d10	Ray Beam
5.) Enervation Ray	The targeted creature must make a DC:14 Constitution saving throw, taking 30 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. If the target is a creature, it must succeed on a DC:14 Strength saving throw or you move it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container. If the amulet backlashed, you are forcibly thrown by the amulet's telekinetic power 30 feet in a direction of the DM's choice.
6.) Telekinetic Ray	The targeted creature must succeed on a DC:14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
7.) Sleep Ray	The targeted creature must make a DC:14 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
8.) Petrification Ray	If the target is a creature, it must succeed on a DC:14 Dexterity saving throw or take 36 (8d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
9.) Disintegration Ray	The targeted creature must succeed on a DC:14 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.
10.) Death Ray	

MELECH'S TRAVELING TELESCOPE

Uncommon, Wondrous Item

A small figurine depicting a miniature telescope, remarkably well detailed. As an action, you can speak its command word, causing it to expand and grow in size to a large life-sized telescope fit with a tripod pedestal, a mobile device for you to gaze at the stars. This large telescope can be returned back to its miniature form again by speaking its command word. This telescope is enhanced by magic and is incredibly potent and perceiving vast distances. In addition, you can utter the name of a known constellation or star and the telescope will magically fix itself to the position of where that star is in the sky. This effect might not always work, such as the case if its a star that is difficult to see, a star that moves constantly, or is a star that you do not know any information about. (DM's Discretion).

SHARD OF SIGHT

Very Rare, Wondrous item

A small shard of stained glass that seems to shimmer the colors of the rainbow when it catches light. As an action, you can peer through the glass shard, the glass shard enables you to see magical auras or see through illusions or other magical enchantments. Peering through the shard in this manner, you can see magic in this way, able to visibly see the faintest aura of magic around any visible creature or object and discerning its school of magic via color, if any. The shard is even able to discern if a creature or object is under a curse or a magical enchantment (such as if it is under the effect of Mage Armor or affected by a Glyph of Warding). Lastly, peering through the shard in this way, you have truesight, effectively able to see invisible creatures and objects, perceiving the true form of a shapechanger or a creature that is transformed by magic, or even see into the ethereal plane.

THE EYE

Legendary, Wondrous Item, Cursed

A blackish-red crystal orb roughly 6 inches in diameter, a quick glance one would see past the red mist inside and see the night sky. Peering deeper into it causes one to see vast stars and constellations, galaxies and distant planets of the outer cosmos, they feel their gaze cast out beyond the stars and being pulled towards somewhere, towards something. A creature peering into the orb must make an Intelligence Saving Throw (**DC:15**), They see a vast cinder-red planet-shaped star with waves of energy rippling out from it like arms, though it has no eyes, the creature feels the star acknowledge it as its tendrils stretch toward them. If they fail their saving throw, The creature is struck insane and gains one long-term madness effect as per the Long-Term madness table of the DMG.259, this insanity lasts until their next long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. If they succeed, they can ask the entity questions, as per the Contact Other Plane spell.

A creature that attempts to use the orb for the first time is immediately cursed by its magic, struck with a permanent madness that cannot be cured save for a 9th-level wish spell or magic of comparable power. This madness effect is: " This orb is mine! it speaks to me, it shows me the answers of the cosmos, i see the looks others give me, they want it, i won't let them have it! I feel an intense hunger that is only temporarily satiated by killing." The entity is "Hadar, the Dark Hunger", and wishes to be freed from its prison, to devour all life to ignite its dying spark.

The orb radiates an alien energy, that seems to affect the bodies of the once living. Any corpse or creature that died within 30 feet of the orb will raise 1d4 minutes later as a zombie or skeleton depending on its decomposition state. This creature remains permanently animate even after they leave this radius, and are hostile to all creatures, excluding the holder of the orb, which they see as friendly unless attacked. A creature that is killed within the presence of this orb secretly has its spark consumed by the orb, once the orb has consumed a number of creatures whose total hit dice equal 500, Hadar is able to be released from its prison and emerges in the atmosphere over the world, ready to devour all life in the cosmos and usher in the end of days. A creature who has its spark consumed in this manner cannot be resurrected by anything save for a Wish spell or a spell of comparable power. lastly, a creature that successfully communicates for the first time with the entity connected to this orb is permanently marked in some way. They gain the ability to cast the "Arms of Hadar" spell once per short or long rest, using Charisma as their spellcasting ability for this, and perhaps might be given more gifts in the future. (DM's discretion to use as narrative explanation for warlock levels).

SPELL LIST

CANTRIPS

Dread
Pain
Astral Seal

FIRST LEVEL SPELLS

Fleshcurdle

SECOND LEVEL SPELLS

SPELL DESCRIPTIONS

DREAD

Necromancy Cantrip
Cleric, Sorcerer, Warlock, Wizard

Components: V

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

You attempt to instill dread in the heart and mind of one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom Saving Throw or take 1d6 psychic damage and become frightened of you until the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PAIN

Necromancy Cantrip
Cleric, Sorcerer, Warlock, Wizard

Components: V

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

you utter a single word that tears at the back of your foes' mind, wracking them with terrible pain. Choose one creature that you can see within range. That creature must make a Constitution Saving Throw, on a failure it takes 1d12 psychic damage. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Disperse

THIRD LEVEL SPELLS

Twisted Innards

FIFTH LEVEL SPELLS

Feast on Fear

SIXTH LEVEL SPELLS

Wall of Flesh

ASTRAL SEAL

Evocation Cantrip
Cleric, Druid, Sorcerer, Warlock, Wizard

Components: V,S

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

A flash of silver starlight streaks toward a creature of your choice you can see within range. Make a ranged spell attack against the target. On a hit, the target suffers 1d6 radiant damage, and you outline your enemy with the silver glow of the starry night sky, exuding an energizing light that guides an ally's strike. The next attack roll an ally makes against the target before the end of your next turn, gains a bonus to the attack roll equal to half your spellcasting ability modifier, rounded down to a minimum of 1. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FLESHCURDLE

1st-level Transmutation
Cleric, Sorcerer, Warlock, Wizard

Components: V,S

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Choose one creature within 30 feet that you can see. That creature must make a Constitution Saving Throw, on a failure, it takes 1d6 necrotic damage and has its flesh twisted and warped, discoloring it and causing it to become misshapen and impairing its function. The creature has its movement speed halved and has disadvantage on attack rolls until the end of its next turn. This spell has no effect on incorporeal creatures, oozes, constructs, or any undead creature that lacks flesh or aren't organic in some form.

DISPERSE

2nd-level Transmutation

Druid, Warlock, Wizard

Components: S

Casting Time: 1 Reaction

Duration: 1 Round

Range: Self

Until the start of your next turn, your body disperses into hundreds of small motes of stars and scatter, only to reappear later in full form. When you are struck by an attack roll or targeted by a spell or effect that causes you to make a saving throw, you can disperse into stars and vanish from sight, causing you to vanish from your current plane of existence. At the start of your next turn, and when the spell ends, you return to an unoccupied space of your choice that you can see within 30 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

TWISTED INNARDS

3rd-level Transmutation

Druid, Sorcerer, Warlock, Wizard

Components: S

Casting Time: 1 Action

Duration: Concentration, Up to 1 minute

Range: Self

For the duration of the spell, your vital organs writhe, shift, and move about. Making it difficult to strike you in a vulnerable area. Even your bones shift their density to lessen the damage of a blow. While this spell is in effect, when you take bludgeoning, piercing, or slashing damage from non-magical weapons, you reduce said damage by 3. In addition, if you are the target of a critical hit, that creature must roll percentile dice. there is a 50% chance that the critical hit becomes a normal hit instead.

WITHERING TOUCH

5th-level Necromancy

Sorcerer, Warlock, Wizard

Components: V,S,M (flesh from a corpse)

Casting Time: 1 Action

Duration: Instantaneous

Range: Touch

You wreathe your hand in the consuming energy of the negative plane, the simplest touch sapping the strength of your foe. One creature you touch must make a Constitution saving throw. If the saving throw fails, the creature takes 5d10 necrotic damage and its Strength Score is reduced by 1d6+1 as its muscles wither substantially. On a successful save, it takes half damage with no other effects. A creature's strength score cannot be reduced below 1 with this spell. If a creature is reduced to 0 hit points with this spell, they are turned into a withering husk of bones and sinew and collapse.

At Higher Levels: When you cast this spell using a slot spell of 6th level or higher, the spell does an additional 1d10 necrotic damage for each spell slot beyond 5th.

WALL OF FLESH

6th-level Conjuration

Warlock, Sorcerer, Wizard

Components: V,S,M (a lead weight)

Casting Time: 1 Action

Duration: Concentration, up to 1 hour

Range: 90 feet

A disgusting wall made of churning flesh springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. Eyeballs, ears, noses and mouths spring to the surface of the wall. Arms and legs may sprout as well. The five senses of the wall – except for touch (and pain) – are immediately transmitted to the caster. Each 10-foot section of the wall has 25 HP per inch of thickness and AC 12 (normally 150 HP). A section of wall brought to 0 hit points is breached.

Any creature which makes physical interaction with the wall (including melee weapons and touch magic) takes 1d6 points of necrotic damage from the corrosive nature of the rotting flesh and the haunting moans. Only the surrounding material that the wall initially is conjured to touch, such as the floor or an adjoining wall—is immune to this damage.

Furthermore, organic material (such as creatures) that directly touch the wall must succeed at a Constitution saving throw or be paralyzed for 1 minute.. The wall then consumes the creature in 3 rounds, digesting it and adding the creature's hit point total to its own. The paralyzed creature can repeat the Constitution saving throw at the end of each of their turns to escape this.

RAMBLINGS OF A MAD MAN

MELECH THE MAD

One of the most highly regarded and famous (or infamous) of star-gazers, Melech was a man who would come to be known in the tomes of history as Melech the Mad. In the prominent years of his career, Melech was a diviner and star-gazer of profound fame, perhaps one of the greatest diviners and sages of his time and any other, his discoveries in the field of astronomy and the prophetic divinations he made were widely accepted by many cultures. However, eventually his gifts and visions became an obsession and one that consumed him until the end. Most scholars when asked about Melech would tout the moral of the story to always take caution in the pursuit of knowledge, seen as a laughing stock and a madman, and has lost any shred of fame and credibility. In the end, Melech died a hermit and madman, but not before finishing what he called his magnum opus, though to most educated was seen as the ravings of a lunatic. Melech began scribbling endless notes and ramblings about "The Stars that Watch" and other mad horrors that lurk beyond the night sky. The scroll called Revelations of Melech is a compendium of his "ramblings of madness" and his "crowning achievement" it is wound inside a narrow obsidian cylinder whose exterior is scribed with strange star constellations. The scroll detailed strange entities or the name of newfound discovered stars which Melech went on to name, many of his ramblings described them being alive and "hungry", are a few of the things scribed on the manuscript inside the cylinder.



WATCHERS BEYOND THE STARS

S crawled within the Revelations of Melech are brief documentations of his ramblings, incoherent references to strange things he saw beyond the stars. Ancient, powerful beings of incomprehensible size and appearance. Whispered amongst cultists and other gazers, many individuals covet this scroll for it is a path to power, a connection to unknowable forces beyond the cosmos. Those with a passing knowledge of constellations speckling the night sky can point out constellations and the names of interesting or distant stars. However, those who know the truth, whom delve the path of a stargazer eventually discover new truths about what they might have earlier mistaken for mundane stars. Such devout scholars learn the secret names for common stars, and indeed, they discover constellations too far away for most eyes to discern unaided.

Some of these individuals delve into contact with these constellations, drawing magical power from them. These individuals uptake a pact with them, becoming warlocks of profane and alien magic. Star pact warlocks scour foes with icy banes and mouth curses given them in dreams born beyond the night sky and—though few enough admit the possibility—perhaps from the Far Realm. How is it that warlocks gain their connection to this aberrant, unknowable region outside time by way of the stars? The truth perhaps is that some stars have been infected by the Far Realm and the entities that drift within.

Such creatures use stars (some without conscious thought, but others with malicious and intentional aforethought) as windows on the world. Warlocks draw influence from these creatures through the star for which each is named. It seems unlikely that every star in the sky is associated with a mind-shattering entity of cosmic scale (though some star pact warlocks wake from nightmares where every light in the night sky simultaneously blinks open, revealing eyes...). But few stars are definitely so associated, and these connections are scribed in maddened shaking hand on a parchment titled Revelations of Melech.



ACAMAR, THE GREAT DEVOURER

Acamar is described by melech as a corpse star whose motions and behemoth size send celestial objects that draw too close, spiraling to their doom. Also known as a "black hole" or a "dark void", Melechs' ramblings mention Acamar hungers to consume all energy, and cannot be seen by mortal eyes in the sky... unless it chooses to.

Acamar has found its way into the hearts of a group that call themselves "Acamars' Awakened" they see themselves as children who seek to bring Acamar closer to the world to bathe it in its glorious light and be purified. The cult makes ritualistic sacrifices to it every night under the starry sky, in their belief that sacrificial life will provide Acamar will that creatures essence. Some of these cultists have even gone so far as to make cosmic pacts with Acamar, gaining access to eldritch magics and dark secrets. Whether The star Acamar leads these cultsts and speaks to them is another matter entirely, but the cultists truly believe they receive prophetic visions and commandments from the star and act on its accord.

THE SERVANTS FROM AFAR

Whilst there are mortal cultists that serve Acamar on the material plane, in the great cosmos above, floating amongst the stars lies another group of servants that seek to appease this entity. These entities are known as Neogi, wolf-spider like entities with great telepathic abilities and a tendency to enslave and dominate other species to further their own agenda. The Neogi appease Acamar not out of some devotion to furthering its goals, but merely because they recognize the power it offers in exchange, everything they do is selfish in desire, and Acamar is aware of this and applauds them. Acamar offers them eldritch abilities that enhance their great psionic capabilities, he sends them across the cosmos to further his goal of all-consuming destruction by having them dominate and enslave populations, and culling those that are unfit for such enslavement. Every soul culled by the Neogi has their essence offered up to Acamar, with every soul being one step closer to its goal of an empty universe.



DELBAN, THE STAR OF ICE AND HATE

An ice-white star often visible only during Winter, Delban can occasionally surprise a learned star-gazer with an impromptu flare during any season, a rare sign few mortals ever witness, usually the sign of an ill omen or portent of fate for that individual.

To the northern folk of Icewind Dale and the majority of the Sword Coast it is sometimes known as the "Boreal Watcher" due to its tendency to be spotted frequently only during the winter. It has a more nefarious and superstitious moniker amongst the commonfolk, known as the "Star of Ice and Hate", due to its icy-white color and its unsettling appearance. and unlike normal stars, Delban did not have a fixed position in the sky but instead danced and wavered across the night sky, making it difficult to track by even the most expert of star-gazers. Truly, at times, it seemed finding it was moreso happen chance, or if one asked Melech, because Delban wanted you to see it...

Delban, of all the Far-Realm infested stars, was considered the most cruel and bitter. Melech in his ramblings had postured a theory believing that every freak accident across history, random deaths, ill omens, or the most miniscule of misfortunes could be related to an individual whose fate was befallen upon them due to Delban, from star-gazing at Delban and being cursed by it. Such a ridiculous statement of course drew the ridicule of most other educated scholars.

BORN OF BITTERNESS

Among the watchers, Delban is arguably the most active and hate filled, for reasons unknown it takes its hatred and wrath out upon the mortals it so gazes at from afar. Delban works in strange mysterious ways, but does so oftenn through the means of sycophants, supplicants, and cultists who seek to gain some fragment of power from Delban in exchange for service. While delban hates these mortals and would see them brought to ruin, it nevertheless seems to have a small cult following and several warlocks who have gained power through it.

Lastly, Delban also works through minions that it spawns, strange ethereal chilling elementals that are born of the icy bitterness that delban is so driven by. These creatures resemble chilling ethereal reflections of mortals, twisted and deformed in agonizing shapes and images, they seek out and are driven to hunt happiness, joy, and warmth in both a literal and metaphorical sense. These creatures are rare but seem to be sent as a reward to cultists who please him or further his overall agenda.



IHBAR, THE SILENT VOID

A dark nebula between stars, Ithbar is slowly expanding and eating the light of neighboring constellations, a threat to many other stars. Its eerie expansion has slowly crept and consumed many stars over the eons, its dark shroud slowly devouring even Hadar, a neighboring far-realm infested star which dwells within its nebula, and driving Hadar to devour others to sustain itself out of desperation. Ithbar has little in regards to information written by Melech, who found its silence both illuminating and puzzling.

What is known is that it seems to have no drive other than to consume and expand, it offers no telling patterns, no erratic behavior that gives indication of sentience or the like; or at least to the sane eye. Melech in his mad ravings and lunacy filled documentations seems to believe that Ithbar is not expanding and and devouring in some base primal need to feed, but rather it is searching for something, and what that something is Melech has no idea.

THE HERALDS OF THE VOID

Melechs' documentations list the elusive and strange Heralds, entities that exist in the dark shadows of the Void of Ithbar. His ramblings claim he once came into contact with a Herald during a mad nightmarish haze after consuming massive quantities of mind expanding herbs and venturing into the wilds under the night sky. The Herald was described as resembling a humanoid shaped figure clad in dark robes made of inky shadow, its head however was nothing resembling a human whatsoever, but was instead a massive blob of shadow that twisted and folded in on itself in irregular patterns clouding something unnatural underneath its inky cloud. The Heralds speak in cryptic riddles laced with lies, never speaking in direct truths. However, they offer some of the greatest secrets of the cosmos to those that would converse with them; those that could withstand a conversation with them. Melech claims that a brief conversation he had with this Herald began with the revelation of great secrets of the cosmos, such horrors began illuminating his mind, hurling his psyche to the far ends of the void. After this nightly encounter, he awoke in an asylum nearly a month had gone by and was found wandering the outskirts of a city near death and rambling. Exactly what the Heralds' price was, Melech had no memory of... but he describes a feeling of something lost...and something owed.

HADAR, THE DARK HUNGER

Is the extinguished cinder of a star lurking within the consuming shroud of Ibhar, slowly being devoured by its own kin. True to the majority of the Farrealm infected stars, it did not have a fixed position in the sky but instead danced and wavered across RealmSpace. Hadar is a dying star, its light slowly fading, hence why it is sometimes known by travelers as the "Dying Ember" in the sky, its red light flickering like a low-lit flame.

Slowly burning into annihilation, it seeks to consume all life, all energy, to regain its strength. It seeks to devour out of desperation, to regain strength to fight against Ibhar. Because of this, it sends its agents across the cosmos, stealing the life of all and sacrificing it to Hadar for him to feast on living creatures in a desperate attempt to avert its demise. True to many of the Farrealm infected stars, some warlocks seek pacts with these entity in exchange for Power, and Hadar offers many gifts in exchange for sustenance. In his desperation, he has made numerous contracts with scheming Neogi and other cosmic-traversing entities, in a bid to spread his reach far and find new sources of energy. Many of these powerhungry Neogi have begun to invade and infest other worlds, conquering and enslaving native species.

ONCE BRIGHT; NOW LOST.

Hadar's dull red glow is barely visible in the night sky, as the star slowly burns down into a lifeless, dead cinder. Hadar was once the brightest star in the sky, but during the calamities that led to the fall of Bael Turath, it surged into a searing brand of light and then faded into a blood-red ember. Hadar now hangs on the edge of annihilation. Hadar has many servants as described, these servants sea4rch far and wide, sacrificing and culling many lives in order to fuel the weakening Hadar. To those that show great devotion and offerings are sometimes rewarded with baring witness to its Herald and personally given a great gift. A herald of Hadar is an avatar of Hadar's dying gasps, a horrid monster that grows stronger in the presence of living creatures.

Exactly what happened during the fall of Bael Turath, why Hadar suddenly nearly extinguished that day of all fateful days, is lost to history. But the day may come when this stars spark reignites once more, and when that day comes... what might happen then?

GIBBETH, THE FORMLESS TERROR

Better not to write or think overlong in this greenish point in the sky. Gibbeth is the star of madness and terror, and it's rumored that some commonfolk who were struck with madness might have owed that to staring at this star for too long one to many nights. It has been described by scholars as a green star that flickered from dim to bright in an irregular pattern. Similar to Deelban and most other far-realm infected stars, Gibbeth does not have a fixed position in the sky, and instead danced and wavered across Realspace.

Scholars who studied stars avoided studying or even talk about Gibbeth, It was only Melech who dared to research these terrible innfected stars, and it was he who discerned some truth at the cost of his sanity. In the Revelations of Melech, he discerned that Gibbeth's true form is a being of incomprehensible madness, and that this mdaness was contagious, and to Melech whose mind was shattered by his obsession with the stars, to him Gibbeth brought clarity and knowledge.

A TERROR GIVEN FORM

Melechs research mentioned that even a minor contact with its madness was able to create some form of creature that descended down to converse with Melech, an aberrant known as a Scion of Gibbeth, who shared a prophecy to Melech that at the end of time, reality would be unmade as Gibbeth reveals its true form and cast its gaze upon the cosmos. Such published ramblings however were all dismissed by educated scholars and chalked up to yet again another insane rambling of Mad Melech.

A prominent mage in the the arcane community by the name of Ilshaeren is claimed by Melech to have studying the dark arts and the leader of a cult madly bent on learning Gibbeth's true form and bringing about the end of days, wholly devoted to the menacing green star. Such wild accusations by a mad philosopher drew disbelief and were greatly disregarded.. but Melechs claims may or may not have struck truth...



KHIRAD, THE STAR OF SECRETS

A piercing blue star, Khirad's radiance sometimes reveals secrets and gruesome insights. Many historians, scholars and star-gazers defer to Khirad as a symbol of knowledge, illumination of secrets and truth, and informally refer to it as the "Radiant King" for its bright illumination that seemed to draw attention from others, causing all other nearby stars to pale in comparison. Melechs notes about this star reveals that it provides truths, great insight and knowledge but always spells the doom of those that divine such new knowledge. Khirad's name is often invoked by scholars as an exasperation when startling information is gleaned, and is sometimes muttered a quick prayer towards in hopes of a strange bit of good luck.

The Radiant King sheds light on the darkest corners of knowledge, laying bare any secrets before it. No information is hidden from the Star of Secrets, or from those who make a pact with this entity, its very essence is the known and the unknown. Amongst the Watchers Beyond, strangely enough, Khirad is the most giving and free with the knowledge, granting his dark gifts to many warlocks that would seek him out, though ultimately even this Melech believed was just an agenda of some unknowable game that the Star played. Khirad has many followers in the shadows of society, usually scholars or the like in places of power; informants, advisors or lore-keepers. These worshipers share several traits and characteristics that bond them as servants of Khirad.

ALL SECRETS LAID BARE

Khirad works in many strange ways, but spreads its influence through the use of heralds, warlocks and worshipers that it makes contracts with in exchange for a glimpse of the great secrets it has discovered across its travels in the cosmos. These heralds are holders of vast knowledge, and tend to become advisors to lords and ladies, those of royal blood. These advisors are indistinguishable from mortals except for subtle changes that they all share; traits gained from their gifts gained by Khirad. These manifestations usually take varying forms, but are all commonly linked by two such traits; pale bluish white eyes, and a strange tattoo-like brand that appears on their body.



NIHAL, THE SERPENT STAR

Is a reddish-green star that writhes around the position it should hold in the night-sky, always flickering and moving, ever so slightly, never in a fixed position. Commonfolk believe that Nihal holds a snake spirit that constantly writhes in its prison and if it escapes will consume all the stars in the sky. Some stargazers believed that the constant flickering and motion of the star showed that it was unstable and prone to exploding. In actuality unknown to many, Nihal is a tear in the fabric of reality and not a star at all; it is composed of an infinite mass of swarming maggots and worms, a tear to a dimension of all devouring insects, worms, snakes and other disgusting horrors. Sometimes creatures from this tear were able to make their to the mortal realm, interacting with mortals and spreading their foul touch and feeding on the living to sate Nihals' hunger and widen the tear. These creatures wiggle and worm, crawling in the shadows of the world and sinking their fangs into its roots, gnawing until the world crumbles.

Nihal waits, biding its time until the cosmos will crawl with the children of the serpent.

A THOUSAND SERPENTS

Some scholars believed Nihal was the brother of another elder evil, Kyuss, or even the same being observed from two different points in time, though not even Melech had anything to say on this theory. However, this was far from the truth. Nihal is a tear in reality, a rift to a world where a mass of swarming serpents, worms and other horrors reside, a dimension where those that crawl rule. A hive mind of these creatures teeming and swarming, awaiting to enter our world to bring it to its doom. Nihal sends its agents, The Serpents of Nihal, a cult of yuan-ti worshipers and others devoted to the cause, to feed on living things so nihal could sate its hunger, with each life another serpent is born into our world and the tear expands ever so slightly.

CAIPHON, THE DREAM WHISPERER

Is the Purple star usually on the horizon. It has the guise of a helpful guide, but woe to any individual who relies on it too much, for Caiphon is known to betray those who rely upon it as a guide when lost, especially when they so desperately need its aid in the most dire of situations...

In times of need, when even prayers to the gods failed, people offered their pleas to the star for help. On rare occasions, Caiphon would listen and send one of its emissaries. The emissary appears as a kindly person, trying to help people to solve their problems. But not long after, chaos and war became common the regions the emissary had appeared. Caiphon was prone to interacting with mortals, many warlocks sought to make a pact with it, and gain forbidden knowledge, as well as access to ancient knowledge that was best left forgotten. Those few who survived this pact were granted many gifts, their eyes turned into opalescent purple orbs and always hearing the whispers of Caiphon. Those that studied Caiphon were rumored to have lucid dreams of the star, some even claiming that their body was transported to the star proper, though eventually all individuals that claimed such went mad, and any respectable credit to their claims were swiftly cut short. According to those few, Caiphon was a world of violet fire that pulsed as if it was alive, and was covered by a purple, amoebic ocean one that was alive and had "Something" stirring beneath its waves.

DREAM EATER

Caiphon, unlike many eldritch horrors that exist, holds great interest in the affairs of mortals, particularly in the dreams, aspirations and destinies of mortal-kind. Sometimes known as The Dreamer, The Sleeping One, or Fateweaver, Caiphon delighted in manipulating mortals' dreams and fates, it was believed that Caiphon holds dominion over the threads of fate, and will inevitably hold power over the end of days, knowing the destiny that awaits the end of the universe.

His worshipers are doomsday cultists, sage-seers, prophets, and those prone to divining dreams. They seek to find a way to bring the dream-world and the physical world into one; and bring Caiphon into the physical plane, awakening him and plunging the world into an endless dream of fantasy and euphoria. Caiphon frequently sends nightmarish creatures into the material world, born of mortals' dreams twisted and warped by the energies of the far. These creatures consumed the dreams that mortals dreamt, devouring their ambitions and emotions and leaving them emotional husks, inevitably these mortals become lifeless husks that serve Caiphon.

ULBAN, THE WICKED LORD

Is a blue-white light that disrupts cognition and the ability to recognize danger. Its beautiful light is believed by common superstition to cause midnight lovers or star-gazers to become lost in its beauty and lose awareness of the danger around their surroundings, stories tell of individuals who have been struck by its beauty and left in a state of euphoria for days, only to be found dead due to starvation. Streaking across the night sky in a radiant flash, the comet Ulban has appeared throughout the centuries at times of great distress. With each passing, those sensitive to the power of the stars receive an opportunity to commune with the sentience bound within it. It reveals truths by opening one's eyes to the greater reality and limitless scope of the universe, and potentially one's pivotal place in it. Such listeners learn that Ulban is no mere comet; the Messenger exists outside space and time, and it is the last survivor of the universe's final undoing. It searches for one it believes can alter its past, ensuring the survival of the cosmos. It claims that you, more than any other individual at any time, can direct the fate of the universe, saving everything that will ever exist from the atrophy of the Star Spawn. Ulban in actuality is the last survivor of an apocalyptic future, traveling backs and forwards through time and space as it wills, empowering warlocks of the past and present and pointing them on strange, illogical missions to prevent the cataclysm of the future. Its chosen champions may seem irregular, and yet even some of the individuals it makes pacts with are less than heroic; it seems to fit its agenda to prevent the end of the cosmos.

Ulban's appearance marks dark times ahead. It crosses the alignment of Allabar and other baleful celestial bodies when their influence is greatest, disrupting their machinations by instructing you in the use of the powers of warlock champions from its own time. Its mysterious knowledge drives you to instigate plots taking years to complete. These plots test the limits of morality by sending entire regions spiraling into chaos, uncovering secrets best left hidden, and confronting enemies without regard to moral motivations. All this, Ulban claims, shall avert disaster in coming eons. Ulban's mission does not accommodate mortal frailty. Its directives are so forceful that they paralyze your mind. These episodes bombard you with unfathomable images from across time. After recovery, you have instantaneous understanding of new star magic and Ulban's will as you watch the comet disappear into the night sky. Contacting Ulban demands intricate astrological calculations that change with phases of the night sky or hostile meddling of the other stars. Of all the watchers beyond the Stars, Ulban perhaps holds the most affection for mortals and is perhaps the only one that holds morally just intentions for mortal folk.



ATROPUS, THE WORLD BORN DEAD

An undead primordial, whose coming is an omen of death and destruction. Once a great power, it is the remains of a dead primordial before ever being born; a fetus brought to undeath. Once a great power, little remained of Atropus but a decaying, disembodied head the size of a small moon, apparently made of black stone, heavily cratered, and covered with foul amniotic fluid. It was barren and rocky, roughly spherical and with mountainous ridges, deep trenches, and sharp spikes upthrusting from the ground. Noxious tar bubbled up from the craters. Glossy black stones, each 40 miles in diameter, formed its eyes. Atropals - creatures that resemble giant undead fetuses, they are unfinished immortals modeled after the gods; essentially the undead fetus of a god or primordial - were said to be cast-off detritus from Atropus's substance. Undead conjured from nightmares also inhabited the world, and the master of them all was a headless, alien humanoid that was the focus of Atropus's incomprehensible intellect. The sages who knew of Atropus all agreed that it was created when Ao created the first gods, though they didn't have a unified theory about how it was born. Some claimed Atropus was the rotting amniotic fluid of the first god of death, while others believed he was a divine mistake by Ao - the last god created, stillborn, immortal and dead upon creation. Melech after decades discovered the truth. The truth, was that Atropus was really one of the Primordials.

Sages saw it for the first time in the ring of the planet Glyth. Atropus was attracted to the planet by the widespread death and destruction the mind flayers wrought on the other beings of their world. Atropus laid waste to the planet, leaving it dead and devastated.

Some of the few sages who knew about Atropus believed that its attention was turning toward Faerûn next, beginning its slow slide to the life-rich planet. They were ever vigilant for signs of its approach - a strengthening of necromancy and the spontaneous rise of the undead.



ALLABAR, THE OPENER OF THE WAY

A massive planet-sized hazy entity, it only appears in the sky during an eclipse, and is a ill omen of great magnitude. It is said that when it looms in the sky above, the veil between all realms is thin, creatures and magic is heightened, and star-gazers claim they can see "something" gazes down from that point, something living.

Allabar is not entirely a star, but was one of the original planets created by the Primordials at the dawn of time. These gods tortured and experimented on Allabar, in a quest to forge a living sentient planet, a force that would test the limits of life of which they had just created. However, the Primordials soon saw the error of that, seeing how powerful of a force they had created, they chained it and hurled it into the Far Realm...yet another mistake. For the energies of the far warped this planet sized terror, until it saw the opportunity of its vengeance and breached a newfound rift back to unto space, it paves the way for the rest of the Far realm, the Opener of the Way has breached into our world and is paving a path of destruction to bring doom to mortals, the children of these new gods and primordials, the "beloved" children of the creators that had spurned it. Allabar moves ever slowly across the cosmos, from star to star, inciting them and rallying them to band against mortals; true to his name, Opener of the Way.

THE OTHERS OF THE FAR

FEKRE, QUEEN OF POXES

Associated with Fleshlings and considered their mother, she is seen as a filthy wretched hag that spreads disease in her wake, spurned by jealousy for the more attractive mortals, she seeks to spread plagues that will horribly maim, scar, and disfigure mortals with an agonizingly slow death. Some myths believe she was once a mortal witch spurned by a mortal lover and she now acts out of anger, other myths say that she does so out of rage of her daughter being murdered by adventurers.

ZRIN-HALA, THE HOWLING STORM

An elemental lord of storms and rage, this entity is crude and simplistic in its desires; it simply craves destruction. This entity of storms is numb and deafening, it seeks to destroy like the natural order of a storm itself. Once a powerful djinn prince, it was banished and corrupted by the Far and has been transformed into a mockery of its former djinn lineage.

SKYANE, THE SOUL HUNGERER

Believed to be a entity that feeds on the souls of the dearly departed. It does not seem to be malevolent in its actions, but seems to hold some ability to "devour" the souls of spirits and in some method "eat" their sins and memories, regurgitating the spirit back out where it then slowly drifts into Purgatory until it becomes dissolves into nothingness. Some scholars of the outer planes have noted this rare creature might even have the ability to resurrect the souls and shape them into flesh once more, though it is described as being a miserly entity that always demands payment.

SAVNOK, THE INSCRUTIBLE

Little is known of Savnok, though considered to be some sort of entity associated with gremlins and goblins. It is a miserly and true to its name, inscrutable creature that seems to act as some sort of grand overseer or broker of exchange between many great entities in the cosmos. Wretched and disliked by many powerful beings, nevertheless it seems to dabble in the mercantile business, and sells and knows pretty much a little bit of everything.

TARAKAMEDES, THE GRAVE WYRM

A dracolich of epic size, a bloated mass of rotted flesh and bone, it congregates in cemeteries and mass grave sites, an ancient behemoth that feeds on corpses and gravedirt. Tarakamedes was once a benevolent silver dragon turned by a great necromancer long ago. It underwent many transformations, feeding on the corpses of others until it eventually began to become an amalgamation of corpses interwoven with its own body, growing in size feasting for more corpses. The dragon in its distorted memory believes the heroes it once fought alongside against the necromancer slew it, and now hunts them down not realizing they've been dead for centuries, instead hunting down any descendants.

SHAMI-AMOURAE, THE LADY OF DELIGHTS

Once there was an exotic geisha, a witch from the far east of Kara-Tur, fallen to every sin, engaging in every carnal delight and mortal pleasure. Unknown what caused her transformation, she became a creature that enticed mortals, pushing them to sin and carnal pleasure unimaginable. Once their minds and bodies have given in, she claims them.

DRIZLASH, THE NINE-EYED SPIDER

Drizlash is a spinner of lies and deceit, a weaver of temptations from the Farrealm. A creature native to the far, yet trapped within the lower underdark. It crawls and skitters beneath the tunnels, away from the light, a creature that takes many forms and many stories. It whispers into the hearts of mortals, stirring them to further its own secret agenda. Many scholars believe it is a champion of Lloth, whether this is true or not is not known.

DAHLVER-NAR, HE OF THE MANY TEETH

Bards tell two stories of Dahlver-Nar, both linked to the magic items that carry his name—the teeth of Dahlver-Nar. Some say that because Dahlver-Nar was antiquity's most powerful cleric, his followers treated his teeth as holy relics after his death and they somehow gained magical powers through this veneration. Others insist that Dahlver-Nar was a cleric of little consequence who discovered some magic dragon teeth in the ruins of a red dragon's lair. In this version of the story, the teeth were named after Dahlver-Nar because he became a terror in the region where he acquired them. Scholars well-versed in the magic of the Far, and the energies of the cosmos know a different story—that Dahlver-Nar was a powerful cleric who forsook his deity to pursue the power of pact magic with the strange powers from the Far. The fabled teeth of Dahlver-Nar, to which all the legends attribute miraculous powers, were neither his own nor those of the dragon he battled. They were the teeth of beings from the farrealm, strange and unknown, and they could grant abilities similar to those that the creatures themselves imparted. Pact magic treatises relate that Dahlver-Nar pulled out his own teeth and replaced them with those of the vestiges, but that using them all drove him mad. What happened thereafter is a matter of debate, but the texts maintain that Dahlver-Nar eventually died, and the teeth were lost, divided up among the squabbling followers he had managed to gain and then spread across the world. Today, Dahlver-Nar exists as a warped vestige in his own right—perhaps brought to that state through his close association with so many others from the Far.

ZANTRAS, THE KINGMAKER

Little is known of where Zantras originated from, but what is known by Melech is that he offers gold and fortunes, royalties and lordship to those that enter into a pact with him, but woe to those that accept such falsehoods. Zantras rewards those that make a pact with him great charisma and leadership, people will naturally flock to those of his servants, fortune finds its way into their hands...but corruption and darkness begins to take hold. These gifted will become consumed by their own darker ambitions and temptations, slowly becoming twisted rulers; tyrants until they inevitably fall at their own hand, or at the hands of others who've had enough of their machinations.

YRRGA, THE EYE OF SHADOWS

Yrrga is described by Melech as being a sentient shadow, a creature that permeates the shadowfell and the far corners of the darkrealm, waiting to enter our world. Wraiths and other sentient Shadows are its eyes and ears, Melech knows little of this creature other than the fact every shadow of darkness is a mirror for it to see and hear through.

TAAR HAAK, THE FIVE HEADED DESTROYER

Taar Haak is a five-headed hydra like creature, a monstrous creature that rampages and destroys all in its wake. Melechs notes are few on it, though the creature seems to be of little intelligence, but great and titanic strength, its origins are mostly unknown save for the myth that it was the progenitor of Hydras.

YOG, THE INVINCIBLE

The stories of Yog are regarded as myth, but what is told is that it is endless maw of spines and teeth, a giant beholder-like creature of titan size, but instead of eye-stalks it is various mandibles. It is believed to be the progenitor of Beholders, a primitive version of monstrous proportions that consumes and devours all. Its thick skin is held in legend, and stories are told of how it would arise from the ocean to devour cities and mountains and entire country-sides, to only then disappear back into the ocean or deep into the earth. Such stories are told as nightmarish tales to scare children, and sometimes heroes.

NORGANAS, THE FINGER OF OBLIVION

The creature known as Norganas was once a mortal, originally described as a powerful wizard who became a lich, destroyed by heroes... but transcended oblivion into something else. Much has been lost to the passages of time, but cultists of this age-old powerful entity whisper that the Lord of Oblivion, the Undying King will return, and bring true death to all, and from oblivion a new paradise will be reborn in his image.

VAUND, THE EVASIVE

Little is known of Vaund, the Evasive, true to his name. Many bards tell stories of this entity, far and wide, each more exaggerated and outrageous than the last. The truth is harder to find on this entity, but what is known is that his worshipers are madmen, liars and thieves. He is fond of trickery and games, and quite fond of stories though never seems to indulge the truth.

SERIACH, THE HELL HOUND WHISPERER

A beast master from the Nine Hells, Seriach has a fondness for many dangerous and otherworldly creatures, particularly Hell Hounds true to his name. He sees every creature has a beast that can be tamed, a creature that can serve. His servants and those he makes a pact with are given this unique sway over beasts, and those devoted are even given Hell Hounds to protect and serve at their side.

THUBAN, OF THE MANY TENDRILS

is a smaller star clustered underneath Delban, several star clusters stretch out from it, giving it the appearance of tendrils or tentacles surrounding Delban. It is considered its finger or hand, young amongst the stars, it acts as tendrils for Delban, spreading its hate and reach far, its champion. The star appeared long ago in the sky, but history records that it wasn't always there, some stories believe the star had split and forged this, but Melech believes it had "birthed" this star and that Thuban is in fact an offspring of Delban.



KYUSS, THE WORM THAT WALKS

Also known as the Worm that Walks, is an elder evil prophesied to usher in the Age of Worms, a time when the undead will rise and destroy the world. Described as a gargantuan worm nearly 30 feet tall composed of a shifting mass of maggots and smaller worms with the hive-mind and psychic imprint of a dead demi-god. The true story of the being known as the Worm that Walks was a mystery to scholars, although some claimed that he was once a high priest of Orcus. The only known fact all agreed on was that the Worm that Walks was originally a demigod called Kyuss, who had lived in the ancient past as a mortal necromancer and created many aberrant undead creatures, such as the horrendous creatures known as the "spawn of Kyuss" that plagued the Underdark. Eventually, Kyuss's wickedness made his contemporaries to exile him to the fringes of society. Rather than languishing as an outcast, he became the prophet of a wicked cult who believed in the dreaded Age of Worms. During this time Kyuss discovered the ruins of a dead civilization in an island near Maztica, known as the Wormcrawl Island by the elves of Evermeet, and claimed the site as its own, where he ruled as a god-king. In the ruins, his followers discovered ancient metal plates, which held terrible secrets but also confirmed every prophecy he had spoken.

Through these inscriptions, Kyuss discovered how to transcend mortality at a terrible price—the lives of his congregation. On one bloody night he instructed his priests to slaughter them all, and after that Kyuss murdered the priests as well. When he was finished, he fused his essence with the foul ruins, gaining and losing his divinity in one moment. He was neither mortal nor god, and he was bound forever to the ruins. However, he was transformed into something far worse.

BESTIARY

FLESHLINGS

Fleshling is a horrible little creature to behold. A sentient mass of rotten flesh given shape, it feasts on both the warm flesh of the living and the diseased flesh of corpses. The more flesh they consume, the more their own filthy mass bloats in size until eventually they become incredibly large hulks or even titans that dwarf many. They are a blight that flock to graveyards, diseased swamps or areas, and battlefields where the stench of death permeates. Scholars are unsure how they are exactly brought into existence, though some believe they were originally sent to this world from afar, and the disease has now spread and seeped so much that these creatures have become a permanent infestation.

FLESHLING

Tiny Aberration, Chaotic Evil

Armor Class 12
Hit Points 8 (2d4+4)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	7 (-2)	8 (-1)	8 (-1)

Damage Immunities Poison, Necrotic
Condition Immunities Poisoned
Senses Darkvision 60 ft, Passive Perception 9
Languages Understands Deep Speech, but cannot speak.
Challenge: 1/4 (50 xp)

Traits

Stench Any creature other than a Fleshling, Rotling or Flesh Titan that starts its turn within 5 feet of the Fleshling must succeed on a **DC:12** Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Fleshlings for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5ft, one target. *Hit* 6 (1d8+1) Piercing damage.



Rotlings

Some fleshlings devour so much rancid flesh that they become carriers of disease and filth, bloated and filled with toxic gases that are ready to burst at the slightest harm. These creatures are known as Rotlings. If you wish to use a Rotling instead of a Fleshling, simply change their **CR to 1/2 (100 xp)**, increase their **Hit Points** to 12 (3d4+6), and give them the **Death Burst** trait, as described below.

- **Diseased Bite** A Rotling's bite is riddled with unsavory diseases, when the Rotling makes a bite attack, the creature also takes 3 (1d6) poison damage and must make a **DC:13** Constitution Saving throw, or contract **Far Rot**.
- **Death Burst** Either as an Action or when the Rotling is reduced to 0 hit points, it explodes in a cacophonous burst of noxious gases of filth and disease. Each creature in a 10'ft radius might make a **DC: 13** Constitution Saving Throw, taking **2d6** Poison damage, becoming poisoned until the end of their next turn, and contracting **Far Rot**. On a successful save, they take no damage and do not contract **Far Rot**. (see next page).

SWARM OF FLESHLINGS

Medium Swarm of Tiny Aberrations, Chaotic Evil

Armor Class 14

Hit Points 36 (6d8+8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+2)	14 (+2)	7 (-2)	8 (-1)	8 (-1)

Damage Resistances Bludgeoning, Piercing, and Slashing Damage.

Damage Immunities Poison, Necrotic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, poisoned, restrained, stunned

Senses Darkvision 60 ft, Passive Perception 9

Languages Understands Deep Speech, but cannot speak.

Challenge: 2 (450 xp)

Traits

Stench Any creature other than a Fleshling, Rotling or Flesh Titan that starts its turn within 10 feet of the Fleshling must succeed on a **DC:13** Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Fleshlings for 1 hour.

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 Aberration. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites (swarm has more than half HP). Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (2d8+2) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (1d8+2) piercing damage.

Shout Out: Big shout-out to [/u/Giffyglyph](#), who created his "Darker Dungeons" rules, which this disease uses, it is highly suggested that you check out his content and use it to better capture and invoke the threat of a diseased Rotling!

SWARMS

A lone few Fleshlings do not pose much threat to hardened adventurers, as such it is advised to use a swarm! If you wish to use a **Swarm of Rotlings**, simply change a Swarm of Fleshlings CR to 4, increase its Constitution Score to 16 (+3), its Hit Points to 63 (8d8+24), and give it the following:

- **Diseased Bite** A Rotlings bite is riddled with unsavory diseases, when the Rotling Swarm makes a bite attack, the creature also takes 3 (1d6) poison damage and must make a DC:14 Constitution Saving throw, or contract Far Rot.
- **Death Burst (Swarm)** Either as an Action on the Swarms turn; or for every 12 hit points of damage the Swarm sustains, or if the Swarm is reduced to 0 hit points, it results in a rotling exploding in a cloud of disease and filth. Each creature within a 15 foot radius of the Swarm must make a DC:14 Constitution Saving Throw taking **2d6** Poison damage, becoming poisoned until the end of their next turn, and contracting **Far Rot**. On a successful save, they take no damage and do not contract **Far Rot**. If the Swarm used this ability as an Action on its turn, then it loses 8 hit points as a cost to use its Death Burst Ability.

THE FAR ROT

Disease, Rare Incubation: 1 day

Often mistaken for an amalgamation of every disease, it festers several grotesque growths that inevitably lead to death and the individual transforming into a foul monster mutated by the energies of the Far.

- **Stage 1** Your body aches, breaking out in a fever, covered in sweat and suffer terrible stomach cramps. You have disadvantage on all saving throws.
- **Stage 2** Painfully irritating lesions and pus filled sores cover your body. Each of your ability modifiers receive a -2 penalty.
- **Stage 3** You emanate a putrid odor and frequently vomit. You have disadvantage on all rolls.
- **Stage 4** You fall into a coma, and die 1d4 hours later. 1 hour after death, your body rips apart and gives birth to 1d4+1 **Fleshlings**. If you had a Constitution Score of 14+, your body instead awakens as a **Flesh Mutant**.
- **Cured** If the disease was cured before reaching stage 2, then you feel fragile and have painful headaches and cramps for one week. However, if it reached stage 2 or higher before you were cured, then your skin is permanently mottled and marked with terrible scars and mutated growths; you are considered a mutant touched by the Far, an outcast.

FAR HORRORS

PINK HORROR

Medium Aberration, Chaotic Evil

Armor Class 16
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	18 (+4)

Saving Throws Wis +7, Cha +7
Damage Resistances Cold, Fire, Lightning
Damage Immunities Psychic
Condition Immunities --
Senses Darkvision 120ft, Passive Perception 17
Languages Deep Speech, Telepathy 120 ft.
Challenge 4 (1,100 xp)

Traits

Division. When the Pink Horror is reduced to 0 hit points, it instead splits into two Blue Horrors.

Innate Spellcasting. The Pink Horror's spellcasting ability is Charisma (Spell Save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At Will: Fire Bolt, Shocking Grasp, Burning Hands

Magic Weapons. The Pink Horrors' melee attacks are magical.

Actions

Multiattack. The Pink Horror makes three attacks; two with its claws and one with its bite.

Fire Bolt. Ranged Spell Attack: +7 to hit, reach 120 ft, one target. *Hit:* 16 (2d10) fire damage.

Bite. Melee Weapon Attack: +2 to hit, Reach 5 ft. one target. *Hit:* 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, Reach 5 ft. one target. *Hit:* 5(2d4) slashing damage.

PINK HORRORS

The lesser horrors of the Far Realm, Pink Horrors frolic in cheerful, brightly colored mobs cackling insanely at their own incomprehensible jokes as they blur and scamper across the battlefield. As bright bolts of raw magic leap from their hands, the Pink Horrors squeals of laughter form a chorus with the screams and death throes of their enemies.

BLUE HORROR

Small Aberration, Chaotic Evil

Armor Class 12
Hit Points 27 (6d6+6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	7 (-2)	14 (+2)	14 (+2)

Damage Resistances Cold, Fire, Lightning
Damage Immunities Psychic
Senses Darkvision 120ft, Passive Perception 12
Languages Deep Speech, Telepathy 120 ft.
Challenge 1/4 (50 xp)

Actions

Multiattack. The Blue Horror makes two melee attacks; one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, Reach 5 ft. one target. *Hit:* 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, Reach 5 ft. one target. *Hit:* 5(2d4) slashing damage.

BLUE HORRORS

The only way to end a Pink Horror's jubilant mood is to blow it apart or otherwise cut it in half. It is then that the Pink Horror undergoes a total transformation, splitting into halves that reshape themselves into smaller copies of the original. These new daemons' color changes from pink to vivid blue, appropriately named Blue Horrors. The gleeful demeanor of the Pink Horror is reversed - Blue Horrors are morose, whining and petty, constantly squabbling over whose fault it was that they lost their pink status.

STAR MOTE

These gaseous energy beings bare many similarities to the infamous Will'o'Wisp, their mesmerizing starlight entrancing many to their would be doom. The difference however lies in their origin, their native habitat, and above all, their intent. Star Motes are agents first and foremost, originating from the vast cosmos beyond. Fragments of energy, they drift down from the night sky upon those lost and seeking refuge, gazing to the stars seeking navigation and guidance, only to be met with a most terrible fate. These creatures appear like shooting stars only to land nearby and sow discord amongst travelers, they seek to understand mortals by mesmerizing them in eternal servitude.



STAR MOTE

Tiny Aberration, Chaotic Evil

Armor Class 18

Hit Points 22 (9d4)

Speed 0 ft, fly 50 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	26(+8)	10(+0)	11(+0)	14(+2)	14(+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons.

Damage Immunities radiant, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses Darkvision 120 ft, passive perception 12

Languages understands all languages, telepathy 120 ft.

Challenge 2 (450 xp)

Traits

Mesmerizing Starlight If a creature starts its turn within 30 feet of the Star Mote and the two of them can see each other, the Star Mote can force the creature to make a DC:12 Wisdom Saving Throw if the Star Mote isn't incapacitated. On a failed save, the creature is charmed and restrained. It must repeat the saving throw at the start of its next turn. On a success, the effect ends. On a failure, the creature snaps free of being restrained, but remains charmed and begins wildly attacking its allies, now seeing them as horrible nightmarish creatures from beyond, and viewing the Star Mote as an innocent friend from their past. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Star Mote until the start of its next turn, when it can avert its eyes again. If it looks at the Star Mote in the meantime, it must immediately make the save.

Ephemeral The Star Mote can't wear or carry anything.

Incorporeal Movement The Star Mote can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination The Star Mote sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The Star Mote can alter the radius as a bonus action.

Actions

Star Burn Melee Spell Attack: +4 to hit, reach 5 ft, one creature. Hit: 9 (2d8) Radiant damage.

Invisibility The Star Mote and its light magically become invisible until it attacks or uses its Mesmerizing Starlight or until its concentration ends (as if concentrating on a spell).



WARPED BEAST

When mana from the Far runs rampant and unchecked, it can have horrifying results upon the local wildlife, mutating innocent animals into terrifying monstrous mutants, warped by the Far. Warped Beasts are driven mad by the energies of the far and become highly aggressive and territorial, they exhibit strange quirks uncharacteristic of their original species, mindlessly wandering beyond their normal hunting grounds; roaming in circles or performing acts of self harm or other phenomena.

They are implacable when on the hunt and pursue they pray across vast distances, Scholars have noted that these beasts seem drawn to the flow of mana in the air and gather near ley-lines or places of power, particularly places where the energies of the Far might permeate, and unsurprisingly, seem driven to hunt down, mangle, and slaughter spellcasters or individuals who draw upon the latent mana in the world, even those carrying magic items give off a latent aura that these creatures seem driven to hunt.

WARPED BEAST

Medium Aberration, Chaotic Evil

Armor Class 13
Hit Points 56 (8d8+16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Dexterity +6, Wisdom +3
Skills Perception +5
Damage Resistances Psychic
Senses Darkvision 60ft, Passive Perception 15
Challenge 3 (700 xp)

Traits

Sense Magic. The Warped Beast can sense the presence of magic up to a 1 mile radius, if it senses magic in this way it can see a faint aura around any visible creature or object in the area that bears magic. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. The Warped Beast cannot sense invisible creatures in this manner.

Actions

Multiattack. The Warped Beast makes two attacks; one with its claw and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, Reach 5 ft, one target. *Hit* (2d6+4) Piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, Reach 5 ft, one target. *Hit* (2d4+4) Slashing damage. and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

FLESH MUTANT

Mutants, raiders and marauders of the wilds who were corrupted by the energies of the far. Whether devoting themselves to it willingly or infected by its curse, whichever the case they have become physically and irrevocably twisted its magic. A Flesh Mutant is a living weapon of rage and animosity, their very flesh becomes a weapon with which they can kill you with. While they retain their mental faculties that they had in life, it is scrambled and amplified by their primal instincts and the maddening whispers of the Far. They yawp, howl and scream at their foes, barely forming coherent words and instead opt to speak by separating your head from your body. Mutants are outcasts and congregate in packs, they tend to be forced underground by civilization and are hunted down and cleansed by many righteous or pious orders for their "corruption", as such, whilst uncommon to find, they can either be found in the Underdark, or as rabid warriors for crazed cults that worship the Far. In fact, some cults go so far as to transform subjects (or victims) into these murderous hounds of war.



FLESH MUTANT

Medium Aberration, Chaotic Evil

Armor Class 14 (Natural Armor)

Hit Points 80 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +5, Con +6, Str +6

Skills Athletics +6, Intimidation +4

Damage Resistances Psychic

Senses Darkvision 60ft, Passive Perception 11

Languages understands what languages it knew in life, telepathy 120 ft.

Challenge 5 (1,800 xp)

Traits

Mercurial Physiology The skin of the Flesh Mutant ripples with the energies of the Far, changing constantly to adapt to its needs. As a Reaction, when it takes damage from one of the following; Acid, Cold, Fire, Lightning, or Thunder, it gains resistance to that damage type. This form of resistance lasts until the flesh mutant uses this trait again, and can only benefit from one type of resistance granted by this feature at a time.

Mutate As a bonus action, the Flesh Mutant can transform their hand into a living weapon of malleable flesh, choosing from either **Claw**, **Tentacle**, or **Weapon**, see below.

Claw: The mutants hand transforms into a monstrous claw that seethes energy of the Far. When it makes an attack with this claw, it deals 2d8 slashing damage and an additional 1d6 elemental damage, the type of which is determined by what resistance the creature is currently benefiting from by its Mercurial Physiology trait (if any). If it is not benefiting from any resistance via this feature, then it deals acid damage instead.

Tentacle: The mutants hand transforms into a lengthy tentacle, which deals 2d4 bludgeoning damage. When the mutant makes an attack with it, it has a reach of 10 ft and if the creature is Large size or smaller, it is grappled. (Escape DC:14).

Weapon: The mutants hand takes on the shape of a weapon, choosing whatever appearance it desires. The weapon must be a one-handed melee weapon that does not have the versatile or heavy property. The weapon deals damage of the chosen weapon type, but only deals 1d6 damage regardless of the chosen weapon.

Actions

Multiattack. The Flesh Mutant makes three attacks: one with its battle axe, and two with its mutated hand.

Battle Axe. Melee Weapon Attack: +6 to hit, 5 ft., one target. *Hit* 11 (2d8+4) Slashing damage.

Claw. Melee Weapon Attack: +6 to hit, 5 ft, one target. *Hit* 11 (2d8+4) slashing damage plus 3 (1d6) elemental damage. (see *Mutate* for details).

Tentacle. Melee Weapon Attack: +6 to hit, 10 ft, one target. *Hit* 8 (2d4+4) bludgeoning damage, and if the creature is Large size or smaller they are grappled (escape DC:14).

Flesh Weapon. Melee Weapon Attack: +6 to hit, 5 ft., one target. *Hit* 10 (2d6+4) damage.



FAR SCREECHER

These monstrous horrors are a terror on the field of battle. Screeching and hollering in a loud cacophony of voices, they disorient and confuse their enemies as the sounds emanate from the many mouths that cover this beast. Not much is known as to how these beasts are created, but they congregate areas steeped in the energies of the Far, where the rifts between worlds are torn, or sometimes arrive to our world from a falling star. They tend to seek out mages and those that draw upon the mana of the world, and are attracted to loud noises. Of all the prey that these creatures hunt, it is singers and bards that they hunger for, the silky golden voices draw them like a moth to a flame. Those consumed by the beast have their voices added to the horde, when hunting creatures of the far, beware the voices, beware the song.

Far Screechers are also sometimes infamously known as Voice-eaters, for their ability to devour and steal a person's voice and identity. Unlike many creatures which exist in the world that can mimic or copy a creature's voice, Far Screechers literally rob their victims' voice, rendering them mute and incapable of speech. Screechers, while incredibly cunning, have no real conscious thought and are instead driven by a powerful predatory hunting instinct. The need to hunt and devour the voices of mortal creatures, pushed on by an innate sense and drawn to those with a strong affinity for aether, or mana.

Screechers roam the tides of magic, hunting the unfortunate souls of mortal creatures that cross their paths. Their appearance and behavior are utterly unpredictable and frequently change over the course of a battle. No two are alike, and their actions can seem erratic and frenzied one minute, and tactical cautious the next. Although powerful predators, cunning beasts and extremely resilient, Far Screechers are insane, mewling creatures with no mental powers or self-awareness. They might be horrors of the far, but they are still merely beasts, albeit warped. Their appearance differs and they could come in a multitude of differing colors of pinks, purples, blues or reds, with various scales, feathers, open maws, crab claws, tentacles, mangled useless wings, appendages, or scale-like armor that bulges beneath the skin. Whichever the case, many spawn come in wildly differing appearances, though do share some similarities amongst each other, primarily their ability to rob the voices of their victims and an innate sense to track down magic users.

FAR SCREECHER

Large Aberration, Chaotic Evil

Armor Class 18 (Natural Armor)

Hit Points 127 (15d10+45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +4, Cha +5

Skills Perception +4, Deception +5

Damage Resistances Bludgeoning, Piercing, and Slashing from non-magical weapons.

Damage Immunities Psychic

Senses Darkvision 120 ft, Passive Perception 16

Languages All, telepathy 120 ft.

Challenge 7 (2,900 xp)

Traits

Gibbering Whispers. The many maws that cover the chaos beasts body begin to whisper and screech, begging and moaning, screaming in pain while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the Far Screecher and can hear the whispers must succeed on a DC 14 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Mimicry. The Far Screecher can perfectly mimic the voices of the many souls it has robbed and stolen them from, A creature that hears the sounds the chaos beast makes can tell that something is off and that they are imitations with a successful Wisdom (Insight) check opposed by the chaos beasts Charisma (Deception) check.

Actions

Multi-Attack. The Chaos Beast makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit* (2d10 + 4) piercing damage plus (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* (2d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled, escape DC: 15.

Extract Voice: *Melee Weapon attack:* +7 to hit, reach 5 ft, one creature grappled by the Far Screecher. *Hit:* 22 (4d10+2) necrotic damage, and the creature cannot speak until the end of their next turn, as their voice is temporarily damaged by a forceful attempt to steal it. This attack can only be used on a creature grappled by the Far Screecher. If this damage reduces the target to 0 hit points, the Far Screecher kills the target and steals their voice permanently. If a creature who was killed and has had their voice stolen by the Far Screecher would be resurrected at a later point, they are mute and incapable of speech as their voice is lost forever in control of the Far Screecher, only by slaying the Far Screecher that stole their voice, or by means of a Wish spell, will they be able to restore their voice.

Screeching Wail (recharge 5-6): The Far Screecher lets out a deafening screech, a torrential wail of the many voices and souls of those it has devoured. Each creature within 30 feet of the Chaos Beast that can hear it must make an Intelligence Saving Throw or take 36 (6d8) psychic damage and be stunned 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.

STITCHED ABOMINATION

A stitched Abomination of flesh, a perversion to all that is life. A stitched Abomination is an undead being that is driven by a primal instinct to seek out the flesh of others and consume and integrate the new consumed flesh into its own. They graft portions of their victims (usually while they are still living and squirming) onto their body in a quest to prolong their own rotting body and also in an attempt to "connect" with the living on an emotional level. Stitched Abominations are the result of arrogant necromancers or maddened taxidermists, rather than construct a mere mindless golem of flesh, these individuals crazed by visions from the Far, realized their own failings, the faults and imperfections of their own flesh and so they sought out to correct this. The first Stitched Abomination was a crazed

taxidermist serial killer who began a selfish quest of grafting a piece of flesh from every one of his kills onto himself until he was no longer recognizable as a human, he became warped by the energies of the Far and the rotted flesh of many parts he had grafted, constantly seeking out new pieces to replace his old. The legend of this mad taxidermist has inspired others over the years, and whether or not the tale was true... the creatures known as Stitched Abominations are very much so.

STITCHED ABOMINATION

Large Undead, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 178 (17d10+85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances Cold; Necrotic; Bludgeoning, Piercing, and Slashing damage from non-magical weapons.

Condition Immunities Charmed, Frightened, Exhaustion, Poisoned.

Senses Darkvision 120ft, Passive Perception 10.

Languages The languages in knew in life.

Challenge 13 (10,000 xp)

Actions

Multiattack. The Stitched Abomination makes two Claw attacks and can use either its Graft Flesh or Fleshcurdle ability.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* (2d6+5) Slashing damage plus (6d6) necrotic damage, and the creature is grappled. Escape DC: 18.

Graft Flesh. The Stitched Abomination chooses a creature with 0 hit points that is within 5 feet or currently being grappled by it. It begins to magically absorb it into its own flesh, imprisoning it there while it slowly dissolves and merges. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the Abomination regains 25 hit points, immediately recharges its Fleshcurdle ability, and gains an additional action on its turn. Once fully grafted, the Abomination permanently gains some form of fleshy attribute, characteristic, or limb of the victim onto itself. The Abomination can only attempt to graft one creature at a time.

Fleshcurdle. The Stitched Abomination can cause the flesh of its victims to curdle and writhe in pain at the mere sight of it. The Stitched Abomination can choose one creature it can see within 60 feet of it, it must succeed on a DC 18 Constitution saving throw or take 16 (3d6+3) Necrotic damage and be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This feature has no effect on constructs, oozes, undead, or creatures that lack flesh or a physical body.



FLESH TITAN

The result of a fully grown Fleshling, these monstrosities are twisted ugly behemoths. The result of a Fleshling that has consumed so much flesh to the point that its physical size has morphed into a twisted amalgamation of living corpses that exude on its exterior, It continues to seek out food in a never-ending hunt. Flesh Titans are drawn to areas where mass bodies can be found, whether a battleground from a raging war (or the remnants of an old one), a mass graveyard, etc. Flesh Titans will rarely wander into towns or cities, though they might if their food necessities are not being met. Flesh titans are dangerous creatures of the Far, due in part to their endless hunger. Once more, it is believed by scholars that not only does the quantity of food a Fleshling devour result in a Flesh Titan, but also the quality, some myths divulge that if Fleshlings consume enough flesh of Giantkin, it would expedite their growth. What little knowledge there is points to the flesh titans as being far more intelligent than their younger kin and possessing deadly and toxin poisons that course through their fetid and diseased veins.

ROT TITANS

Some Rotlings can grow to such magnitudes that they become bloated Titans of disease and filth, these are known as Rot titans. If you wish to use a Rot Titan instead of a Flesh Titan, simply change their **CR to 20 (25,000 xp)**, increase their **Hit Points to 252 (24d10+120)**, and give them the **Death Burst** and "Diseased Bite" traits, as described below.

- **Diseased Bite** A Rot Titans bite is riddled with disease, when the Rot Titan makes a bite attack, the creature also takes 10 (2d10) poison damage and must make a DC:19 Constitution Saving throw, or contract **Far Rot**.
- **Death Burst** Either as an Action or when the Rot Titan is reduced to 0 hit points, it explodes in a cacophonous burst of noxious gases of filth and disease. Each creature in a 30'ft radius must make a **DC: 19** Constitution Saving Throw, taking **8d8** Poison damage, becoming poisoned until the end of their next turn, and contracting **Far Rot**. On a successful save, they take no damage and do not contract **Far Rot**.

FLESH TITAN

Huge Aberration, Chaotic Evil

Armor Class 18

Hit Points 210 (20d10+100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	8 (-1)	11 (+0)	9 (-1)

Damage Immunities Poison, Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical weapons.

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Deepspeech

Challenge 18 (20,000 XP)

Traits

Stench. Any creature other than a Fleshling, Rotling or Flesh Titan that starts its turn within 5 feet of the Flesh Titan must succeed on a DC:19 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Flesh Titans for 1 hour.

Immutable Form. The Flesh Titan is immune to any spell or effect that would alter its form.

Regeneration. The Flesh Titan regains 30 hit points at the start of its turn. If the Flesh Titan takes acid or fire damage, this trait doesn't function at the start of the titan's next turn. The Flesh Titan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The Flesh Titan deals double damage to objects and structures.

Actions

Multiattack. The Flesh Titan makes two slam attacks and one bite attack.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8+7) bludgeoning damage, and the target is grappled, escape DC: 19. Until this grapple ends, the target is Restrained. The Flesh Titan can only grapple two creatures at a time.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 27 (3d10+7) piercing damage.

Poison Breath (Recharge 5 -6). The Flesh Titan exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



TWISTED LORD OF MAGIC

Long ago, a sect of mages during the age of arcanum, the era of untold breakthroughs in magic, banded together. These mages were amongst the most powerful wizards and sorcerers across the land, hailed as the Lords of Magic by the populace for their mastery over the arcane. Despite all their power, these individuals knew not the concept of satiation or humility, as they sought greater power beyond the limitations of the material realm. It is unknown how they came across the discovery of the Far, whether it was by mere accident... or something whispered it to them. Nevertheless, these mages made contact with the strange and twisting energies of the far and began to experiment with it. Wasting away years of their lives learning its secrets discovering things no mortal should ever learn. The order of the Lords of Magic attempted one of the greatest spells of their time, in an attempt to channel the very heart of the Far and use its near-limitless power to turn themselves into gods. However, the magic proved to much for them to handle, and instead they were consumed by it - twisted by it - and the resulting explosion warped the land and surrounding country for centuries, the Lords themselves were never heard from again, their tower obliterated... or so history tells.

Instead, the Lords were sent to the heart of the Far, where their bodies were twisted and corrupted beyond mortal recognition, their minds bent under infinite knowledge they gleaned by the various horrors that lurked beyond the Far. They became servants of those that Lurk Beyond the Stars, their archmages...their Twisted Lords of Magic.

Now these Lords of Magic are considered some of the most powerful magic users in the multiverse, with a wave of their hand they can warp the very flow of mana around them, twisting it to a perverted shape of their own choosing. They scour the multiverse looking for arcane knowledge, spells and lost rites to open the Far and release the prisons that shackle their newfound masters to usher in the great Devouring. These bird-like archmages of the Far are hideously unpredictable and manipulative. Behind its gaze lies a curious and wreckful mind, deeply intelligent, yet as uncaring of consequence as it is fascinated by it. The Lord of Magic is like a child playing upon some gigantic anthill, poking with a stick at its inhabitants and laughing at the hopeless antics of their defense. Nothing pleases him more than to see the futile attempts of mortals as they play at magic; for the Twisted Lord would show them what "true" magic looks like.



A Lord of Magic does not regard it as essential to retain consistency of colour, appearance - or even shape — unless it pleases his whimsy to do so, and the Lord therefore can assume any shape or hue that takes his fancy. A Lord of Magic is as skilled at concealing truth as revealing it. Indeed, it is said that few can fully glean a truth that one of the Feathered Lords wishes to remain hidden. Thus a symposium of the Lords of Magic is a riddlesome and confusing affair, where every question is met with another, and where truth is smothered in layers of deceit. A Twisted Lord revels in toying with other spellcasters, warping their magic by unraveling their spells and enchantments before destroying them. Capable of perverting and distorting the flow of mana, shaping it to their will.

TWISTED LORD OF MAGIC

Large Aberration, Chaotic Evil

Armor Class 15 (18 with Mage Armor)

Hit Points 228 (24d10+96)

Speed 30 ft, Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	26 (+8)	20 (+5)	22 (+6)

Saving Throws Con +11, Int +15, Wis +12

Skills Arcana +15, Deception +14, History +15, Intimidation +14, Perception +12

Damage Resistances Fire; Lightning.

Damage Immunities Cold; Psychic; Bludgeoning, Piercing, and Slashing from nonmagical weapons.

Condition Immunities Charmed, Frightened, Paralyzed

Senses Truesight 120 ft., Passive Perception 22

Languages Common, Deepspeech, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Traits

Immutable Form. The Twisted Lord of Magic is immune to any spell or effect that would alter its form.

Legendary Resistance (3/day) If the Twisted Lord of Magic fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Twisted Lord of Magic has advantage on saving throws against spells and other magical effects.

Spellcasting The Twisted Lord of Magic is a 18th level spellcaster. Its spellcasting ability is Intelligence (Spell Save DC: 23, +15 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. The Lord knows the following spells:

Cantrips (At-will): Minor Illusion, Mending, Prestidigitation, Mage Hand, Dancing Lights, Blade Ward

1st level (4 slots): Mage Armor, Magic Missile, Shield, Dissonant Whispers, **2nd level (3 slots):** Darkness, Mirror Image, **3rd level (3 slots):** Blink, Hunger of Hadar, Slow.

4th level (3 slots): Confusion, Greater Invisibility, **5th level (3 slots):** Cone of Cold, Synaptic Static, **6th level (1 slot):** Chain Lightning, Disintegrate, **7th level (1 slot):** Plane Shift, Teleport, Prismatic Spray, **8th level (1 slot):** Dominate Monster, Feeblemind, **9th level (1 slot):** Psychic Scream, Power Word: Kill

In addition, the Twisted Lord of Magic can innately cast the following spells, requiring no material components:

At-Will: Detect Magic, fireball, Crown of Madness. **3/day each:** Hold Monster, Sickening Radiance, Wall of Force.

1/day each: Reverse Gravity, Antimagical Field

Fear Aura. Any creature hostile to the Twisted Lord of Magic that starts its turn within 20 feet of the Lord must make a DC 21 Wisdom saving throw, unless the Lord of Magic is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Lord's Fear Aura for the next 24 hours.

Actions

Multiattack. The Creature can make three attacks with its Staff or with Star Strike.

Staff. Melee Weapon Attack: +11 to hit, 5 ft, one target. *Hit* 11 (2d8+3) Bludgeoning Damage plus 12 (3d8) Psychic damage.

Star Strike. Ranged Spell Attack +15 to hit, reach 120ft., one target. *Hit* 14 (2d10) Fire Damage plus 14 (2d10) Radiant damage.

Teleport. The Twisted Lord of Magic teleports to an unoccupied space up to 60 feet away.

Unravel. The Twisted Lord of Magic targets a creature, object, or magical effect that it can see. For every spell affecting the target, the Lord makes an Intelligence check; the DC equals 10 + the spell's level. On a success, the spell is dispelled.

Reactions

Sudden Fraying. When the Twisted Lord of Magic is targeted by a spell or included in a spell's area, it can use its Unravel ability on it. The Twisted Lord of Magic does not need to see a spell to target it with this reaction, but it must be able to see at least some portion of an area or object affected by the spell.

Legendary Actions

The Twisted Lord of Magic can take 3 legendary actions, 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. The Twisted Lord of Magic regains spent legendary actions at the start of their turn.

Star Strike. The Twisted Lord uses its Star Strike.

Cast Spell (2 Actions). The Twisted Lord can cast a spell, though it must still expend a spell slot as normal.

Curse of Twisted Magic (3 Actions). The Twisted Lord of Magic targets one creature it can see within 30 feet of it. The target must succeed on a DC:21 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. In addition, if the creature has the spellcasting feature or tries to cast a spell of 1st level or higher, they must make a Constitution Check equal to 10 + the spell's level, on a failure the spell twists and warps and instead triggers as Wild Magic surge as if by the Wild Magic Sorcerer table. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

STAR SPAWN LEVIATHAN

The Material Plane represents only one small part of the multiverse. Beyond the best-known planes of existence lie realms that are lethal to mortal life. Some are so hostile that even a moment's contact with such a place is enough to plunge a mortal mind into madness. Yet beings do exist that are native to these realms: beings that are eternally hungry, searching, warring, sometimes dreaming. These Elder Evils are far older than most of the mortal races and always horrific to humanoid minds.

However much they might desire to enter and dominate The Material Plane, the Elder Evils are unable or unwilling to leave their realms. Some are imprisoned in their dimensions by external forces, some are inextricably bound to their home realities, and others simply can't find any way out.

Heralds of Doom. The creatures known as star spawn are the heralds, Servants, foot soldiers, and lieutenants of the Elder Evils, capable of taking on forms that can journey to The Material Plane. They arrive most often in the wake of a comet—or perhaps such a phenomenon merely signals that star spawn are in the vicinity and available for communication. When the signs are right, warlocks and Cultists hasten to gather together, read aloud their blasphemous texts, and conduct the mind-searing rituals that guide the blazing star spawn into the world.

The Leviathan is a titan amongst the starspawn, a behemoth of destruction and mindshattering size. Able to destroy ships like simple twigs, it is the Kraken of the stars, its slimy translucent skin reveals thick muscles and pulsating with cosmic power from the Far. A vast array of tentacles, suckers, and various maws with teeth cover its form, Leviathans are not mindless beasts and just like a Kraken are quite intelligent. Leviathans are the harbingers of destruction, the patient doom, they are sent to planets to sow the seeds of discord and act as heralds of doom, whispering horrors and profane prophecies to warlocks and cultists to gather together and prepare for when the stars align, once they do, the Leviathan emerges and ushers in the end of days.



STAR SPAWN LEVIATHAN

Gargantuan Aberration, Chaotic Evil

Armor Class 18

Hit Points 525 (30d20+210)

Speed 20 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

Condition Immunities Charmed, Frightened, Paralyzed.

Senses Truesight 120 ft., Passive Perception 14.

Languages Understands all languages but can't speak, telepathy 120 ft.

Challenge 24 (62,000 XP)

Traits

Anaerobic. The Starspawn Leviathan does not need oxygen to live, it can exist with equal comfort at the bottom of the ocean or in the vacuum of space.

Legendary Resistance (3/day) If the Leviathan fails a saving throw, it can choose to succeed instead.

Freedom of Movement. The leviathan ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The leviathan deals double damage to objects and structures.

Magic Resistance. The leviathan has advantage on saving throws against spells and other magical effects.

Probing Telepathy. If a creature communicates telepathically with the leviathan, the leviathan learns the creature's greatest desires and fears if the leviathan can see the creature.

Innate Spellcasting (Psionics) The leviathan's innate spellcasting ability is intelligence (Spell Save DC:21). It can innately cast the following spells, requiring no components: **At-will:** Detect Thoughts, Dissonant Whispers, Suggestion **1/day each:** Dominate Monster, Teleport, Plane Shift (self only), Feeblemind, Reverse Gravity

Actions

Multiattack. The leviathan makes three tentacle attacks, each of which it can replace with one use of Fling.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* (3d6 + 10) bludgeoning damage. The target is grappled, escape dc 18. Until this grapple ends, the target is restrained. The leviathan has ten tentacles, each of which can grapple one target.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the Leviathan, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the leviathan, and it takes 42, 12d6, acid damage at the start of each of the leviathan's turns. If the leviathan takes 50 damage or more on a single turn from a creature inside it, the leviathan must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the leviathan. If the leviathan dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Fling. One Large or smaller object held or creature grappled by the leviathan is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Enslave. The leviathan targets one creature it can see within 30 feet of it. The target must succeed on a DC 21 Wisdom saving throw or be magically charmed by the leviathan until the leviathan dies or until it is on a different plane of existence from the target. The charmed target is under the leviathan's control and can't take reactions, and the leviathan and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the leviathan.

Psychic Scream (Recharge 6) The Leviathan unleashes a massive scream of psychic energy, each creature in a 60'ft radius other than a Starspawn, must succeed on a DC:23 Intelligence Saving Throw or take 70 (8d10) psychic damage and be stunned 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.

Legendary Actions

The Starspawn Leviathan Can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The Starspawn Leviathan regains spent legendary Actions at the start of its turn.

Tentacle Attack or Fling. The Leviathan makes one tentacle attack or uses its Fling.

Psychic Drain (costs 2 actions). One creature charmed by the Leviathan takes 18 (5d6) psychic damage, and the leviathan regains hit points equal to the damage the creature takes.

Focus Mind (Costs 2 actions, can only use once per round). The leviathan can roll a d6 to see if it recharges its Psychic scream.

THE THING THAT SHOULD NOT BE

"It was a terrible, indescribable thing vaster than any castle—a shapeless congeries of protoplasmic bubbles, faintly self-luminous, black as night and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the now babbling and mad adventurers - once braver heroes - and slithering over the glistening floor that it had swept so evilly free of all litter...this cannot be...it..this should not exist."

*- Alhazred the Mad,
Mad gibberings of a disciple of Melech.*

Aeons ago, when the universe was young, the Elder Evils of the Far once broke into our world, loosed upon our universe to spread and corrupt, were it not for the intervention of the Gods. Whilst many were defeated, they could not be killed... and were instead imprisoned, locked away in various locations, some pushed back into the Far where it was sealed, others sealed into the cosmos within stars, and others deep within the oceans of our very world... One such entity was sealed within the bowels of the earth, beneath the tides. The Thing that Should Not Be. An Elder Evil of ancient power, a living plague that sweeps across worlds and consumes all to add to its own mass, everything becomes it, and it becomes everything.

The Thing that Should Not Be is a sentient blob of self-shaping gelatinous flesh black as night, something like a giant amoeba. It is some 25 feet in diameter if it shaped itself into a sphere. The Thing is capable of shaping itself into whatever organs or shapes it finds needful at the moment; however, in its usual state it tends to sport a roiling profusion of eyes, mouths, and pseudopodia. Various orifices wail in a cacophany of noise, as the constant souls of the creatures it has consumed and absorbed cry out in unison. They are not in pain, but instead beg for others to join the horde, to join the union inside the Thing.

It lurks deep in the bowels of the underdark, far deeper than any individual has ever explored, locked behind a magical vault sealed with divine magic. It slumbers awaiting its freedom...whispering to creatures in the various tunnels above, biding its time until its freedom.

Melech the Mad once theorized that the end of the world would herald the shattering of this creatures' prison, unleashing it upon the world where it would then consume everything in its path.



THE THING THAT SHOULD NOT BE

Gargantuan Aberration, Chaotic Evil

Armor Class 15 (Natural Armor)
Hit Points 585 (30d20+270)
Speed 40 ft, climb 40 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	28 (+9)	19 (+4)	22 (+6)	20 (+5)

Saving Throws Str +16, Con +16, Int +11, Cha +12
Skills Intimidation +12, Perception +13
Damage Resistances Fire, Lightning, Necrotic
Damage Immunities Acid, Cold, Poison; Psychic;
Bludgeoning, Piercing, and Slashing from non-magical weapons.
Condition Immunities Blinded, Charmed, Deafened, Frightened, Grappled, Poisoned, Prone, Restrained, Stunned, Unconscious.
Senses Truesight 120 ft., Passive Perception 23
Languages Understands all languages but cannot speak; Telepathy 120 ft.
Challenge 26 (62,000 XP)

Traits

Anaerobic. The Thing does not need oxygen to live, it can exist with equal comfort at the bottom of the ocean or in the vacuum of space.

Absorb Flesh. The body of a creature that is reduced to 0 hit points while grappled or that makes physical contact with the Thing is completely absorbed into its' mass. No portion of it remains and it cannot be the target of any form of resurrection magic or comparable effects, nothing short of a True resurrection or Wish spell can restore that creature to life. In addition, when The Thing absorbs a creature in this manner, its current and maximum hit points are increased by 25, and it increases in mass by a number of feet in diameter equal to the size of the creature it absorbed.

Amorphous. The Thing can move through a space as small as 1 foot wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller than itself, but it isn't subject to any other penalties for squeezing.

Legendary Resistance (3/day) If the Thing that Should Not Be fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Thing that Should not Be has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Thing's weapon attacks are magical.

Regeneration. The Thing regains 20 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The Thing dies only if it starts its turn with 0 hit points and doesn't regenerate.

Maddening Presence. Each creature that starts its turn within 100 feet of the Thing that Should Not Be and can see it must succeed on a DC:20 Wisdom Saving Throw or become afflicted with a short-term madness (DMG pg.259). If a creature is already afflicted with short-term madness, it instead becomes afflicted with long-term madness, if a creature already has long-term madness, it instead contracts indefinite madness. Lastly, if a creature with an indefinite form of madness fails its saving throw against this effect, its mind shatters under the psychological horror of the revolting Thing and dies of terror and shock. If a creature succeeds on their saving throw, the creature is immune to The Thing's Maddening Presence for the next 24 hours.

Actions

Multiattack. The Thing that Should Not Be makes three Acid Lash attacks.

Acid Lash. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit* 31 (4d8+9) Acid Damage, and the target is Grappled, escape DC 17. Until this grapple ends, the target is restrained. A Any creature killed by this attack is drawn into it and absorbed by the Thing's body, the corpse is obliterated after 1 minute.

Engulf. The Thing that Should not Be moves up to its speed, and can enter other creatures' spaces if they are Huge or smaller. Each creature whose space The Thing moves into must make a Dexterity saving Throw (DC:24); a creature grappled by the Thing automatically fails. On a success, the creature is pushed as far as the Thing moves, or out of its path to the side. On a failure, the Thing engulfs the creature and can keep moving. An engulfed creature can't breathe. It is restrained and moves with the Thing. An engulfed creature can escape by using an action to make a Strength check (DC 24), moving to a space adjacent to the Thing if it succeeds. At the start of an engulfed creatures' turn, they take 12 (4d6) Acid damage.

Maddening Wail (Recharge 6). The wailing echoes of all the souls that the Thing has devoured psychically reverberate out the Thing. Each creature within a 30'ft radius of the Thing must make a DC: 23 Wisdom Saving Throw, taking 63 (18d6) Psychic damage and is psychically driven mad, gaining one short-term madness effect and become Confused as if by the Confusion spell. On a successful save, they take half damage and do not gain a madness effect nor become confused.

Legendary Actions

The Thing that Should not Be can take 3 legendary actions, 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. The Thing that Should not Be regains spent legendary actions at the start of their turn.

Acid Lash. The Thing makes one Acid Lash attack.

Consume. The thing makes one Engulf attack.

Echoes of Madness (Costs 2 actions, can only use once per round). The Thing can roll a d6 and attempt to recharge its Maddening Wail ability.