

Alejandro Maroto (Order #45815517)

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Valerna. A world shaped by the magic of Vaala: the threefold power of Fai (Dream), Id (Will), and K'aab (Source), which provides the potential for all things to evolve, to change.

Driven by Vaala, the greatest realms vie for supremacy.

The half-elves of Allaria, the maghyri of Tyveria, and the beast-kin of Nahuac have long been locked in a fierce rivalry. From the frozen north, pious Ysvalian knights bring their Light to a darkening world. Across a dozen kingdoms, humans, elves, dwarves, gnomes, halflings, orcs, and saurians make war upon their rivals. Yet the greatest threat in all Valerna comes not from the mortal world, but from the Red Moon, Drakha. When the Red Moon rises, the dragons descend... In the face of the draconic threat, the squabbles of mortals are nothing. Only the mightiest heroes can stand against them. And those heroes, when circumstances are right, can win the respect of their dragon adversaries like no other. When this happens, the two become one-dual beings, known as Dragonbonded. Beings who are needed now, more than ever.

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Greetings Seeker,

Vaala is the beating heart of our world, the single fundamental force driving change, transformation, and indeed, life itself. Vaala and its three aspects—Tai, Id, and K'aab—guide and influence us. Of course, cultures, philosophies, and lineages across the lands utilize their own methods to access this power. Some call it magic, sorcery, spirits, witchcraft, or countless other titles, but all of these are merely manifestations of Vaala's infinite potential. Through dedication, study, and understanding, those who harness Vaala can shape the fabric of reality and change the world.

You hold in your hands a compendium of everything I have thus far gathered regarding Vaala and its secrets. Within these pages, seeker, you shall find revelations about the puzzle that is Vaala, including its disciplines and hidden knowledge, the belief systems that surround them, and the possibilities unlocked by each. Explore their infinite depths, from the Dreamshaping of my home realm Allaria to the mind-controlling arts of the boaab priests of Náhuac. The various facets of Vaala take many shapes, but the foundations of its power remain immutable.

Herein also lies danger, though, seeker. The lore within this tome exposes many mysteries of Vaala and observations as to how it is understood by different peoples and cultures, but I have also included insights into the greatest threat to our world: the Null, Vaala's dark reflection, the force encompassing meaningless, conformity, and stagnancy.

Twice the Null has ravaged the lands, and twice it was contained at great cost. By no means is the danger gone. The Null remains a looming threat, merely waiting to be ushered into the world once again by the misguided or desperate. It is my belief that the study of the Null can be used to contain its desolation, and drive it away should it ever return.

So, seeker. You hold in your hands my greatest work. I have poured all my efforts, my research, and my understanding into this tome with the hopes that it will aid you and guide you as you take your own journey toward understanding the magical powers of our world.

Elyse I

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WELCOME TO A WORLD OF MAGIC!

In the Dragonbond setting, Rhaava is a world of mortals and dragons created not by capricious gods, but by Vaala, the primal force of change. Through the threefold aspects of Vaala—Fai, Id, and K'aab—all things have the potential to evolve, to change, to become more. Motivated by this primordial drive, mighty nations rise and fall, monsters prey on the unwary, proud armies march to war, and exceptional heroes ride dragons through tumultuous skies.

Since their banishment to the Red Moon, dragons have descended from the heavens every twenty-seven years to ravage Valerna, the largest continent on Rhaava. But now, thanks to the actions of the world's mightiest adventurers, a new age has begun—an age of Endless Sagas—where dragons and mortals must find their place in the world together, or do battle in the ages-old tradition. Valerna is a place of limitless adventure, high magic, and untold dangers.

In this world, Vaala infuses everything, allowing even the lowliest individuals to channel a bit of its power. For most, this appears as simple nacks, little skills, or flashes of magic, thought to be quite common. But for some, the allure of power compels them to reach deeper into this wellspring of power. Harnessing Vaala and its three aspects is by no means an easy task, yet the rewards for success are as great as the punishments for failure. Across the lands, the strongest and wiliest adventurers channel the might of Vaala to shape the very world. Will you be among them?

Using This Book

In this tome, the mysteries of Vaala are explored as are the myriad ways it can be utilized by adventurers. Written for both players and GMs, this book details the peoples, cultures, magical systems, spells, items, and monsters of Valerna, all each influenced by how they channel Vaala.

The options here are compatible with the 5th edition rules for the world's greatest roleplaying game.

Chapter 1 includes an in-depth primer on Vaala itself, its three aspects, and the history of the interactions between this pool of power and the world of Dragonbond.

Chapter 2 illustrates some of the various peoples of Valerna and presents new ancestries and lineages, new options for familiar ancestries, as well as new backgrounds, languages, and feats for any Dragonbond character.

Chapter 3 provides options for heroes, including four thrilling new classes (the arcanologist, the scion, the summoner, and the Vaala witch), new subclasses, and exciting roleplaying guidelines.

Chapter 4 delves deeper into magical options offered by channeling of Vaala. This includes new spells, new Valernian spell schools, and three magical creation systems (alchemy, runecrafting, and spellcrafting).

Chapter 5 lists the details for new equipment and magic items, including legendary rune weapons and items inhabited by Vaala spirits.

Chapter 6 unveils a horde of new monsters that can be encountered in the world of Dragonbond, including stat blocks for a new draconic brood, Vaala spirits, and iconic antagonists fit for the mightiest of battles.

Appendix A and B offer an optional crafting system for players so they can construct equipment (including magical items), and a new Vaala themed character sheet.

Options for Every Game

Everything in this book is usable in the world of Dragonbond or in the custom setting of your home campaign. Whether you use all the options you'll find inside or just a few, the ancestries, classes, spells, items, and monsters provide a wealth of material for both GMs and players alike to enrich their thrilling and heroic adventures.



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CHAPTER 1:

VAALA AND THE COSMOLOGY OF RHAAVA

The first breath of a newborn, the wind flowing through the leaves on a summer afternoon, the chill in the air that will in time become a blizzard, the roaring waves crashing against and carving cliffs. Vaala is a mysterious force, yet its presence is felt everywhere. It's ubiquitous and, at the same time, hard to pin down.

Vaala imbues existence with change, the forces that both shape and transform the world. Without Vaala, the universe would be an empty, silent void. Vaala leads to movement, noise, color, and light. Its absence leads to stagnation, idleness and decline. It might seem chaotic and arbitrary, yet it is a power that can be wielded and directed by those with the aptitude and a talent to do so.

While many a tome has been written by scholars who have devoted their lives to its study, the presence of Vaala is so strong and apparent that at least some knowledge of it is inescapable. A child who playfully disturbs a pond with stones has some awareness that their intent is driving transformation around them. A farmer carefully and intently plowing the land knows that their efforts imprint on the world their desire to have a plentiful harvest. A craftsperson meticulously working on a piece feels the guidance of Vaala as their fingers shape raw materials into something with purpose and function. Even if they never studied it, they can feel it around them.

In the Beginning…

The single greatest manifestation of Vaala is Rhaava itself, a world of clashing and ever-changing forces. Like Vaala, the world of Rhaava is marked by constant change, creation leading to destruction leading back into creation, a world where empires rise up to greatness and crumble down to rubble. Where the landscape shifts and so too do the peoples that live within it.

Rhaava was first inhabited by Protogons, colossal beings that roamed the land. Forces of nature and transformation, where the Protogons tread, storms, earthquakes, and floods followed in their wake. Their hands shaped mountains, ridges, rivers, lakes, caverns, and a myriad of natural wonders. Though sentient,

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the Protogons were driven by the designs of Vaala, and through them its will was enacted.

It would be an error to think of Protogons as mindless beings, mere colossi that blindly shifted the landscape around them. Their nature was varied and complex, yet they fulfilled their purpose faithfully. There's no stronger testament to that nature than Kadmos, the Primordial Dragon. Among their kind, Kadmos possessed great cunning and curiosity. That curiosity led to the examination of the patterns around them, and through that examination the cyclic propagation of Vaala became evident. Kadmos felt a need to replicate that propagation, but doing so would go against the Unwritten Rule, for Protogons were not meant to create more like them. Yet Kadmos's ambitions were great, and their desire to replicate overcame their respect for that single mandate.

Kadmos saw a way to imprint their own Vaala, and through that process create beings equal in power to other Protogons. They were called dragons, and being themselves created by Kadmos's Vaala, they bore the appearance and will of their creator.

This action was anathema to the mandate of Vaala, and other Protogons saw it as a violation of its will. Thus, they waged war against Kadmos and their kin, leading to the slaughter of thousands of dragons. Even some of the Protogons, once thought to be immortal, fell in the fight, and unwilling to see more of them perish, the remaining Protogons chose to banish Kadmos to the distant world of Drakha—the Red Moon. This banishment rendered Kadmos nearly powerless, severing their ties to Vaala and leaving them stranded on a distant world. This momentous event became known as the Curse of Kadmos, and it changed the path of Rhaava forever.

Kadmos was cunning. As they were banished, they tore out their eye, rending it into a gate between Drakha and Rhaava, one that would open every 27 years, allowing Kadmos's progeny to return to the world and feed on its Vaala.

Thus ended the Age of Dragons. The remaining Protogons, in the wake of the battle, were weakened and faded slowly. Lesser beings, who were born from the Protogon's time, were able to flourish in their absence, and with their efforts began the Age of Mortals.

The Aspects of Vaala

To those who try to understand and tap into the power of Vaala, it is often necessary to do so through the study of one of its three aspects: Fai, Id, and K'aab. These aspects encompass all of the mortals' understanding of Vaala, but its nature is infinitely more complex. However, it is through this lens that most of its manifestations can be seen and understood.

Fai

Also known as Dream, Fai is the aspect of imagination, of the unpredictable and unrealized. Fai is where all ideas reside, from which abstract concepts such as beauty, order, and chaos are derived. Artists, scholars, and craftsmen tap into Dream to find inspiration.

It is often thought that everything that could be exists in Dream. Dream allows unconstrained possibility to become real; it can break the bounds of the world and make what could be into something tangible and concrete.

However, also from Fai come nightmares and horrors and all of the darkness thriving and flourishing in the unseen parts of the mind. Inspiration and horror often become indistinguishable in Dream, for the realm of possibility inspires both awe and dread without distinction.

Fai is the means through which mortals know fanciful delight and paralyzing dread. It lays bare the cornucopia of emotion, of thrill and terror, anticipation and dread, bliss and anguish. It also plays with space and time, the illusory and the tangible. It sparks curiosity and fascination. It is through Dream that feydh beings came to be.

The Dragon Kingdom of Allaria has long been intertwined with this particular aspect of Vaala, with the realm's history and politics shaped by it. The erstwhile great Ellari Kingdoms were ruled by Dream mages, respected and held in high regard until Ennai, the Raven King, performed a secret ritual that freed unbounded Dream into the world. This cataclysmic event, known as the Dreambleed, resulted in the destruction of most of the Ellari Kingdoms.

Allaria was founded atop the ruins of these fallen kingdoms, ruled by the half-elven allai. In the wake of the First Null War and the Dreambleed, the ellari were targeted and blamed for these awful events due to their innate ties to Dream magic. They faced harsh oppression and were forced to undergo the Dreamless Treatment, which severed their ability to dream and weakened their connection to Fai.

This remained the state of affairs until Qan Elyse I rose to the throne, becoming the first ellari Dragon Queen of Allaria. Elyse introduced reforms aimed at ending ellari oppression and resumed the free and open practice of Dream magic, which until then had been relegated solely to the allai at the Royal Dreamshaper Academy of Allaria, under the close supervision of the Qan's advisors. Dreamshapers are among the most practiced wielders of Fai magic, known for casting spells that break the rules of space and time to create complex illusions and for their ability to dig up whatever lies in the innermost chambers of the mind.

There are many other practices that utilize Fai. The godao art of Dreamcrafting, the ikini's painting, and iko'ob's architecture draw from Fai to spark inspiration and imbue their creations with the power necessary to sustain them. Whether by allowing the complex mechanism of a godao genius's invention to come to life, animating the paintings of an ikini gnome, or enabling the massive works of construction of the iko'ob, including their famed colossi themselves.

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Id

Also known as Will, Id is the aspect of decision, power, and influence. Of the three, it is the closest aspect to Vaala's raw, true nature—the ability to affect the universe through assertion and action. It is the magic of cause and effect, of force and work.

Will is intent made actual, what's necessary to enact any vision. It is not merely a property inherent to living beings; any force can also bring change to its surroundings, such as the heat of a furnace, the gravity of a celestial body, or a river altering its banks. Will is the channel through which thoughts, purpose, and design are translated into reality.

In its most common manifestation, the power of Id can be seen through the ability to influence others, since shifting and unfilled minds are the easiest targets for manipulation. However, Will magic can also be used to change the material world. While unable to target most kinds of matter, Id can be used to subject forces like gravity, heat, and magnetism to its power.

The physical stuff of life itself is also a prime medium for Id to manifest through, however. Tyveria's most famed practitioners of Will magic, the maghyri, are blood sorcerers that learned to control blood through Id and manipulate Id through blood. This allows them to exert control over blood, its flow and even its shape, and use it to injure, heal, or bind other creatures.

The boaab snakefolk wield their own form of Id magic known as enthralling. Through this practice, the enthraller can plant insidious thoughts, twist memories, and even control others. Historically, enthralling was used by the boaab to enslave humans, and thus its practice is shunned in many cultures. While knowledge of enthralling is not outright forbidden, people who possess it are treated with mistrust, given its potential.



K'aab

Also known as Source, K'aab is the aspect of growth, creation, and transformation. It manifests in birth, learning, and development, in life and reproduction but also in decay and death. It is the magic of cycles, of processes and wisdom learned from experience.

K'aab is expressed in all naturally occurring patterns, from the layering of sedimentary rock to the branching of tree limbs. Its ultimate expression is life, with all its complexities, growth, and decay. A microcosm of the constantly evolving cycles of nature, Source extends to other emerging patterns of knowledge as well, such as mathematics and geometry.

Those who practice Source magic can tap into these patterns and, through their understanding, twist them into new and unexpected shapes, altering the growth of living things or the shape and force of elements and seasons. Kaab magic can heal, kill, or mutate a living being, but it can also influence the weather, the size of plants, or the direction of a water current.

Within the Nahuac Coalition, Source magic is central to many different traditions. Maakab weaving is the practice of intertwining K'aab with the crafting of a tool, structure, or an art piece. Maakab weavers coax nature into following the designs within the objects they craft. It is a form of magic that requires time and patience, but its power relies on the amount of effort and work that can be dedicated to each object.

Another expression of K'aab found in Nahuac is known as xibac, a form of necromancy. While its practice is taboo to some and seen as tampering with an order that should remain untouched, xibac practitioners understand that death and life are different stages of a continuous process of growth and evolution and that one can't be fully understood without acknowledging the other. Xibac necromancers see the practice of negating death as just another way to weave Source, to understand and alter the patterns that surround them.

These two different approaches to K'aab have created a significant rift within Náhuinn society. While they operate as a coalition with looser connections between the different states that comprise it, this respect toward self determination between members doesn't extend to all beliefs and practices. This has led the xibac to withdraw from the Lepalcáinn, the council of Náhuinn states, causing concern among the rest of the coalition.

In the Sikarian Dominion, the practice of zoethurgy has become commonplace. This power is also rooted in Source but resembles a science far more than an arcane art. Zoethurgists learn and perfect their craft through experimentations, each trial a step toward an ever changing ideal or purpose. Through zoethurgy, living beings become modified, either permanently or temporarily, in the service of evolution, breeding new specimens into existence or refining those who already live. Zoethurgists achieve their goals via cloning, mutating, healing, or empowering their experimental subjects—which are often themselves.

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Vaala and Life

Life is the single most important manifestation of Vaala. All life on Rhaava comes from Vaala and will return to it in its due time. A living form holds all the potential, the ability to change and transform that is inherent to Vaala, and thus it is inseparable from it. Vaala is the strongest in intelligent, sentient creatures, and to build cities, wage wars, or create empires, the Vaala in these creatures explodes in transformative potential with all the beauty and horrors that can arise from it.

When a life ends, the shapes and contours of its Vaala conform once again to the ebbs and flows of the rest of the world's intertwined Vaala. Its mortal vessel is reclaimed by its surroundings to join the eternal cycles that everything is subject to.

When Kadmos was banished to the Red Moon, all of their ties to Rhaava were severed, denying them—and all dragons—access to Vaala. But the gateway that opened when Kadmos plucked out their own eye allowed for their kin to return to the planet every 27 years. Consuming living beings from Rhaava was the only way for the dragons to harvest the Vaala they desperately desired and needed to grow and increase in strength. During these raids, the dragons targeted richer sources of Vaala, those living beings able to enact significant change into the world. Currently, however, the Eye of Kadmos has been permanently opened, though not fully, allowing dragons to pass back and forth more freely. The crossing is a challenge, however, and younger, less powerful dragons find they can slip through the Eye much more easily than their more powerful brethren. Crossing the Eye of Kadmos in its current state is impossible for any azhurma, and they chafe at their imprisonment.

Vaala Spirits

Sometimes living beings leave behind strong imprints of their course through the world, which become etched into Vaala and can even outlive their creator. This remnant becomes a Vaala spirit, a being that is a reflection of the one who created it, and lives on through the mark left by their memories, deeds, and desires. Vaala spirits live in an in-between state, made of pure Vaala energy yet also needing a form of their own to effect change. Without a vessel, these spirits bind themselves to any object that itself is a conduit for the Vaala aspect with which the spirit has affinity. A Source spirit may inhabit a grove, a lake, or other natural feature where lovers found solace. A Dream spirit might find itself attached to a forge where artisans and inventors give shape to their ideas and bring them forth into the world. A Will spirit may reside in a throne room from where power and authority are exerted.

These vessels or forms are not necessarily physical in nature. One can be created simply from the attention of a craftsperson paid to their work, the strong fear a child feels of whatever lies hidden in a dark grove, or the resentment poured in a murderous action. As a result, Vaala spirits tend to be complex and varied, from a force of anger and spite that throws pebbles at passersby to a fully sentient being with conscience, thoughts, agenda, and even a desire to preserve itself by ensuring the vessels that sustain it remain.

Vaala spirits are a constant presence in the life of some mortals. The power the maghyri exert over blood, life, and death is met with resistance, and that resistance manifests itself in the form of a vengeful Id spirit known as a kadhah that will haunt its maghyr for the rest of their life. Golden gnomes are famed for the contraptions they build, and their intense focus on their work can imbue Fai spirits into their inventions that bring inert metal, leather, wood, and glass to life. A simple, less powerful spirit can inhabit the automatic bellows that keep their forges running, while an immense, more powerful spirit is needed to power one of the iko'ob's colossi. Tána spirits are lesser manifestations of the Source that take the forms of animals, plants, or natural forces and can bind themselves to specific people. These people, known as the tánaid, can call on the power of that spirit to access special abilities or even shapeshift into the form of their tána companion.

The Null

The Null is a force that is completely antithetical to Vaala. Where Vaala is transformation, movement, and potential, the Null is stagnation, stillness, immutability. By its nature, Null is shapeless, soundless, and deprived of color. As the Null exists in opposition to Vaala, it can only exist at its expense. The Null wants to expand and consume until there's no Vaala left, mindless and relentless in its pursuit of nothing.

The Null is insidious in the way it propagates. When it comes into contact with Vaala in any of its forms, it taints and corrupts it. Creatures of Vaala become twisted mutations of their old selves, and as the Null consumes them, its lack of purpose becomes theirs.

The mere idea of Null creatures having a distinct appearance might seem contradictory when Null itself is formless and stagnant. But when Vaala creatures see the Null, they don't see it directly; instead what they see is the shape of Vaala as it's being torn and consumed into nothingness. To a Null creature, especially a Nullborn, being exposed to Vaala, to its ever changing and dynamic nature, leads to suffering. Sight is suffering. Sound is suffering. Even having a shape, being distinct is a source of suffering. The Null needs to consume everything into unchanging uniformity to end that suffering.

As a state beyond states, an experience beyond all others, the Null cannot naturally exist in the universe. However, a daring experiment by the early Dragonbonded, who sought to harness raw Vaala without the limitations of mortal intentions and perception, created a manifestation of the Null in Valerna. And it became the greatest corruption and the greatest threat that reality has ever known.

Being absolute, the Null cannot create, and its presence in the mortal world, like that of Vaala, can only manifest through change. But while Vaala is a part of

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the natural cycles, the Null belongs to the void beyond, and its presence in the material universe degrades it, degenerating matter and energy with its obliterating touch. Lifeforms corrupted by the Null are twisted in such a way that they cannot affect the universe except by negating it, by causing a quiet decay that spreads across reality like a disease. These beings are known as the Null-touched.

Across the ages, a few bold, unhinged, or greedy spellcasters have even attempted to harness the Null as a form of magic in itself, tempted by its overwhelming destructive power. At first, Null magic seems like a quick path to strengthen one's spells. But the caster slowly becomes more and more dependent on this kind of magic until they become infested with Null themselves. Very few spellcasters survive these studies, let alone extended practice of Null magic, but they do become powerful—as natural catastrophes and disasters are powerful—before they eventually succumb to the Null as well. There have been two large-scale incursions of the Null in the world, separated by a thousand years. In the intervening eras, numerous cults of Null worshippers appeared across Valerna, and they still await its third major breakout, or try to accelerate it.

Rhaava and Other Worlds

Those who dwell on the surface of Rhaava are seldom aware of the myriad worlds that surround them. Some of these worlds can only be grasped through the eyes of the scholars who devote time to their study. Others are ventured through by brave explorers who reach beyond that which is known.

These are some of the worlds that exist within and around Rhaava.

The Hollowdepths

There are tales of a world just beneath the surface of Valerna, a dark reflection of the excesses of those who dwell on the surface. This realm is known as the Hollowdepths.

The Hollowdepths, or simply the Depths, are a maze of chasms, caverns, and tunnels created by the death of Protogons. They have their own environments, with resplendent vaults, magma pools, bioluminescent jungles, fungal forests, level after level of ancestral ruins, cities and roads, mountains, crystal undergrowth, and caves so large that a nwoda skyship can get lost in the skyline.



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As surface dwellers delved deep enough to discover the Hollowdepths and settle there, the influence of the Protogons transformed them. The most infamous and powerful of its denizens, the daimoi, used to be mortals that tapped into the essence of the Protogons, becoming mad with power. The rule of the daimoi touches all the creatures that inhabit their dominions. Those who remain too long in the Hollowdepths are altered by their influence to the point that they gain physical traits resembling the daimos in whose dominion they dwell.

The Hollowdepths are also inhabited by a number of other creatures, including the waada, amphibian-like creatures with psychic powers who rule criminal organizations, the z'aari, elves who were victims to the daimoi and now have become their sworn enemies, the mo'da, cave dwarves who run fungus plantations that serve as the main food source for the Depths, and the ikini, rebellious gnomes that will reject any and all who claim authority of the dark as they seek to carve their own path in a dominion trapped in continual power struggles.

Dreamspace and the Fell Courts

The cataclysm of the Dreambleed altered Rhaava in countless ways. One such change was the creation of Dreamspaces, realms inextricably linked to Rhaava yet somehow separate from it, created fully of the dreams and imaginations of the planet's inhabitants. These Dreamspaces are constantly fluctuating, pockets of warping reality appearing and disappearing as sleepers dream and awaken.

Many of the elves that existed in the Ellari Kingdoms at the moment of the Dreambleed were transformed by the event; they were flooded with Fai and changed at a fundamental level. These elves became the faari, the dream elves, and the most powerful of them found they could anchor themselves to the dreams of mortals, creating a more permanent realm within a Dreamspace. Thus, their various realms, the Fell Courts, came into existence, each populated with a multitude of feydh creatures and ruled by a Fell Crown.

Without a Fell Crown their court would fade and wither. However, each Fell Crown's power waxes and wanes with the imaginations of mortals; should a Fell Crown be forgotten by the mortal world, they would cease to exist. And so, the Fell seek to remain a constant element in the minds of mortals, whether that be in their dreams—or their nightmares. As long as stories are told around the fire of the Fell Courts' grandeur, of the terror of the faari and the monsters of the feydh, the Fell Courts will maintain their power.

Drakha, the Red Moon

One of the most prominent features in Rhaava's sky is Drakha, the Red Moon. Its path through the sky is slow, following a highly elliptical orbit that reaches its periapsis every 27 years. Its lazy orbit makes Drakha appear almost static in the sky in relation to other celestial bodies. It remains in its full phase for three days, always revealing the same face to Rhaava and keeping its mysterious and unknown dark side ever hidden from view.

Once, the Red Moon and its travel through the night sky marked the horrors of the harvest, for when it reached its periapsis, the Eye of Kadmos would open, allowing the dragons to descend to Rhaava and feast upon mortals. Even now, it remains an ominous feature of the night sky and a reminder of the times when dragons descended upon the planet to devour Vaala from its terrestrial inhabitants.

Drakha remains a very deadly place. A barren, dismal landscape, with dry terrain, reddish skies, and strange rock formations, the natural hazards, extreme weather, and other environmental features there are exceedingly hostile to most mortals. Every lifeform preys on something there, as they have all evolved to challenge—and survive—a large dragon population. Only the toughest creatures can make it on Drakha, and even the most insignificant bugs of a dragon's world are frightening threats to mortal life.

Oshkir, the Pale Moon

A small, bright moon, the Pale Moon is usually white in color, though sometimes appears yellow, green, or even orange depending on atmospheric conditions. Its cycles are regular, though they pass more rapidly than Drakha, following a 26-day cycle of dark to full.

Unlike its two sister moons, Oshkir is seen as benevolent. Its beautiful radiance bears no ill portents and brings no calamities into the world. Because of this, Oshkir is the inspiration for numerous festivals and celebrations. The Náhuinn calendar uses Oshkir's phases as its basis, with each 52-day count corresponding to two full cycles of the Pale Moon.

Khernu, the Elder Moon

Sometimes called the Shadow Moon, the Elder Moon is a sinister presence in the night sky. It is almost always dark, save for six days of each year—three nights at the spring equinox, where it appears only as a crescent, and three nights at the winter solstice, where it eclipses the Pale Moon, giving it a glowing, silver corona. The Elder Moon is widely believed to be the site of the first Null incursion into the material world, and legend has it that the very rock of that moon is corrupted by black veins, thrumming with Null energy.

The Allarians celebrate the crescent of the Elder Moon each spring, believing it to create the perfect conditions for Dreamshaping. On the other hand, the winter solstice is widely feared as a time when the Null is strongest, and on those nights, parents across Valerna bring their children indoors early and invoke rites of protection. In Ysval, the knights of Galadyn redouble their patrols during this time, and the festival fires burn bright.

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Converting Cosmologies

The world of Rhaava, being a place without gods or extraplanar realms, may prove challenging for a GM to portray while also using a system in which the existence of the divine is baked into its mechanics. This means some features of the game behave a little differently, but the following information should help you to run games in this setting.

Clerics

In Rhaava, clerics are dedicated to philosophies and teachings rather than gods. The Eliadu, the Temple of Galadyn, the Eight Paths of Nahuac, and the Plan of Perfection are but a few of the structures and institutions that clerics may choose to follow. The power of a cleric comes not from an outside source but from their own connection to Vaala, shaped and structured by their philosophy. Outside of the established philosophies, a cleric might find their power in the desire to protect the defenseless from the cruelties of life in the City of Crimson Spires or from the oppression still faced by some ellari despite Elyse's best efforts to end it.

In some cases a cleric may also dedicate their efforts to a concrete entity, such as a powerful azhurma or a mighty Vaala spirit. While the cleric would still rely on their inner ability to channel Vaala, they will be able to find guidance and aid from the entity they revere.

Work with your player to determine the best appropriate philosophy and divine domain for their cleric. There is also material for setting-specific cleric subclasses provided in this book (see chapter 2) and in *Itza's Guide to Dragonbonding*.

Paladins

A paladin gains their power through their oath. This remains unchanged in the world of Dragonbond. Similarly to clerics, paladins dedicate themselves to philosophies, rather than deities. Without a divine being to connect with, a paladin's Divine Sense comes from their connection to Vaala, by honing their senses and attuning them to its flow and the disturbances of otherworldly presences.

Paladins weave their oath's purpose into their understanding of Vaala, and upholding that oath gives them the conviction necessary to draw from its powers. Adherence to a philosophy is still important though not indispensable. A philosophy allows a paladin to frame their beliefs and convictions and sets a standard they will measure themselves against.

When a paladin fails their oath, they might find themselves questioning their purpose, their resolve weakened. This might affect their ability to use their powers until they can restore their resolve. A paladin could seek scholars of the philosophy they chose for guidance or face the issue themselves. The GM should determine what this journey back to finding their resolve and the powers granted by their oath requires.

An Oathbreaker paladin is not being punished for their deeds against their oath. Instead, through hardship, they've grown cynical and cold. The values they once held close and dear to their hearts are now objects of mockery and scorn. These fallen heroes may find new paths to Vaala through the hatred and rejection of those ideals they once had and fought for. Redemption is still possible but can only be earned through harsh trials.

Warlocks

A warlock's patron may take a variety of forms in Rhaava. They grant some of their power and Vaala to the warlock in exchange for their service. Here are some examples of otherworldly patrons from another common setting and what you might replace them within Dragonbond:

- Archfey: a Fell crown or a powerful Feydh (see *Itza's Guide to Dragonbonding* for a Fell crown patron)
- Celestial: a powerful Dragonbonded or the reigning Holy Duc of Ysval
- Fathomless: a powerful, sentient zoeform or a Protogon
- Fiend: a daimos, waada, or azhurma
- Genie: a powerful feydh
- Great Old One: a Protogon
- Hexblade: a weapon imbued with a great Vaala spirit
- Undead: a powerful xibac lord
- Undying: a daimos

Deities and Extraplanar Beings

Outside of Dreamspace and the Null, there are no realms beyond the mortal world in Dragonbond. Here are some guidelines that might help reconcile mechanics pertaining to planar magics.

While there are no other planes, there certainly are worlds outside of Rhaava that function similarly. The Fell Courts, the Hollowdepths, Drakha, and the Null are all examples of places that can be targeted by such spells and effects. There are, however some important considerations:

- The *banishment* spell is ineffective on bonded Dragons. They can still be sent to a pocket dimension but will not be banished back to Drakha.
- Opening a gate to the Null is considered taboo and extremely dangerous. The GM may place some additional requirements to accomplish such a feat.
- A Dreamspace can substitute for the Ethereal Plane and pocket dimensions.
- Effects pertaining to the Astral Plane can be used to traverse the void between Rhaava and its moons, but optionally they can also send players to a Dreamspace or keep them anchored to where they are.

The Planes of Existence

Spells and effects that contact beings from other planes can target other powerful entities instead. Some examples include:

- an azhurma or other dragon on Drakha
- a Fell crown in the Fell Courts
- an unseen Vaala spirit
- a feydh in a Dreamspace
- a daimos or waada in the Hollowdepths
- a Dragonbonded
- a Null entity
- a Protogon

Spells that manifest lesser entities from other planes can target lesser Vaala spirits, the Null, or denizens of the Fell Courts, the Hollowdepths, a Dreamspace, or Drakha.

Protogons need some additional considerations. While some are still alive, they also have been reduced to a shadow of their former might. After the war with Kadmos and the Age of Mortals, Protogons went underground where they lie dormant yet not fully asleep. They can be sought out and reached, but they have no interest in partaking in mortal affairs. Their time has come and gone, and now Vaala has laid them to rest.

Protogons communicate in vague terms, relying heavily on metaphor. To someone seeking them, their answers to questions might often be frustrating or unhelpful. Protogons have lived through most of Rhaava's existence, yet their recollections are poor and diffuse. They may use strange anachronism, such as calling some humans Altanesi or speaking of Allaria as the Ellari Kingdoms. Though they often seem to no longer have any real ambitions or agenda, they are still beholden to Vaala, and they hate dragons with a passion.

Death and Resurrection

When a living being dies, they return to Vaala. There are no other realms nor an afterlife. Rejoining Vaala, they leave behind their empty mortal vessel. Resurrection should be seen not as bringing someone back from another world but, instead, retrieving one's Vaala and imbuing it into its previous living vessel.

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CHAPTER 2:

PEOPLES OF VALERNA

The realms of Valerna are populated with unique peoples of all shapes, sizes, and backgrounds. Within this chapter is a cross-section of ancestries and lineages found across the continent, as well as backgrounds, languages, and feats.

Ancestries of Valerna

This section provides some ancestries and lineages found on Rhaava. Some may be entirely new, while others are subsets of those you may be familiar with, such as elves, dwarves, and gnomes. The ancestries presented here are the saurian and the vampyr, and the lineages are the akhani elf, the sikari elf, and the orlar orc. Also included are several human variants based on their culture of origin: Aunai, Enkharan, Gellan, and Sikarian.

When creating your character, you start by choosing an ancestry and lineage for them. If you choose one of the ancestries or lineages presented here, follow these rules during character creation.

Ability Score Increase

After determining your character's ability scores, if you chose an ancestry from this list, either increase one ability score by 1 point and one ability score by 2 points, or increase three different scores by 1 each. Follow this rule regardless of how you determine your character's ability scores.

If you chose an existing ancestry from another source, and chose a lineage from those listed here, increase one ability score of your choice by 1 point.

Each ancestry and lineage presented here has a set of suggested ability score increases. Use these suggestions if you wish to play a character more typical of that ancestry.

Starting Languages

Your character can speak, read, and write Common and one other language of your choice. Work with your GM to determine which languages make the most sense for your character. The languages used in Valerna and their descriptions can be found in the "Languages" section later in this chapter.

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Orc

The term "orc" is often used to refer to a strong, hardy people who were fractured and scattered across Valerna.

Broken but Reforged

Orcs had a thriving civilization centuries before the rise of the first human realms, now remembered only as the Old Realm. Eventually, they were decimated by the Altanesi Empire, a massive human civilization that quickly rose to rule the known world for a thousand years. The Altanesi cast a deadly curse on the Old Realm, known as the Lessening, which robbed the orcs of their sense of self and memories of their culture. In the chaos that followed, the orcs turned on one another, slaughtering each other until they were a shadow of who they once were.

Orc Traits

Your orc character shares some traits with other orcs.

Suggested Ability Score Increase. Your Strength or Wisdom score (your choice) increases by 2.

Creature Type. You are a Humanoid.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. In darkness, everything appears in shades of desaturated red.

Lineage. Once scattered across Valerna, the orcs have since reformed into three known lineages. One of them, the orlar, is found below.

Orlar

The rarest of Valernian orcs, the orlar, or snow orcs, are nomadic tribes from the harsh environs of the Frozen Wastes, with most belonging to the Gellanor League. They have a culture centered on both physical and emotional strength, praising both stoicism and passion and treating both bravery and pain as marks of virtue. They live in tight-knit warbands, traveling across the Northerlands to avoid the worst of the weather. Each warband is led by an orlar witch, known as a coven mother, who is chosen by her people as the wisest and most powerful of the band's witches. The coven mother guides her people and leads the ceremonies that create the orlar's sacred *oljuu.*

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Oljuu

The orlar's relationship with pain has historically been defined by their sacred oljuu, a potion that helps them withstand unimaginable agony and allows them to continue fighting when other warriors might stumble and fall. The creation of oljuu is a ritual unto itself and speaks to the orlar's identity in their adopted homeland. An orlar band will hunt and kill the deadliest creature found in the Northerlands—the ygarrua, ice giants with magical frost armor that coats their bodies.

Once the ygarrua is brought down, the orlar harvest the ice from its corpse and bring it to the winter witches. There, the ice is combined with the blood of their fallen brethren—orlar warriors who have sacrificed themselves for this purpose, giving their lives for the continuation of their people. Once prepared, the winter witches infuse the potion with storm magic, awakening the power within the oljuu, before bottling and distributing it to their people. It is with this threefold power—of the land, of the storm, and of the orlar themselves—that the snow orcs have won their survival.

Winged Orlar Variant

Legend has it that the origin of snow orcs is linked to birds, specifically the giant white ravens of the Frozen Wastes. Whether it's true or not, some orlar are born with a set of functional feathered wings. A winged orlar is considered a blessed individual, and given higher rank in their society and greater responsibilities in battle. Winged orlar are often shorter and more slender than their non-winged brethren. Most—but not all—of these winged orlar are born female, and often go on to become winter witches within their warband.

If you wish to play a winged orlar, forgo the ability score increase you gain for choosing orc as your ancestry, and you instead gain a fly speed equal to your walking speed. You can't use this fly speed if you're wearing medium or heavy armor.

Appearance

Orlar have blue, gray, or green eyes, and pale skin covered in a fine white fur. Their fur is soft and downy but provides surprising insulation against the harsh cold of the Northerlands.

Orlar Names

Orlar use names based on their own Orlaai dialect. They eschew clan names, instead adding "of" and their mother's name after their personal name.

Masculine Names: Abadai, Aldai, Alshe, Batudai, Boladai, Berkashe, Buqadai, Esende, Hulagai, Mogde, Odai, Odashe, Ogulai, Qaradai, Sershe, Temurai, Togadai, Toqtoshe, Yishe

Feminine Names: Abakani, Altana, Batuani, Berkei, Chaga, Esenei, Hulani, Kokani, Kokei, Mogani, Morkani, Odakani, Oga, Orlei, Qaragei, Sorkani, Toqtani, Yikani

Neutral Names: Chakon, Cholo, Donon, Foko, Gongen, Hogono, Qargon, Molok, Sershan, Riganen, Toq, Yokono

Orlar Traits

Suggested Ability Score Increase. Your Constitution or Wisdom score (your choice) increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Due to the Lessening, orlar have shorter lifespans than many other people of Valerna. Their average lifespan is 80 years, and they are considered mature by their late teens.

Size. Snow orcs stand over 6 feet in height and average 300 pounds. Your size is Medium.

Empowered by Oljuu. When you consume oljuu, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.
The effects of oljuu last for 24 hours. At character creation, you have 5 uses of oljuu in your possession. You may gain more by visiting an orlar warband or an orlar witch. Finding oljuu outside of the Northerlands is challenging, as the witches rarely leave their homelands, and the orlar do not sell the potion to outsiders.

Get of the Storm. You have resistance to cold damage.

Relentless Endurance. If you are reduced to 0 hit points but not killed outright, you are reduced to 1 hit point instead. You can't use this feature again until you finish a long rest.

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Saurian

The saurians encompass a great variety of peoples with reptilian or avian features, mostly located in the southern and western lands such as Nahuac and the Amber Wastes.

Ancestral Peoples

While elves claim to be the first sentient peoples in the world, the saurians argue that their ancestors had already existed for millennia, building their first cities when the elves still lived a primitive life in their forests. Many saurians see their people as the rightful inhabitants of Valerna, and view elves, humans, and others as children at best, and interlopers at worst.

Saurian Traits

All saurians share the following traits.

Suggested Ability Score Increase. Saurians come in all sizes and shapes and with a variety of innate strengths. Increase any one ability score by 1.

Creature Type. You are a Beastfolk. You are also considered a saurian for any prerequisite or effect that requires you to be a saurian.

Darkvision. Your well-adapted eyes allow you to see in dim light as if it was bright light, and in darkness as if it was dim light, out to 60 feet. You cannot see colors in darkness, only shades of gray.

Natural Weapons. Your unarmed attacks deal piercing damage equal to 1d4 + your Strength or Dexterity modifier (your choice).

Lineage. You belong to one of the three primary lineages of the saurian peoples. Choose from one below.

Boaab

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Bendavee

Also known as lizardfolk, bendavee are hardy, reptilian bipeds from the southern swamps. Many bendavee live in rustic villages, although they have also erected cities in the bogs and jungles of Nahuac and the Southorn and developed thriving societies.

Environmental Survivalists

Bendavee appreciate and worship their environment, and consider themselves the appointed protectors of their ecosystem. Bendavee raised in the Southorn learn to survive in the humid swamps, thick jungles, and arid wastelands of the peninsula.

Appearance

Bendavee resemble hulking, bipedal lizards. Their scaly bodies have camouflage abilities, and some can regenerate lost limbs, just like smaller lizards. Bendavee scales are often shades of green, brown, or gray, though they also adorn themselves with painted decorations when not out hunting.

Bendavee Names

Bendavee use descriptive names that exalt their survival skills and their resemblance to beasts or natural forces. They often accompany their name with a nickname that celebrates their deeds or feats, such as Cozee of the Seven Spears or Chilai the Elf-Slayer.

Masculine Names: Chilac, Cí, Co, Cozee, Djo, Dzac, Dzo, Ezaa, Ghee, Gúic, Huee, Jao, Quee, Tajac, Tao, Xee, Zac, Zelao, Zibac

Feminine Names: Aji, Bayi, Bezai, Bilai, Bíni, Chilai, Culi, Cuyai, Donai, Pijai, Pitai, Sha, Zai, Zobi, Zoqui

Bendavee Traits

Suggested Ability Score Increase. Your Constitution score increases by 2.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Bendavee can live up to 130 years, but they are considered mature from 10 years.

Size. Bendavee are long and bulky, typically standing 6 feet tall and measuring roughly 9 feet from nose to tail tip. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Armor. Your scales are hard and protective. While wearing no armor, your AC equals 12 + your Dexterity modifier.

Regeneration. As long as you have at least 1 hit point, you regain a number of hit points equal to your Constitution modifier at the end of each hour. In addition, when you spend Hit Dice to regain hit points when you finish a short rest, use the highest possible number for each die.

Natural Stalker. You gain proficiency in Stealth or Survival (your choice).



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Boaab

Claiming to be the most ancient and powerful lineage of saurians, the snake-like boaab used to rule Valerna before the rise of humans. Some boaab claim their kind predated elves and other sentients, giving them a longer lineage than any other people in the world.

Today, the boaab oversee the law, political structure and arcane research in the Scourge Triumvirate of Sabaar, in Valerna's Southerlands.

Saurian Primacy

In ancient times, the boaab worshiped the dragons of Valerna and used their innate abilities to subjugate humans en-masse to gift to the dragons as slaves and maintain the dominance of the Saurian Empire. Now, many boaab believe their reptilian ancestry and their ancient ties to the dragons makes them greater than other peoples. While not all snakefolk are blindly arrogant, boaab raised in the Scourge Triumvirate of Saabar are taught to look down on non-boaab.

In the Scourge Triumvirate, boaab society is highly structured. The highest status belongs to spellcasters or priests, which hold the most power—and the greatest responsibility—in boaab society.

In ages past, the boaab of the Scourge Triumvirate often kept prisoners of war as slaves. The practice is now discouraged, if not outright banned, in most of the realm. However, most boaab still keep servants, and few interrogate the system too deeply.

Psychic Powers

Boaab have a powerful tie to Id. Nearly all snakefolk develop psychic abilities upon coming of age, although their power levels vary.

In the Scourge Triumvirate, boaab psychic powers are a staple of grand rituals and high-stakes political dealings, which are usually the province of the more powerful psychics. The average boaab citizen uses their psychic abilities sparingly and respectfully, as frivolous displays are considered bad taste at best, and a criminal offense at worst.

For the most part, boaab avoid using Id magic to control their servants, turning instead to guile and manipulation and using their innate abilities to build large cults of boaab-worshiping humans.

Appearance

Boaab resemble gigantic snakes with humanoid torsos and two or four lizard-like arms. Their scales are green, brown, red, or gray.

Boaab Names

The snakefolk value the will of the individual above all else, and despite their pining for past glories lost, they care little for familial ties or ancient lineages. Boaab are not held accountable for the failings of a forebear, nor are they held in esteem for the great deeds of an ancestor. They keep no family name, for they are almost always hatched from large spawnings, with no idea whence they came. They make no use of gendered nomenclature, for it is deeds, not identity, that matter in their society.

In formal settings, a boaab will introduce themselves by their title, followed by their name, followed by the number and place of their spawning (for example, Hierophant Tulash of the 361st Spawning of Kaananda, or High Orator Ssilsethi of the 113th Spawning of Uur). This last element can be extremely significant, as those boaab hatched from a clutch with very few survivors are often deemed particularly blessed.

Boaab Names: Al'shee, Ashanashra, Dhash'wir, Eshloss, Estlish, Hash'hali, Illish, Itzorja'ath, Kashasa, Khushmon, Majish'dhu, Mitszoshi'I, Nabha'shir, Sakthlis, Shehlayu, Shehtliss, Shetlir, Siltsethu, Spessa, Ssathela, Sshelishi, Ssutshu, Thehlash, Thuilshaa, T'hutsha, Tulash, Vra'vroshtha, Yok'shosha, Zekheshlu, Zor'jhozsh

Boaab Traits

Suggested Ability Score Increase. Your Charisma score increases by 2.

Aspect Affinity. You are a creature of Will. You gain one mote of affinity in Id.

Age. Snakefolk can live for centuries, averaging 350 years, and are considered mature by 33. They grow by shedding their skin, which they consider an ordeal and a test of strength.

Size. Boaab often measure 10 feet or more from head to tail, and average 300 pounds or more. Your size is Medium. Every time you gain a level, you shed your skin, gaining a few inches in length.

Speed. Your base land speed is 30 feet.

Psychic Abilities. You know the *message* cantrip. When you reach 3rd level, you can cast the *charm person* spell once per day. When you reach 5th level, you can cast the *suggestion* spell once per day. Your spellcasting ability for these spells is Charisma, and you need no material components.

Growth and Mutation. Whenever you would gain an ability score increase from level advancement, you can forgo the ability score increase to gain one of the following benefits. You can only take each of the benefits below once.

Growth. Your size becomes Large. Your weapon attacks deal an extra +2 damage.

Mutation. You grow a second set of arms, which gives you the ability to wield up to four weapons or items at the same time. You gain an extra bonus action, which you can only use to make an off-hand attack (as per two-weapon fighting).

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Buunkun

A wise and ancient lineage of humanoid birds, the buunkun, or birdfolk, were present during the rise of humanity from cave-dwellers to empire builders—and, according to some traditions, even oversaw it. They are masters of lore and wisdom, with a great understanding of K'aab magic.

Virtually all buunkun live in the realm of Nahuac, scattered among their own high-placed settlements and lowland human tribes. Itzána, the third most important city in Nahuac, is the buunkun capital.

Ancient Knowledge

Buunkun tribes were the first people to record and predict the coming of dragons, and the first to transcribe the dragon language and try to establish communication with the Great Wyrms. From this research, the buunkun developed the arcane lore that drove the development of all mortal cultures in the Southorn, which would lead to the establishment of the Altanesi Empire and the Nahuac Coalition.

The Buunkun invented astronomy, linguistics, mathematics, and advanced architecture long before the Altanesi Empire existed, and they established the complex numerology that today rules the sacred number magic of Nahuac.

Appearance

Buunkun resemble human-sized bipedal birds. Each buunkun family can differ widely in appearance, with greatly varying wingspans, and myriad colors and feather arrangements. They use clothing not to cover themselves, but merely as decoration. They often arrange and adorn their feathers in fancy or ritual styles.

Buunkun Names

Names are sacred for the buunkun, and they give symbolic significance to each letter as well to the number of letters and syllables used. Tribes name themselves by their physical traits, such as Speckledcrest buunkun, Longfeather buunkun, Fantail buunkun, and so on. Some buunkun will use this tribe name as a surname, or craft their own surname based on their own personal traits.

Masculine Names: Baaka, Braana, Branód, Buuk, Cáa, Calód, Duuna, Gáulod, Huud, Huuna, Itzaa, Kaaba, Shaa, Uuba

Feminine Names: Aachan, Aaman, Baalan, Baan, Braan, Chén, Kaaban, Kaan, Kuulan, Schaan, Si'an

Buunkun Traits

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Buunkun can live up to 120 years, and they are considered adults from age 20.

Size. Buunkun can stand under 3 feet or surpass 6 feet in height, and average between 100 to 150 pounds. Your size is your choice of Small or Medium.

Speed. Your base walking speed is 30 feet.

Flight. You have a fly speed of 60 feet. You can't use this flying speed if you're wearing medium or heavy armor.

Ancestral Lore. You have proficiency in the History skill.

Bird's Eye. You have advantage on any Wisdom (Perception) checks relying on sight.



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Vampyr

You have been blessed—or cursed—with the strength of Id and the necessity of consuming blood. You were born a human and then changed, either by the Will of a powerful maghyr or by some other event that infused you with the Id aspect of Vaala and awakened your blood.

Bloodsworn
Most vampyri pledge their loyalty to a Tyverian maghyr house, typically offering themselves to the maghyr who blessed them with their vampyr existence. A vampyr who earns the favor of their maghyr patron can find themselves quickly rising in the ranks of their sworn house.

However, maghyri have little patience for oath-breakers, and a vampyr who abandons their maghyr house often does not survive for very long.

Empowered by Id

Vampyri are given their long life and inhuman strength from the pure Id that infuses their blood. However, they must maintain this Id by drinking the blood of other living beings. Most vampyri see the trade-off as acceptable, since gaining vampyr status is one of the only ways to improve your station in the Blood Empire of Tyveria. Vampyri form the lesser nobility of the empire, each pledged, in turn, to a maghyr house.

Those vampyri who are not lucky enough to become courtiers or nobility often serve as military commanders or act as the front lines of Tyverian conflicts. Their enhanced strength makes them ideal hand-to-hand fighters. Many serve as gladiators (see *Itza's Guide to Dragonbonding*) or other combatants for the entertainment and glory of their house, and in the hopes to gain the favor of a maghyr and increase their station.

Appearance

Vampyri retain their human appearance, with two notable exceptions: Their vampyr nature causes their skin to turn a pale shade of what it was in life, often with purple undertones, and their canine teeth elongate into pointed fangs.

Vampyr Names

Vampyri use the human names of their culture. The majority of vampyri are from the Blood Empire of Tyveria, and so most use the naming conventions of that realm. A few Tyverian names are listed below.

Masculine Names: Arraka, Batuka, Hamaj, Karpajan, Nadrael, Rajan, Savros, Semra, Taeran, Voreal, Xir

Feminine Names: Alina, Chamra, Darei, Dasmeda, Erianna, Karima, Kyra, Radmana, Sagla, Verina

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Vampyr Traits

Your vampyr shares some traits in common with others of their kind.

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

Creature Type. You are a Humanoid.

Aspect Affinity. You are a creature of Will. You gain one mote of affinity in Id.

Age. Aging slows dramatically once a human is transformed into a vampyr. You age at a rate of 1 year for every 3 years passed.

Size. Vampyri were once human, and retain that form. Your size is Small or Medium.

Speed. Your base walking speed is 40 feet.

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

Hardy. You are highly resistant to extremes in temperature. You are not affected by environmental factors like acute heat and cold.

Id-Charmer. You have proficiency in one Charisma skill of your choice.

Bite. You can make a Bite attack, an unarmed strike that deals 1d4 piercing damage. If your Bite hits a living creature, you can choose to deal an additional 1d4 necrotic damage to consume the same number of doses of blood from the creature. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken until it finishes a long rest. If you are consuming blood from a willing creature, for each subsequent round that you use your action to continue to feed, you can deal your Bite's necrotic damage without making an attack roll.

Vampyr Weakness. You must drink blood every day in order to maintain your strength and your control over the darker parts of your nature. For every 24 hours you go without drinking fresh blood, you gain one level of degeneration (see the Vampyr Degeneration table). You suffer the effect of your current level as well as all lower levels. For example, a vampyr with 3 levels of degeneration has 2 levels of exhaustion and has their Intelligence and Charisma scores decreased by 2.

An effect that removes degeneration reduces your degeneration level as specified in the effect's description with all effects ending if your degeneration level is reduced below 1. Drinking one dose of *awakened blood* reduces your degeneration level by 1, but you can only reduce your degeneration level in this way once between long rests.

In addition, if you have not consumed blood in a 24 hour period and you come within 20 feet of fresh blood, you must succeed on a DC 10 Wisdom saving throw or immediately enter a blood rage.

Blood Rage. As a bonus action on your turn, you can enter a blood rage. While in a blood rage, you gain the following benefits:

- Your Strength score increases by 3.
- You gain temporary hit points equal to 1d6 + your Constitution modifier.
- Your speed increases by 15 feet.
- You ignore the effects of exhaustion.

If you are able to cast spells, you are not able to cast them or concentrate on them while in a blood rage.

However, while in a blood rage, you do not differentiate friend from foe. Your only desire is to feed. You immediately attack the closest living creature with your Bite attack, using all your movement to reach them and ignoring creatures without blood like Constructs, Oozes, and Undead.

Once you have consumed 1 or more doses of blood, at the beginning of your next turn and any successive turns, if necessary, you can make a DC 10 Wisdom saving throw, ending the blood rage on a success. Alternatively, an ally can attempt to talk you down from your blood rage, even if you've not consumed any blood; a successful DC 20 Charisma (Persuasion) check from an ally within 15 feet of you allows you to immediately reroll the saving throw, ending the blood rage on a success.

When your blood rage ends, you gain 1 level of exhaustion.

Vampyr Degeneration

LEVEL	EFFECT
1	You gain 1 level of exhaustion.
2	Your Intelligence and Charisma scores each decrease by 2 (to a minimum of 1).
3	You gain 1 level of exhaustion.
4	You suffer disadvantage on saving throws to prevent or end your blood rage.
5	You gain 1 level of exhaustion.
6	The DC for your saving throws to prevent or end your blood rage increases by 4.
7	Your Dexterity, Intelligence, and Charisma scores each decrease by 2 (to a minimum of 1).
8	The DC for your saving throws to prevent or end your blood rage increases by 4.
9	Your Dexterity, Intelligence, and Charisma scores each decrease by 2 (to a minimum of 1).
10	The DC for your saving throws to prevent or end your blood rage increases by 4.
11+	Normal blood does not allow you to begin making saving throws to end your blood rage at the beginning of your turns. You must drink at least 1 *dose of awakened blood* to do so.

Becoming Vampyr

Rather than being born, a vampyr is created when a mortal—typically a human—is infused with a massive amount of Id. The process, if the mortal survives it, awakens their blood and gifts them with power and a prolonged lifespan.

The most common way to become a vampyr is to be transformed into one by a magyhr blood sorcerer. The ritual to do so is painful and potentially dangerous, and it can result in the mortal's death if the maghyr is not powerful enough or the mortal's tie to Id is weak. Only a fool would attempt the ritual before they are ready—and only the most desperate would allow themselves to be the subject of such a rite.

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Elf

Elves claim to be the first people of Valerna, born from the magic of Protogons during the earliest ages of history. They ruled western Valerna from their fabled Ellari Kingdoms, enchanted realms built out of Dream magic, and their wizard-lords wrote reality as they saw fit through their ancient art of Dreamshaping. For millennia these realms withstood dragon incursions, human invasions, and monster attacks, until a magical cataclysm known as the Dreambleed destroyed the ancient world and elven civilization with it.

After the Dreambleed struck, many elves escaped Valerna, by sea or by the dark paths of the subterranean world, and were lost to history. The few surviving ellari kingdoms were forced to strike a truce with their human neighbors, founding the joint human-elf states that would become the Dragon Kingdom of Allaria. Today, no large-scale elven nations remain on Valerna outside of Allaria in the Westerlands and the Arkane Dominion of Sikaria in the North Sea; but elves can be found everywhere as traveling artists, daring explorers, dedicated researchers, or mighty wizards.

Elf Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Creature Type. You are a Humanoid.

Speed. Your base walking speed is 30 feet.

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

Keen Senses. You have proficiency in the Perception skill.

Ancient Ancestry. You have proficiency in the History skill.

Lineage. Once, there was only one elven people. Across the eras, they diverged into separate branches. Two of these peoples, the akhani and the sikari, are listed below.

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Akhani

The akhani, or desert elves, have much in common with the ellari, and are believed to have trekked deep into the Jeweled Desert to escape the Dreambleed. Using strange rituals to sever themselves from Dream magic, they developed very differently from other elves of the world, becoming self-reliant nomads and expert hunters.

The desert elves now live in concert with many of the other races in the desert, allying themselves with humans, nwoda, sphinxes, lionfolk, and the four-armed shaba watu.

Shield Clan Members

Most desert elves live as part of the Shield Clans of Enkhara, the Jeweled Desert. There, they flourish as part of a greater community, serving as judicial Shield Witnesses, traveling with nwoda trader caravans, and raising families in the shadows of the birthstones.



Reconnecting with the Dream

With their proximity to the nwoda birthstones, the akhani have experienced a kind of awakening, a rekindling of Fai deep within them. Many desert elves can be found studying under the tutelage of the shaba watu, learning once more to unlock their Fai potential.

Appearance

Akhani are lithe and lean-muscled, with skin ranging in tone from pale gold to a deep brown with purple undertones. Their pupiless eyes vary from pale gold, green, or blue, to dark brown, red, purple, and black. Regardless of their other features, all akhani sport crystalline freckles that sparkle in the light and are typically the color of the nearest jawahm, though they can vary in hue and saturation.

Akhani Names

Akhani use descriptive, often non-gendered, names that would be rendered as a phrase in Common, such as "sleeper on the crystal plain" or "banisher of nightmares." However, the use of such names is typically reserved for those closest to the akhani, such as immediate family members, spouses, or other loved ones, and used only in private or intimate settings. Otherwise, a shortened version of their name is used in public. Some of those public names are listed below.

Masculine Names: Addir, Allawar, Allir/Allor, Atiran, Djarr, Guram, Janell, Jarrah, Marl, Meriddan, Myar, Rin, Tarn, Yannath

Feminine Names: Alira, Alora, Kaia, Kareela, Keera, K'Laara, Lanna, Linta, Maia, Medilla, Merida, Myaree, Rhana, Rinna, Talia

Neutral Names: Angorru, Arona, Bindu, Dakaru, Jari, Jarli, Jedda, Jiemba, Kai, Manaro, Medika, Miro, Mwaroo, N'garra, Nolla, Omeo, Rahama, Tan'e, Wakura, Willo, Yanna

Akhani Traits

Suggested Ability Score Increase. Your Constitution score increases by 1.

Aspect Affinity. You are a creature of Dream. You gain one mote of affinity in Fai.

Age. Akhani live up to 200 years, and are considered mature by 20 years.

Size. Akhani are wiry and lanky, between 5 and 6 feet in height and averaging around 130 pounds. Your size is Medium.

Elf Weapon Training. You have proficiency with the longsword, shortsword, longbow, and shortbow.

Fai Magic. You know one Fai-based cantrip of your choice. Intelligence is your spellcasting ability for this cantrip.

Sandstrider. Your base walking speed increases to 35 feet.

Nomadic Hunter. You have proficiency in the Nature and Survival skills.

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Sikari

The only elven lineage that was created by their own hand, the sikari, or blue elves, were once ellari who have since reshaped themselves through the transformational magic they call zoethurgy.

The first sikari were silver elves who fled the Dragon Kingdom, seeking an escape from the Dreamless treatment and Allarian oppression. They sought shelter in the neighboring nation of Nahuac before being exiled and forming their own nation.



Stolen Magic

During their time in Nahuac, the elves that would become the sikari discovered Source slabs—stones of pure K'aab solidified into a rock-like material. Thinking these slabs to be of no use to the Náhuidd, the elves gathered as many as they could and, with them, created their geni stones, which allowed them to channel and twist nature magic to remake themselves.

However, these Source slabs were sacred to the Náhuinn people, and the leaders of Nahuac saw their use as a great betrayal and a bastardization of K'aab. The elves were rounded up and exiled from the land, and forbidden from ever returning.

A Life of Research

For a time, the sikari despaired, for without their geni stones, their newly formed zoethurgy would be lost and their people would diminish and eventually die out.

However, they discovered that Nahuac was not the only source for these slabs—they were also found in abundance at the bottom of the ocean.

And so, the sikari took to the seas, modifying themselves to survive beneath the waves. Through their zoethurgy, they flourished, establishing the Arkane Dominion of Sikaria, a nation of independent research centers that double as opulent cities. There, the sikari experimented on other lifeforms with zoethurgy, building their own civilization through study and research.

Appearance

Sikari have a passing resemblance to ellari, but their skin is shades of vivid blue-green, and their hair and eyes bear a similar but darker tone. Sikari are amphibious, with gills and webbed fingers and toes.

Besides their varying appearance, many sikari use magic to further modify their bodies, giving themselves small alterations such as ornamental tentacles, useful skin pouches, eyes with nictitating membranes, tails, or even additional arms or legs.

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Sikari Names

Sikarians use long and pompous names, which they consider representative of their genius and majesty. Contrary to other elven lineages, they do use last names, although these have less to do with one's family than with the akademis you belong to.

Masculine Names: Akaios, Akarios, Apisios, Atalaeon, Dimeas, Ekestes, Elegios, Epimides, Exenas, Gaenis, Galantes, Ilmarantes, Kaestes, Kaimeres, Karbos, Komenes, Maekenas, Metakis, Ornelis, Paegos, Palantis, Palos, Piraes, Vaedos, Vastides, Yaetes

Feminine Names: Agentia, Aleia, Anaeria, Atalea, Dikaia, Gaenetia, Galaea, Elekta, Exea, Ixara, Kaera, Katonia, Kistesia, Makae, Nadeia, Paegea, Pankara, Saele, Taelonia, Takeia, Thaia, Uneia, Urgaeia, Zoetia

Neutral Names: Akanion, Ataenon, Dikon, Gaetio, Galanion, Kiston, Minaenon, Olaenas, Saelas, Zaenion

Surnames: Anairamis, Antakis, Antigoneis, Bellas, Dias, Gadamantis, Palaseis, Parakaimis, Praefektis, Prakabes, Thalais, Vastakis

Sikari Traits

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Sikari can live up to 500 years, and are considered mature by 16 years.

Size. Altered by zoethurgy to their own specifications, blue elves may stand anywhere between 4 and 8 feet tall, and weigh between 100 and 200 pounds. Your size is Small or Medium.

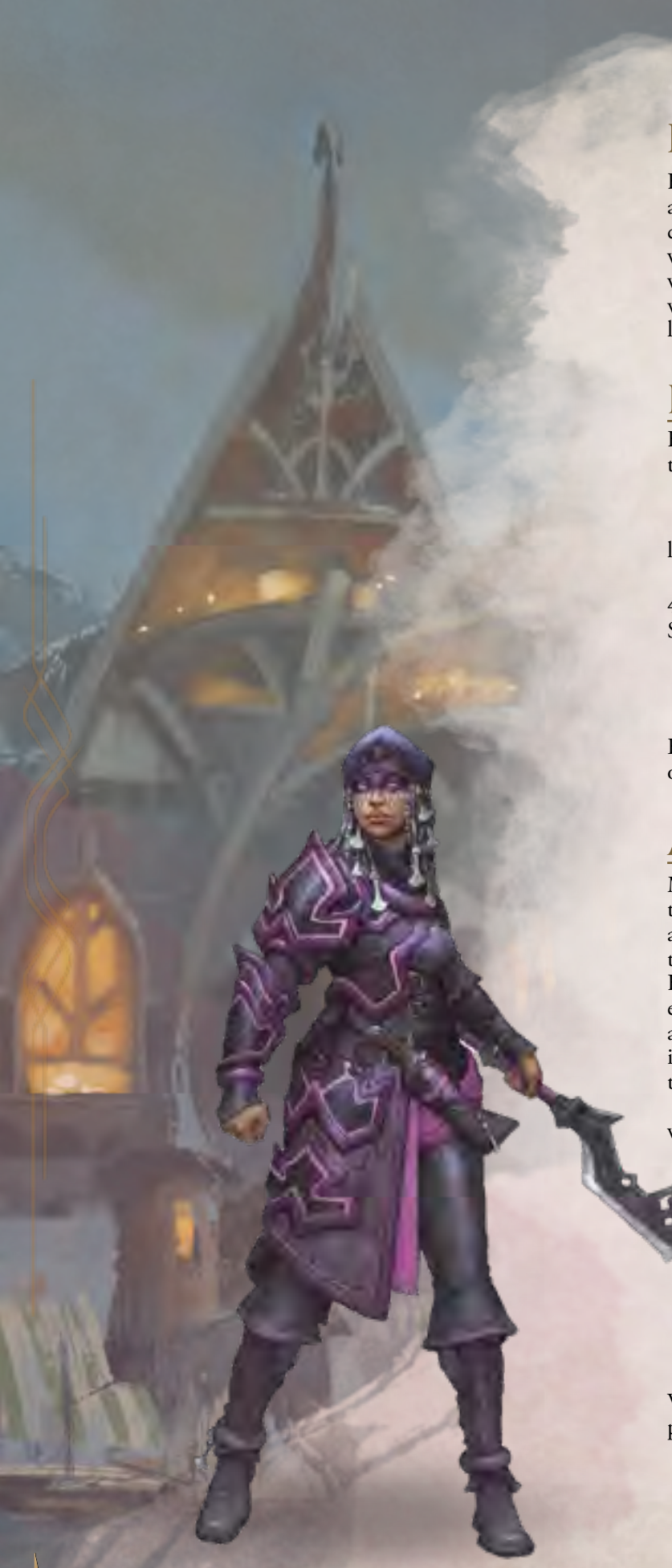
Amphibious. You have a swim speed equal to your base speed, and you can breathe both air and water.

Body Modifications. Your body has been altered through the art of zoethurgy. Choose one Strength- or Dexterity-based skill. You have advantage on all checks using that skill.

Sikari Magic. You hold some of your lineage's innate magical skills. You know the *shocking grasp* cantrip. At 3rd level, you can cast the *alter self* spell once with this trait and regain the ability to do so when you finish a long rest. At 5th level, you can cast *lightning bolt* as a 3rd-level spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.



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Enkharan

Human

Humans are the most populous people in Valerna and are as diverse as the lands they inhabit. Like all of the other creatures of the world, save for dragons, humans are filled with and shaped by Vaala. Each culture has its own values, which influence those raised within them. The human variants below reflect the average human found in each listed realm.

Human Traits

Humans in Valerna are diverse and varied but have many traits in common with one another.

Creature Type. You are a Humanoid.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from 4 feet to well over 6 feet tall. Your size is your choice of Small or Medium.

Speed. Your base walking speed is 30 feet.

Feat. You gain one feat of your choice.

Lineage. Choose one of the following cultures: Aunai, Enkharan, Sikarian, or Gellan.

Aunai

Most humans from the Cursed Coast are members of the Aunai States. They claim to be the descendants of the ancient human kingdom that once ruled the entirety of the Cursed Coast, and place great importance on ancestry. However, the Cursed Coast has seen several catastrophic events that have nearly wiped out the entire population and numerous attempts at occupation by other realms, including Allaria, Nahuac, and even the alleged heirs of the ancient Altanesi Empire.

Now, it is a loosely allied coalition of city states, with populations from all over Valerna. As a result, the current Aunai culture is a mix of influences, traditions, and aesthetics that draws more from an individual's city-state than any one realm.

Most aunai sport pointed ears, a remnant of the ellari influence on their lineage, and it's not unusual to find Aunai that reflect the wide and varied human traits found all over Valerna. The Cursed Coast might be the one true melting pot of the continent, and the Aunai reflect it.

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Aunai Names

A strange blend of the OId Altanesi and Ellari languages, Aunai names are rooted in classical and traditional forms, and it is almost universally frowned upon to come up with new and creative names for children. Families that claim to trace their ancestry back as far as the Dreambleed use their surnames with pride, while others rarely use them at all.

Masculine Names: Aerion, Andrion, Belador, Berion, Darion, Gwyndor, Kellion, Nystor, Rhodor, Talagon, Thavor, Trastor

Feminine Names: Aldreth, Bireth, Bryndil, Caileth, Gwestyn, Hwinith, Meruith, Morniel, Mwyniel, Sildyn, Valeril

Neutral Names: Aloralain, Donnain, Florain, Gwydain, Konnel, Lorren, Quenith, Quinnlan, Torrel

Aunai Traits

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

Aspect Affinity. The Aunai are not influenced by any one aspect of Vaala over the others. You gain one mote of affinity in the aspect of your choice.



Enkharan

Comprising the majority of the populations of the Shields, humans from Enkhara fulfill most of the integral roles, from the Witnesses who rule the Shields, to the silver-tongued merchants who ply the trade routes to and from the rest of Valerna.

Most humans live within the Shields, with a smaller portion living as nomadic family groups. However, even those Enkharans who fill important positions in Shield governance go on regular expeditions to travel the desert, to visit and connect with nomadic groups and the other Shields.

Enkharan skin tones typically range from a light copper-brown to a dark brown that's nearly black. Their hair ranges from extremely curly to stick straight, and they often wear it in tight braids or wrapped in silks to ward off the sand, particularly when traveling. Enkharan eye color spans the spectrum, and often includes colors rarely seen in humans elsewhere, such as purple and pink.

Enkharan Names

Personal names in Enkhara usually have a descriptive meaning, often pertaining to the history and culture of the shields (such as "tranquil oasis," "faith in the law," or "in the shadow of the gemstones"). Enkharans use no surnames, but instead often use the name of one parent when introducing themselves formally—the parent selected is always the one held in highest esteem within the strict hierarchy of their Shield.

Masculine Names: Abaric, Ahra, Akhan, Bekhan, Benmhet, Dhugo, Ghalan, Khel, Netanu, Tomag, Yelakh

Feminine Names: Abara, Ayela, Belkane, Eskha, Makhda, Mariam, Meazi, Mela, Mishga, Sabita, Sita

Neutral Names: Desta, Hirute, Mebrakh, Sahret, Tseyha, Zafu

Enkharan Traits

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

Aspect Affinity. The Enkharan Desert is rife with Dream magic, which has influenced its peoples. You gain one mote of affinity in Fai.



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Gellan

Always a minority under the sjóda and orlar, humans have still tried to survive in the Frozen Wastes for centuries. Though the nomadic yummar clans were the first to settle in the region, the human population flourished at the arrival of the Raven Knights of Mord.

The Raven Knights, led by the General Sergyan, arrived in the Frozen Wastes from Ysval, seeking asylum from the Galadyan Temple and the Blood Geas. Unlike the yummar, the Raven Knights and their descendants built structures, laying down roots in defiance of the cold. These black towers now dot the landscape, occasionally falling into disrepair when they have to be abandoned to escape the worst of the winter, only to be repaired come spring.

Gellan Names

Over time, the Gellan naming convention has evolved to combine many names from the orlar of the Frozen Wastes and those from the various northern human populations. Some Gellan names are listed below.

Masculine Names: Aendar, D'hak, Esain, Halgain, Herdran, Fardar, K'ah, Surgeon, Siergard, Vishik
Feminine Names: Abylna, Hyllei, Ilyda, Kokylla, Morydra, Odara, Okhea, Strala, Yrdra, Yskilla
Neutral Names: Aerna, Donean, Erean, Mere, Raedna, Sherkean, Yerean



Gellan Traits

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

Aspect Affinity. You are closely tied to the Source aspect of Vaala. You gain one mote of affinity in K'aab.

Sikarian

Humans make up a very small percentage of the population within the Sikarian Dominion. Living primarily on the surface rather than beneath the waves, Sikarian humans typically work outside of the realm of practical zoethurgy and study the theoretical and philosophical aspects of the craft or work as lab assistants to sikari zoethurgists. Strangely, zoethurgical modifications are more difficult to integrate with human biology, so most Sikarians lack any major modifications.

Socially, humans in Sikaria are expected to defer to sikari in all matters of zoethurgy. Being primarily land-dwelling creatures, Sikarian humans rarely concern themselves with the politics of those below the waves, and worry more about the affairs of their particular akademis. They often occupy some of the more delicate roles within a sikari household or lab, particularly those that require interfacing with sikari from other establishments, as they typically garner more respect than the native beastfolk or other non-humanoids.

Sikarian Names

Sikarian names often take inspiration from the naming conventions of the sikari. Occasionally, a Sikarian will be given a family name, passed down from before their family came to Sikaria, but that practice fell out of fashion in favor of integrating with the local population.

Sikarian don't typically use surnames, but instead refer to themselves as "child of" their most prestigious parent. Additionally, a Sikarian who works in a sikari household might refer to themselves as "of the house of" their sikari employer's surname, either in place of their parent's name or in addition to it, if the parent was notable enough to warrant mention in addition to their household name. So one might introduce themselves as "Angelus, child of Kiyria, of the house of Prakabes." Such extensive naming is only done in formal settings, or when one is hoping to impress their audience.

Masculine Names: Angelus, Bellios, Gnysis, Haelis, Inorios, Minoreas, Nimeas, Pellegios, Tyrios, Tyrnus, Zaetheris
Feminine Names: Althea, Caelea, Fillara, Kinyria, Lynaera, Mythaerea, Saeryna, Tynaea, Valeria
Neutral Names: Byrra, Daenanion, Enollion, Hallion, Jyron, Kellaenion, Pyrrha, Raela, Uvalio

Sikarian Traits

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

Aspect Affinity. Source magic played a significant part in the creation and establishment of the Sikarian Dominion, and dominates everyday life there. You gain one mote of affinity in K'aab.

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Backgrounds

Your character's background informs much of who they are and acts as a motivating force in their adventures. When choosing a background, consider what pivotal moment took them from where they were to where they are now. What made them leave their life behind and set out on a different path?

Arcane Scholar

You have a gift for magic and found your way to one of the greatest schools for the study of Vaala in the realms. Some scholars learn what they can and then forge their own path in the world, while others never truly leave the academic life. Perhaps you are a Starcharter, tired of interpreting omens for others and eager to understand your own. You might be a member of the Shrouded School, traveling with adventurers incognito to further your political goals. Or you may be doing fieldwork for research at one of the many akademia in Sikaria. Regardless of affiliation, you are privileged to be among the most educated people alive.

Skill Proficiencies: Arcana, plus your choice from Deception, History, or Nature
Tool Proficiencies: Choose from one type of artisan's tools, herbalism kit, forgery kit, or navigator's tools
Languages: Three of your choice
Equipment: Scholar's robes, a quill, ink, assorted parchment, small knife, a tool you have proficiency with, a letter requesting alumni donations, and a pouch containing 10 gp.

Feature: Educated Elite

Due to your accent, bearing, vocabulary, or perhaps the sheer magic exuding from you, people tend to assume you know what you're doing. You are welcome in high society gatherings, though certainly never to be confused with actual nobility. Fearful or respectful of your station, commoners typically make efforts to meet your needs while in your presence.

Additionally, you can secure food, lodging, and access to research materials at any institution affiliated with your school. You have working knowledge of general academia and are shown basic professional courtesy when visiting research facilities.

Suggested Characteristics

Arcane Scholars are defined by their extensive knowledge of magic, as well as philosophy, the natural world, and politics.

D8	PERSONALITY TRAIT
1	My knowledge is a gift and I love nothing more than sharing it with everyone.
2	I love teaching and eagerly break down complex ideas so everyone can be on the same page.
3	I learn from debate and will argue points I disagree with in order to find the truth.
4	I don't believe in absolute truth. Or absolute morality. In fact, I've written a paper…
5	I am incredibly verbose, as well as a polyglot, and use large words from multiple languages in everyday conversation.
6	I prefer books to people.
7	I quote (or misquote) esoteric lore and ancient texts in common interactions.
8	I prefer to observe from a distance, rather than risk contaminating data by involving myself.

D6	IDEAL
1	**Knowledge.** Advances, whether for the self or society, come from understanding.
2	**Discovery.** I want to push magic beyond our current conceptions.
3	**Logic.** Emotions are innately irrational and incidental.
4	**Change.** Vaala is chaos and we must facilitate its unfettered whims.
5	**Power.** Know your enemy, know yourself, and let nothing stop you.
6	**Dignity.** By learning from ancient scholars, we grant them immortality.

D6	BOND
1	My advisor doubted my abilities and I'm determined to prove them wrong.
2	I owe money—a lot of money—to my school.
3	I have been working on my thesis for longer than I'm comfortable admitting.
4	I've discovered hints of a forgotten arcane secret that I'm determined to find.
5	I feel most at ease with my old study group.
6	As the first of my family to attend an academy, I have to make them proud.

D6	FLAW
1	I see all sides to every problem and consequently cannot make a decision.
2	I am smarter than everyone I know and therefore the only one worth listening to.
3	I will always choose to further my research over saving lives, including my own.
4	I see people as tools to be manipulated.
5	I say whatever is on my mind and accidentally insult those around me.
6	I strongly believe conversations have winners and losers.

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Disciple

You have spent your life dedicated to the study and practice of a specific philosophy. As a disciple, long hours have been spent not only in research and reflection but also traveling to speak with others about your beliefs, both with those who are like minded and who staunchly rebuff your assertions, in order to strengthen your understanding of and convictions in your doctrine.

Skill Proficiencies: Persuasion, History
Languages: Two of your choice
Equipment: A notebook, a pen and ink, a book written by another philosopher, a set of traveler's clothes, and a pouch containing 10 gp.

Feature: Researcher's Aid

As a disciple, those that share your pursuit—if not your ideals—on philosophy are happy to aid you in any studies, even those outside of their own fields. If you provide the name or description of a person, place, or object to your fellow disciples they will begin to research the topic and provide you with any information they can. Your fellow disciples will contact others across the world in search of this knowledge. Depending on the nature of the topic it could take hours, days, weeks, months, or even longer. Or it might not turn up any information at all.

Suggested Characteristics

Those who devote themselves to a philosophy or belief often display similar characteristics. Below are some options for your disciple.

D8	PERSONALITY TRAIT
1	Nothing excites me more than a chance to test my beliefs.
2	I am always calm, no matter the situation is. I never raise my voice or let my emotions control me.
3	I'll settle for nothing less than perfection.
4	When I set my mind to something, I follow through no matter what gets in my way.
5	I'm rude to people who lack my level of intelligence.
6	I like to talk at length about my research.
7	I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.
8	I am working on a grand philosophical theory and love sharing my ideas.

D6	IDEAL
1	**Logic.** Emotions must not cloud our sense of what is right and true, or our rational thinking.
2	**Control.** Knowledge and understanding are the paths to power and domination.
3	**Curiosity.** Inquisitiveness is the path of progress.
4	**Enlightenment.** The path to self-improvement is through knowledge.
5	**Debate.** Bonds of friendship forged through discussion last forever.
6	**Honor.** I'm determined to make myself worthy of my calling.

D6	BOND
1	I would die to recover ancient knowledge that was lost long ago.
2	I seek to preserve a text that my enemies consider dangerous and seek to destroy.
3	I will do anything to prove myself superior to my hated rival.
4	Should my discovery come to light, it could bring ruin to the world.
5	I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
6	I work to preserve a library, university, scriptorium, or monastery.

D6	FLAW
1	I am dogmatic in my thoughts and philosophy.
2	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
3	I'm terribly jealous of anyone who outshines my knowledge.
4	I'm the smartest one here, and don't let anyone else tell you otherwise.
5	I am easily distracted by the promise of knowledge.
6	I have little respect for anyone who is not as smart as me.

Alejandro Maroto (Order #45815517)

Hedge Mage

Hedge mage refers broadly to an individual who has learned or taught themselves magic outside of any formal structure. Hedge mages come in many forms: an experimental alchemist, a secret student of a barely legible arcane tome, a folk witch, a enterprising healer… All are united by a fierce resourcefulness and determination (or stubbornness), both necessary to teach oneself something as opaquely nuanced as magic.

Skill Proficiencies: Arcana, Medicine
Languages: One language of your choice
Tools: One of your choice from alchemist's supplies, herbalism kit, or poisoner's kit
Equipment: A set of traveler's clothes, your chosen tool set, ink and quill, a bag of charcoal, a small set of scales with lead weights, a journal full of your notes, and a pouch containing 10 gp

Feature: Reputation Precedes You

As a hedge mage, you are often sought out by locals for your knowledge. Travelers and adventurers recognize your capability, lending you a certain level of respect and a place by their fire should you want it, as long as you give no indication of being a threat.

Suggested Characteristics

Hedge mages can come from anywhere but are united by the dogged determination needed to self-learn something as nuanced as magic. This trait lends itself to certain kinds of personalities.

D8	PERSONALITY TRAIT
1	I prefer to weigh every angle before making a decision.
2	I love taking things apart to see how they work.
3	I can't help but touch, sniff, or taste everything.
4	There's nothing I love more than a challenge.
5	Practical things are much more important to me than the theoretical.
6	I speak using big words to try and make myself sound more important.
7	I am always happy to be corrected or be proven wrong.
8	My way of doing things is clearly the superior way.

D6	IDEAL
1	**Knowledge.** To truly understand something means you'll never be powerless against it.
2	**Power.** Magic is but a means to an end.
3	**Self-Improvement.** The goal of life is to study and better oneself.
4	**Exploration.** Life is more about the journey of discovery than the answers themselves.
5	**Self-Reliance.** It is better to rely on your own ability than the support of others.
6	**Utility.** Knowledge is worthless unless it has a practical purpose.

D6	BOND
1	I've made an important discovery that must be shown to the right people.
2	A friend left me a coded journal I'm desperate to decipher.
3	I'll do anything to gain or regain admittance to a place of higher learning.
4	I've been searching my whole life for the answer to a certain question.
5	I've reached the end of what I can learn myself, I need a mentor.
6	I must make amends for the harm caused by my experimenting.

D6	FLAW
1	I resent those with more education than me.
2	I find it difficult to relate to others.
3	A question or problem usually holds my attention until it's been addressed.
4	I have a hard time accepting things I haven't figured out for myself.
5	I look down on those who've accomplished less than I have.
6	I would do anything for the answer to a great mystery.



Alejandro Maroto (Order #45615517)

Keeper

You've spent a formative part of your life living in nature and taking care of it. Whether by choice or obligation, you watched over plants, animals, or a specific area, whiling away your days tending to the needs of your wards beneath starry skies and tangled canopies.

When creating a character with this background, consider their current relationship to their status as a Keeper and why they might have left such a responsibility behind to become an adventurer. Was it forced or by choice? Would you go back? Could you?

Skill Proficiencies: Nature, Survival
Tools: Healer's kit, Herbalism kit
Equipment: A set of traveler's clothes, a healer's kit, a herbalism kit, a trowel or shepherd's crook, and a pouch containing 5 gp

Feature: Out of Season

Years tending to nature have taught you to read signs in your surroundings as readily as breathing, and you can understand the ebbs and flows of an environment and how different forces affect and influence it. You can tell if a natural ecosystem is stable or if it's undergoing a change. If something in the ecosystem is unhealthy or shifting, you may gain additional insight into the cause or notice clues others might not be able to pick up on.

Suggested Characteristics

A keeper's attitudes are shaped by their time in nature and the environment they tend to. These tables suggest some suitable characteristics for your character.



D8	PERSONALITY TRAIT
1	I love hoarding small flowers and plants.
2	My restless legs will never let me settle anywhere for long.
3	I'm much more comfortable around animals than people.
4	I fill my speech with similes and metaphors about nature.
5	I'm slow to make decisions and take action.
6	I constantly try to parent those around me.
7	I bite things I like.
8	I'm enamored by the trappings of civilization.

D6	IDEAL
1	**Progress.** We must always be flexible enough to sway in the winds of change.
2	**Conservation.** Nothing is more important than maintaining the natural balance.
3	**Strength.** Only those with the strength to survive deserve to flourish.
4	**Nurturing.** It's the duty of the stronger to care for the weaker; the pack is only as strong as its weakest member.
5	**Responsibility.** Dedication to one's duty is what gives life meaning.
6	**Aesthetics.** What is beautiful points us beyond itself to what is true.

D6	BOND
1	My duty as a Keeper will always take priority.
2	I will bring my wrath down upon those who destroyed my home.
3	I've read the unmistakable signs that something terrible is coming, and I'll do anything to stop it.
4	I can't return home until I find a way to make amends for something I've done.
5	I carry the last creature or plant of its kind with me in hopes of finding a way to save them.
6	I'm pulled forward by a sense that my true destiny is just beyond the horizon.

D6	FLAW
1	I get horribly anxious when there aren't enough flora or fauna around.
2	I instantly loathe anyone who harms nature.
3	I have no regard for social mores.
4	I use odd rituals to help make important decisions.
5	I refuse to eat or sleep indoors.
6	I demand those around me to be serious and dutiful.

Alejandro Maroto (Order #45815517)

Outcast

You once had a home, whether that was a community, a country, or a city that you belonged to. You had peers, family, and loved ones. All of that was taken away from you when you were exiled, every bridge burned between you and the place you grew up in. Perhaps your banishment was punishment for your actions, or it was the unjust machinations of a society that rejected you, but the truth remains that you are now an unmoored drifter in these lands.

Skill Proficiencies: Insight, Survival
Tool Proficiencies: One type of artisan's tools or an herbalism kit
Languages: One of your choice
Equipment: The tool you choose for this background's tool proficiency, a symbol of your exile, a set of traveler's clothes, a small knife

Exile Reasons

Strange and severe circumstances led to your banishment. You can roll on the following table to determine the reason you've been exiled, choose one that best fits your character, or work with your GM to create your own.

D8	EXILE REASONS
1	I discovered a dark and dangerous secret.
2	A prophecy declared me to be an ill omen.
3	I was the only vocal dissident of the leader of my community.
4	I broke an esoteric law.
5	I was born and raised by people who were exiled.
6	I killed someone and I was spared the death penalty.
7	A crime was pinned on me.
8	I challenged the social norms of my peers.

Feature: Outsider Perspective

Whenever you enter a new town, city, or equivalent population center, you can make contact and connections with those shunned by this place's society. These connections will share intel about the social norms, laws, and other tips on how to get in and out of trouble within the borders of the settlement.

Suggested Characteristics:

Most outcasts spend their time on the fringes of society. Some embrace the solitary freedom of this life, while others long to find or return home. Whether they see it as a blessing or a curse, outcasts are shaped by their exiled state.

D8	PERSONALITY TRAIT
1	I'm eager to make new friends.
2	I always try to leave a good impression on people I meet.
3	I'm proud of my eccentricities, and encourage others to be eccentric too.
4	I ignore any social norms or customs that I deem unnecessary.
5	I believe myself to be the victim of grand cosmic injustice.
6	I keep a polite emotional distance between myself and everyone else.
7	I actively hide my outcast status and lie about where I come from.
8	I'm interested in other people's ways of living and societies.

D6	IDEAL
1	**Belonging.** No one else should feel alone like I do.
2	**Independence.** I don't need anyone or anything other than myself.
3	**Live and Let Live.** Getting involved with other's business is more trouble than it's worth.
4	**Home.** I search for someplace or someone to call my home.
5	**Retribution.** I will take my revenge on those who banished me.
6	**Redemption.** I will prove myself worthy of returning to my homeland.

D6	BOND
1	I left someone I loved behind.
2	The people I travel with are my new family.
3	I hold a deep hatred for the person responsible for my banishment.
4	I owe a debt to the person who took me under their wing in the early days of my exile.
5	I still consider my homeland the place where I truly belong.
6	I help out other people who were displaced from their homes.

D6	FLAW
1	When in danger, I prioritize my safety first.
2	My eagerness for connection is easily taken advantage of.
3	I like to indulge in the vices of the city when I visit.
4	I always expect the worst from people.
5	I often overstep the personal and cultural boundaries of others.
6	I dismiss other people's suffering as less than mine.

Alejandro Maroto (Order #45815517)

Rebel

You're discontent with the current systems of power, and you're taking matters into your own hands. Whether guided by a vision for a better world or motivated by your own personal gains, you have aligned yourself with others who share your cause, forming deep and secretive connections with fellow fighters and sympathizers. You are just one part of a larger movement, and you play your role to seed the rebellion's ideology among the people, engage in bloody combat with enemy forces, or perform daring acts of sabotage.

Skill Proficiencies: Persuasion, Stealth
Tool Proficiencies: One type of artisan's tools or a disguise kit
Languages: One of your choice
Equipment: The tool you choose for this background's tool proficiency, an insignia of the rebel group you're allied with, a set of common clothes, and a pouch containing 10 gp



Rebel Group Ideologies

Rebellions arise from a variety of different circumstances, with causes changing over time in response to shifting political landscapes. When picking or creating a rebel group to be aligned with for this background, note the rebel group's key ideology.

For example, the ideology of the Karkomenai, or the Burn Mark, is to nurture people's harmony with nature and to end the Arkane Dominion's practice of zoethurgy.

Feature: Rebel Network

As an active agent of a rebellion, you have access to a network of fellow rebels and sympathizers willing to help you out. In cities or towns where the rebellion is present, you can use a series of secret phrases or show your insignia to have allies hide you and your companions in safe houses. These safe houses also provide free food and supplies that will last 3 days.

Rebel Groups in Valerna

Like any other civilization, there are those who enjoy the benefits of the power structures in Valerna, and those who wish to bring them down.

Some of the common rebel groups found on the continent are listed here.

Elaria Liberation Militia (Allaria). Working out of the Fai Woods, the Ellari Liberation Militia, also known as the Weepers for their bloodcurdling battle cries, originally formed to fight back against allai rule and the Dreamless Treatment. They remain hidden within the Fai Woods, and continue their resistance, working to make real the end of ellari oppression promised by Dragon Queen Elyse's reign.

Sanguis Priscus (Tyveria). A secret society composed of members of the old maghyri noble houses, the Sanguis Priscus seeks to regain their former wealth and power tossed aside with Blood Emperor Adrael's reforms. They operate quietly, using subterfuge and whisper networks to influence the political and social tides of Tyveria.

Karkomenai (Sikaria). Also known as the Burn Mark, this contingent of sikari believe that zoethurgy is a perversion of K'aab and a crime against nature, and that Nahuac was right to exile their people. They demand an end to the use of zoethurgy and welcome any who feel as they do; many disenfranchised deepborn and other beastfolk have joined their ranks.

Suggested Characteristics:

Rebels are dedicated to what they're fighting for and will bend other aspects of their lives for the cause. However, their connection to the rebellion often forms the foundation for other bonds or ideals to grow or be nurtured.

Alejandro Maroto (Order #45815517)

D8	PERSONALITY TRAIT
1	Nothing can phase me. I keep a cool head in all situations.
2	I'm extremely distrusting of any new connections or acquaintances.
3	I view people in relation to their usefulness to me and my allies.
4	I will excitedly talk about the rebellion's cause to anyone who seems half-interested.
5	Everyone is equal in my eyes, and I have little respect for any form of hierarchy.
6	I believe that one should dedicate their heart and soul fully to what matters to them.
7	I'm dismissive of anyone who doesn't share my conviction.
8	I'm so used to being secretive that I don't know how to be open about anything.

D6	IDEAL
1	**Rebellion.** Keeping the resistance alive is all that matters to me.
2	**Freedom.** No one should be subject to the authority of others.
3	**Power.** I covet the seat of power for myself.
4	**Greater Good.** I want to reform the system and shape the world to be a better place.
5	**Vengeance.** Those in power hurt me, and I will make them pay for it.
6	**Community.** We must take care of each other in the face of oppression.

D6	BOND
1	My comrades are my family, we will live and die together.
2	I owe my life to a prominent figure in the rebellion.
3	Someone I care about deeply is allied with my enemy.
4	My home is being threatened by the local authority.
5	I do whatever I can to help anyone affected by oppression, even complete strangers.
6	My family would disapprove if they ever found out I was part of the rebellion.

D6	FLAW
1	I'm willing to sacrifice anything and anyone for the cause.
2	I'm secretly scared of fighting the authorities head on.
3	The only person I truly trust is myself.
4	I'm convinced that I should be the true leader of the rebellion.
5	My answer to any problem is force.
6	I like to go off-script when it comes to executing plans.



Outcast



Arcane Scholar

Alejandro Maroto (Order #45815517)

Survivor

Let's not mince words. You've had it rough and your experiences changed the way you see the world. Whether you were an orphan, a Spirited, a blood serf, or otherwise a tool for someone more powerful, you are no stranger to being used by others for their own desires. Until very recently, your dreams, emotions, or physical body were not yours to control. Through a combination of luck, tenacity, or outside help, you've escaped. Now for the first time in what feels like eternity, you are free to make your own decisions and use your body as you choose.

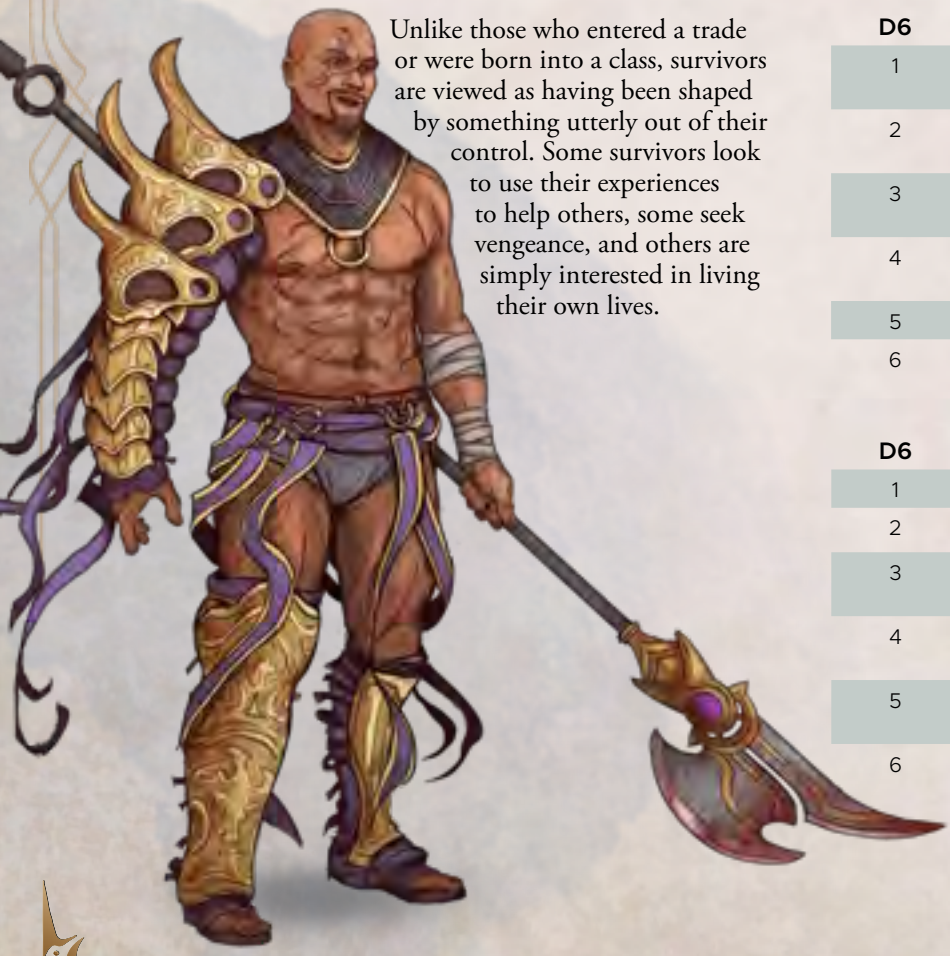
Skill Proficiencies: Insight, Stealth
Languages: One language of your choice
Equipment: A ragged set of traveling clothes, one day's rations, a waterskin, a half-filled-out map drawn from memory, a pouch containing 5 sp.

Feature: Kindred Spirit

Others who are being exploited, or have survived such a situation, see their experience mirrored in your eyes. Those who are suffering from similar circumstances are far more likely to confide in you and offer you what aid they can. If you show yourself to be a friend, they will even go so far as to risk themselves to help you and will hide you from those who seek to do you harm.

Suggested Characteristics

Unlike those who entered a trade or were born into a class, survivors are viewed as having been shaped by something utterly out of their control. Some survivors look to use their experiences to help others, some seek vengeance, and others are simply interested in living their own lives.



D8	PERSONALITY TRAIT
1	I tend to tell funny stories from my past that horrify others.
2	I hate committing to firm plans.
3	I am very uncomfortable around emotional or confrontational conversations.
4	I always think at least three steps ahead, so I have an escape plan.
5	I only carry the essentials with me. You never know when you'll need to run.
6	I am extremely slow to trust others.
7	I am so eager for connection that I befriend everyone I meet.
8	I am unused to saying what's on my mind and prefer keeping my thoughts to myself.

D6	IDEAL
1	**Justice.** All chains should be broken and oppressors cast down.
2	**Empathy.** No creature should live in suffering.
3	**Friendship.** I'd die for my loved ones, but no one else matters much.
4	**Vengeance.** I'll make everyone who hurt me pay.
5	**Freedom.** I just want a better life for myself.
6	**Anonymity.** If no one knows the real me, they can never hurt me.

D6	BOND
1	Someone helped me escape and I owe them my life.
2	I have a loved one still in captivity who I'm desperate to free.
3	I had a family before I was taken, but I'm too afraid to face them.
4	I am committed to ensuring no one else suffers what I've suffered.
5	I can only rely on myself.
6	I am consumed by guilt for what I had to do to survive.

D6	FLAW
1	I compulsively lie, even about silly things.
2	I assume the worst in everyone.
3	I cannot fall asleep easily and need more sleep than most people.
4	I assume everything is my fault and leap to take the blame.
5	I am forgetful. If I don't write something down, it's already gone.
6	I tend to push myself too hard.

Alejandro Maroto (Order #45815517)

Languages

Each of the different realms, cultures, and peoples of Valerna have their own languages and distinct dialects. Below are many of the languages found across the continent.

Common Languages

These languages are often heard throughout Valerna or are the official languages of their respective realms.

LANGUAGE	DESCRIPTION
Common	A simplified offshoot of Late Altanesi. Spoken in all settled realms of Valerna.
Allai	The official language of Allaria. A very complex, musical-sounding variation of Ellari. Spoken by Allarians, allai, bucentauri, ellari, and godao.
Bakkai	The primary orcish language. Spoken in the Scourge Triumvirate by boaab, obakkar, flame djaat, and Sabaari humans.
Ellari	The elven tongue, and the first language spoken by mortals.
Gellan	Spoken among the Gellanor League.
Godao	The first gnome tongue. Spoken by godao and their allies.
Late Altanesi	The modern form of Old Altanesi. The native tongue of the Altanesi and most humans in the Primalian mountains.
Náhuinn	The human tongue of Nahuac. Spoken by Náhuinn humans, ocelinn, buunkun, and bendavee.
Nwoda	The language of the nwoda clans.
Sabaari	The common language of the Scourge Triumvirate and residents of the region of Sabaar. A variation of the Boa'a tongue, modified so that humans and orcs can speak it.
Tyverian	The imperial language of Tyveria.
Ysvalian	A dialect of Common. Spoken by Ysvalians and Gellans.

Generic Languages in Valerna

If you're playing a character with an ancestry from another source, you may have more generic language options, such as Elvish, Gnomish, or Dwarvish instead of Valerna-specific ones. In this case, your character can speak, read, and understand the following languages.

Dwarvish: Nwoda or Sjóda
Elvish: Ellari or Sikarian
Giant: Hmyrya
Gnomish: Godao
Halfling: Allai, Náhuinn, Tyverian, or Ysvalian
Orc: Bakkai, Ogerri, or Orlaai

Rare Languages

These languages are not often heard and are typically harder to learn, either because of the complexity of the language itself or because it is only spoken by small or insular groups. Check with your GM before taking any of these languages.

LANGUAGE	DESCRIPTION
Boa'a	The native tongue of most saurians, especially the boaab and bendavee. Hard to learn for humans. Spoken in Nahuac and Sabaar.
Buka	Native language of the bucentauri.
Buun	The native tongue of buunkun saurians. Spoken only in Nahuac.
Djaataki	A primordial language of the djaat. Nearly impossible to learn for non-djaat.
Draconic	The native language of the dragons of Drakha.
Hmyrya	The common tongue of giants.
Ikoi	An ancient tongue with elements of Ancestral Boa'a and Old Altanesi. Spoken only by iko'ob and some Altanesi and ikini.
Iuuta	The language of uutabai. Spoken by their tribes and some Sikarians.
Magy	The secret, elite tongue of maghyri. Derived from Old Altanesi, and taught only to Tyverian nobles and their vampyri.
Ogerri	A dialect of Bakkai spoken by Tyverian ogerron.
Old Altanesi	The language of the ancient Altanesi Empire, from which many current Valernian languages evolved. Now spoken in the Altanesi Ascendancy.
Oneiric	The language of dreams, and the common tongue of all feydh creatures.
Orlaai	A northern variation of the Bakkai tongue. Spoken by orlar and some Gellans.
Primordial	The language of the Protogons and other primal beings.
Sikarian	A dialect of Ellari. Spoken by sikari and piramai.
Sjóda	The first dwarven tongue. Spoken by sjóda and their allies.
Spexa	The ancient beastfolk tongue. A deviation of Oneiric. Currently spoken by sirens, sphinxes, and manticora.
Wadeep	The language of the waada people, and adopted as a native tongue by most citizens of the Hollowdepths. Spoken by mo'da dwarves, deepdwellers, and z'aari.

Alejandro Maroto (Order #45615517)

Feats

Feats represent a character's expertise in specific areas and special capabilities. If you're using the optional feats rule, you can choose to take a feat whenever your class gives you the Ability Score Improvement feature; choosing a feat instead of taking that feature. You must meet any prerequisite listed for a feat, and you can take feats only once, unless the feat's description says otherwise.

Arcane Fortitude

Prerequisite: The Ability to Cast at Least One Spell

Your study of spellcasting and the mysteries of the arcane allows you to react faster to arcane threats.

When a spell or magical effect requires you to make a saving throw, you can choose to use this feat. If the DC of the spell or effect is lower than your spell save DC, you have advantage on the saving throw. You can use this feat a number of times equal to half of your proficiency bonus, regaining all expended uses when you finish a long rest.

Caster's Strike

Prerequisite: The Ability to Cast at Least One Spell

You've learned to channel the innate power behind your spells into your melee attacks. When you take the Attack action and attack with a melee weapon, you can spend one of your spell slots to gain a bonus to your attack rolls equal to the level of slot you spend until the end of your turn. In addition, when you hit with an attack boosted by this feat, your attack deals an additional 1d4 damage per level of slot you spent to activate this feat.

Eldritch Replenishment

Prerequisite: The Ability to Cast at Least One Spell

You can channel your own life force to fuel your spells. As a bonus action, you can spend a number of Hit Dice (up to an amount equal to your proficiency bonus) and convert that energy into spell slots. You can choose to recover a number of slots that have a combined level that is equal to or less than the number of Hit Dice you spent.

For example, if you spent two Hit Dice you could recover two 1st-level spell slots, or one 2nd-level spell slot.

Vengeful Spellstrike

Prerequisite: The Ability to Cast at Least One Spell

You've honed your spellcasting reactions to a knife's edge. When a creature you can see hits you with an attack, you can immediately use your reaction to cast a cantrip targeting the creature that hit you.

Expeditious Barrier

Prerequisite: The Ability to Cast at Least One Spell

You have learned to channel your spellcasting into a protective aegis. When a creature you can see makes an attack against a creature within 30 feet of you, you can use your reaction to expend one of your spell slots. When you do so, choose either yourself or the attacked creature. The chosen target gains a bonus to its AC equal to the level of spell slot you expended until the start of its next turn.

Powerful Casting

Prerequisite: The Ability to Cast at Least One Spell

You pour all your focus and effort into a devastating spell, forgoing some of your recovery to boost your damage. When you hit with a spell attack, you can immediately use your bonus action to spend a number of Hit Dice (up to an amount equal to your proficiency bonus), dealing an additional 1d6 force damage for each Hit Die you spent.

Runecrafter

Prerequisite: 4th Level

You've studied the runic lore of the ancient Dragonbonded Covenant, granting you the ability to empower items with magical glyphs.

You know two runes, chosen from the list of crafting runes (see the Magic chapter for a list of crafting runes and information on runecrafting). If a rune has a prerequisite, you must meet those requirements in order to learn and inscribe it. Each time you gain a level, you can replace one of the runes you know with another you meet the requirements for.

You can take this feat multiple times. Each time you do so, you learn two additional runes.

Spell Familiarity

Prerequisite: The Ability to Cast at Least One Spell

Your knowledge of specific spells gives you benefits when using those spells and when they are used against you. Choose two spells that you know. You gain the following benefits:

- When you cast one of these spells, you have advantage on the spell attack roll and each target has disadvantage on its saving throw made against the spell.
- When you are the target of one of these spells, the caster has disadvantage on the spell attack roll and you have advantage on your saving throw made against the spell.
- When you gain a new level, you can replace the two spells you selected with two other spells you know.

Spellbreak Recovery

Prerequisite: The Ability to Cast at Least One Spell

Thanks to rigorous discipline and your innate understanding of the flow of magic, you gain the following benefits:

- When a creature succeeds on a saving throw against one of your spells, you gain temporary hit points equal to 5 plus the level of the spell until the end of your next turn.
- Once per long rest, when damage causes you to lose concentration on a spell, you can make an ability check using your spellcasting ability to attempt to regain the spell slot. The DC of this check begins at 10 plus the level of the spell and increases by 1 for each round that has started since you cast the spell. For example, if you lose concentration on your *haste* spell, the DC would be 13 during the round in which you cast the spell, but the DC would be 16 during the third round after the one in which you cast it.

Alejandro Maroto (Order #45815517)

Spellcasting Circle

Prerequisite: The Ability to Cast at Least One Spell

You have learned to combine your spellcasting prowess with others, boosting your joint efforts beyond what any individual could accomplish.

You can spend 10 minutes conducting a ritual with other spellcasters. At the conclusion of this ritual, the participants are considered to be members of a spellcasting circle for 24 hours.

You gain the following effects:

- When you cast a spell that deals damage, each other circle member within 30 feet of you can use its reaction to expend a spell slot of a level equal to or less than its proficiency bonus and increase the spell's damage by 1d6 for each slot level.
- If a circle member takes force damage from any source, each other member of the circle also takes force damage equal to half that amount.

Additionally, each circle member with this feat also gains the following benefits:

- As a bonus action, a circle member can spend a spell slot of a level equal to its proficiency bonus, and give that power to a circle member within 30 feet of you. The target recovers a spell slot of the same level as was spent.
- When a circle member casts a spell with a range of touch, it can instead target another circle member within 30 feet of it.

Cultural Feats

These feats are limited by your ancestry, lineage, or place of origin.

Ankorae Acumen

Prerequisite: Aunai Human

You've studied under the Ankorae philosophers of Corim, learning to interpret history in an attempt to understand the present and prophesy the future. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Intelligence (History) skill, if you didn't have it already. If you already had proficiency in this skill, you instead gain expertise, which means your proficiency bonus is doubled for any ability check you make with it.
- Once per day, when you make any one attack roll, saving throw, or ability check, you can instead make an Intelligence (History) check, using the result in place of the normal roll. You regain the use of this feature when you finish a long rest.

Flame-Scarred

Prerequisite: Saurian Ancestry

Like many children of the Scourge Triumvirate, you have been touched by flame and come out stronger for it. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain resistance to fire damage. If you already have resistance to fire damage from another source, when you take fire damage, you can use a reaction to gain immunity to fire damage for 1 minute, including against the triggering effect. Once you use this feat in this way you must finish a long rest before you can use it in this way again.

Hardy

Prerequisite: Orlar Orc or Gellan Human

Your upbringing in the bleak wastes of Gellanor has strengthened you against the biting cold and toughened your body. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain resistance to cold damage. If you already have resistance to cold damage from another source, when you take cold damage, you can use a reaction to gain immunity to cold damage for 1 minute, including against the triggering effect. Once you use this feat in this way you must finish a long rest before you can use it in this way again.

Modified

Prerequisite: Sikari Elf or Sikarian Human

Like many found within Sikaria, your body has been altered and changed by zoethurgy. You gain the following benefits:

- Increase your Charisma, Dexterity, or Strength score by 1, to a maximum of 20.
- You gain resistance to lightning and poison damage.
- Choose one Strength- or Dexterity-related skill. You have advantage on all ability checks using that skill.

Wanderer's Wisdom

Prerequisite: Akhani Elf or Enkharan Human

The Enkharan Desert is harsh and unforgiving. You have learned to fight and survive in such terrain, and you gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain advantage on all ability checks using the Survival skill.
- You gain advantage on saving throws made to resist environmental effects.

Dragonbonded Feats

The feats below empower you and your bonded dragon.

Tempesta Bond

Prerequisite: Dragonbonded with a Tempesta Dragon

You have acquired a fraction of the piercing gaze of the fierce Tempesta dragons. You gain the following benefits:

- Increase either your Strength or Charisma score by 1, to a maximum of 20.
- You treat lightly obscured areas as if they were not obscured and heavily obscured areas as if they were lightly obscured.

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CHAPTER 3:

CLASSES & SUBCLASSES

Adventure calls for those with the spark of the hero to brave the dangers few others dare to face. Your character is an extraordinary individual who has heard the call and answered it. Perhaps this is the moment you've been waiting for, or it could be that the role of hero was thrust upon you in a moment of crisis. Whatever your character's reasons, their epic journey begins here.

Your character's class is one of the key elements that defines them. Through your class, you determine your character's skills, powers, and abilities. More than the other aspects of character creation, your choice of class directs the path your character will walk. However, it is more than a mere occupation; it is part of who your character is and how they seek to impact the world they live in.

The twelve standard classes found in the Core rules are also present in Valerna, with a few minor alterations. There are no deities in Valerna, for example. So clerics and other "divine" classes instead venerate philosophies or ideals, and the strength of their faith in these concepts allows them to harness the power of Vaala, the force that sustains life and magic. Any changes to the twelve core classes are described in the "Subclasses" section of this book. In addition to these familiar classes, there are four new classes that are unique to the world of Dragonbond: Arcanologist, scion, summoner, and Vaala witch.

Many of the class features listed here have optional Vaala augmentations that alter their effects. See the "Vaala Points System" section of chapter 4: Magic, for more information on augmentations and their implementation.

CLASS	DESCRIPTION	HIT DIE	PRIMARY ABILITY	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
Arcanologist	An inventor who imbues their creations with Vaala	d8	Intelligence	Dexterity & Intelligence	Light and medium armor, shields, simple weapons
Scion	A fierce warrior who combines physical might with magic	d8	Strength	Strength & Intelligence	Light and medium armor, shields, simple and martial weapons
Summoner	A practitioner with a deep connection to Vaala spirits	d6	Charisma	Intelligence & Charisma	Light armor, shields, simple weapons, whip
Vaala Witch	An spellcaster who builds upon their innate power	d6	Wisdom	Wisdom & Charisma	Daggers, darts, slings, quarterstaffs, light crossbows

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Arcanologist

There are those who intone ancient spells, channel energy through their convictions, or summon power through a bond with the land. Then there are those who weave Vaala into objects to create wonders: inventors, innovators, creators.

Inquisitive and curious by nature, arcanologists delve into all aspects of Vaala as they study and experiment, searching for the next revelation. They apply their prodigious intelligence to search for new discoveries and to craft amazing magical items, and, at times, Vaala itself rewards their intent and focus by revealing new possibilities.

Experiments, by their very nature, can sometimes lead to rather explosive results. So arcanologists learn quickly to be adept at getting out of the way. To the arcanologist, magic is not a static system nor is it some divine mystery. Magic is the raw clay for the arcanologist to sculpt into amazing devices and powerful items.

Creating an Arcanologist

As you build your arcanologist, consider two related elements of your character's background: Where did you get your training, and why do you have this thirst to discover and craft? Did you impress an old master who took you under their wing? Did you teach yourself after stumbling upon an ancient trove of knowledge? Have you lost friends or family and now seek to create the tools that could have saved them? A combination of training and motivation have shaped your path thus far.

The adventuring life is dangerous. Arcanologists often find themselves exploring old ruins, facing monsters, and uncovering things others might wish to remain a secret. So why have you decided to risk everything for this career?

Quick Build

You can make an arcanologist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose the arcane scholar background.

Genius

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Multiclassing and the Arcanologist

If your group uses the optional rule for multiclassing, here's what you need to know if you choose arcanologist as one of your classes.

Ability Score Minimum. As a multiclass character, you must have an Intelligence score of at least 13 to take a level in this class or to take a level in another class if you are already an arcanologist.

Proficiencies Gained. If arcanologist isn't your initial class, here are the proficiencies you gain when you take your first level as an arcanologist: light armor, shields, and smith's tools.

Spell Slots. Add half your levels (rounded up) in the arcanologist class to the appropriate levels from other classes to determine your available spell slots.

CLASS FEATURES

As an arcanologist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per arcanologist level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per arcanologist level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: Smith's or tinker's tools (your choice), and two other tools of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a simple weapon or (*b*) a light crossbow and 20 bolts
- (*a*) studded leather armor or (*b*) scale mail armor
- smith's or tinker's tools (your choice), and a dungeoneer's pack
- a notebook to hold your plans, sketches, and technical drawings
- an arcane focus

The Arcanologist

LEVEL	PROF BONUS	CLASS FEATURES	CANTRIPS KNOWN	—SPELL SLOTS PER SPELL LEVEL—				
				1ST	2ND	3RD	4TH	5TH
1st	+2	Spellcasting, Polymath, Psychometry	2	1	—	—	—	—
2nd	+2	Arcane Crafter	2	2	—	—	—	—
3rd	+2	Specialization, Vaala Transmutation	2	2	1	—	—	—
4th	+2	Ability Score Improvement	2	3	2	—	—	—
5th	+3	Specialization Feature	2	3	2	1	—	—
6th	+3	Vaala Cooptation	2	3	3	2	—	—
7th	+3	Grant Attunement	2	3	3	2	1	—
8th	+3	Ability Score Improvement	2	3	3	2	2	—
9th	+4	Specialization Feature	2	3	3	2	2	1
10th	+4	Vaala Overload	2	4	3	3	2	1
11th	+4	Extra Attunement	2	4	3	3	2	1
12th	+4	Ability Score Improvement	2	4	3	3	2	1
13th	+5	Arcane Evasion	2	4	3	3	2	1
14th	+5	Specialization Feature	2	4	3	3	2	1
15th	+5	Recharge Item	2	4	3	3	2	1
16th	+5	Ability Score Improvement	2	4	3	3	3	1
17th	+6	—	2	4	3	3	3	1
18th	+6	Specialization Feature	2	4	3	3	3	2
19th	+6	Ability Score Improvement	2	4	3	3	3	2
20th	+6	Interchange Items	2	4	3	3	3	2

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Spellcasting

1st-Level Arcanologist Feature

By studying the flows of magic and how they interact with objects, you have learned to cast spells. The methodology for your spellcasting involves using bits of gadgets, metal, tools, and other esoterica to produce the desired effect.

Flexible Cantrips

Arcanologists are familiar with a broad variety of small magical incantations and have a certain amount of flexibility when it comes to preparing them. When you finish a long rest you choose two cantrips of your choice from the arcanologist spell list. You can cast those cantrips until you choose two cantrips again after a long rest.

Preparing and Casting Spells

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

You prepare the list of arcanologist spells that are available for you to cast, choosing from the arcanologist spell list. When you do so, choose a number of arcanologist spells equal to your Intelligence modifier + your arcanologist level (minimum of one spell). The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of arcanologist spells requires time spent contemplating the nature of Vaala and other crafting techniques: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your arcanologist spells. The power of your spells comes from the innovation of your design and your comprehension of magical theory. You use your Intelligence whenever an arcanologist spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an arcanologist spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an arcanologist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your arcanologist spells.

Polymath

1st-Level Arcanologist Feature

Arcanologist come from many different walks of life and display an extraordinarily broad variety of knowledge. At 1st level, you can choose to gain proficiency in one skill or tool of your choice, or you can choose to learn one spell from another spell list. A spell you choose must be of a level you can cast, as shown on the Arcanologist table, and can't be a cantrip. The chosen spell counts as an arcanologist spell for you. You always have this spell prepared and it doesn't count against the number of arcanologist spells you can prepare each day.

You can gain another skill or tool proficiency or learn another spell at 10th and 15th levels in this class.

Psychometry

1st-Level Arcanologist Feature

As an action, you can touch an object or creature and spend 1 minute concentrating on it (as if you were concentrating on a spell). You can choose to focus your psychometry on either its magical properties or the psychic impressions left upon it.

Magical Properties. After maintaining contact and concentration for 1 minute, you learn the object's properties as if you had cast the *identify* spell upon it. If used on a creature, you learn what spells, if any, are currently affecting it (including curses).

Psychic Impressions. You can focus on the residue of strong emotions left upon the item or creature. For every round that you concentrate and remain in contact with the creature or object before the 1 minute of concentration ends, you can learn one piece of information about the item or creature's recent past, for a total of up to 10 pieces of information. This information appears in your mind as hazy, fragmented images, sounds, and emotions. The GM might decide that a particular item has no significant impressions to read, and a creature you attempt to read can make a Wisdom saving throw against your spell save DC to block your psychometry.

Psychic impressions might:

- Present an image of the last creature to handle the item or touch the creature
- Cause you to experience the same emotions as the creature who last used the object
- Play a snippet of recent conversation with the target creature, or for which the object was present
- Show a flash of the item's or character's history
- You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

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Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool when you use this feature, the information comes to you immediately, and you need not spend the 1 minute concentrating. If you instead spend 4 points from your Vaala pool when you use this feature, you can use it as a bonus action and need not spend the 1 minute in concentration.

Arcane Crafter

2nd-Level Arcanologist Feature

At 2nd level, you display a talent for magic item creation above mages or common craftsmen. Many can craft a magic item with the proper time and resources (see appendix A for more information on crafting), however, as an arcanologist, you don't need components, essences, or formulae. Instead, you channel Vaala directly into an item to enchant it with power.

When you wish to create a new magic item, or replicate one you have observed during your adventures, you take a nonmagical base item (such as a weapon, set of armor, piece of equipment, potion base, etc.) and spend time each day channeling Vaala into it to enchant it. There is no cost for the enchanting of your magic items, apart from the cost of the base item, and there is no limit to the number of items you can enchant. Arcanologists can work on enchanting items during long rests and during downtime, and items started during one of these activities can be finished during the other. The total number of hours you've worked on a specific item is all that determines when it's completed.

Long Rests. Unlike typical magic item enchanters, you don't need a dedicated workshop. You only need the base item and a quiet place to enchant. This means you can even work on an ongoing project while you're at camp or otherwise resting during your adventures. However, channeling Vaala into an item is no easy task. You can only imbue Vaala into an item for up to 2 hours per day, and you do so as part of taking a long rest. Items that require more than 2 hours to complete don't have to be finished before working on a different item. Your ongoing work can be stored in a safe location until you resume working on it.

At 10th level, the 2 hours you spend enchanting during a long rest counts as 4 hours' worth of work.

Downtime. During downtime, you can spend up to 8 hours a day imbuing an item with Vaala. You can create multiple items in one day during downtime as long as their combined enchanting time is 8 hours or less.

Using Essence in Enchanting. If you acquire essences (as detailed in appendix A), you can use them to aid your enchanting, though it is not required. Using essence in this way allows you to channel more Vaala than you normally would in the same time period, in effect increasing the daily amount of enchanting time you can apply to your project without actually taking more time. You can only use one essence each day in this way, and doing so consumes the essence. Using essences allows you to exceed your normal maximum number of hours spent enchanting during a long rest or a day of downtime, and they do not extend the amount of time you have to spend working on the enchantment, instead simply providing an instant boost to the progress you have made on an item.

Essences of different rarity levels grant you differing numbers of hours toward your enchanting. A *frail essence* grants you 1 hour of additional enchanting time, a *robust essence* grants 2 hours, a *potent essence* grants 4 hours, and a *mythic essence* grants 6 hours.

Finishing an Item. When you complete the total required enchanting time in hours, your magic item is complete. The total number of hours needed to enchant an item is indicated in the Enchanting Items table.

Enchanting Items

Item Rarity	Enchanting Time (Hours)		
	Consumable	Non-Attuned Item	Attuned Item
Common	0.5	1	2
Uncommon	5	10	20
Rare	20	40	80
Very rare	80	160	320
Legendary	320	640	1,280
Artifact	1,600	3,200	6,400

Crafting the Base Item. Many arcanologists enchant items they acquire during their travels, but some prefer to craft the base items themselves. If you choose to do so, you must have the appropriate tools and facilities for the type of item you wish to create, and you must pay the construction cost of the base item (see the Manufacturing DC & Time table in appendix A).

Some items can be fashioned while adventuring, but others require dedicated equipment (such as a loom or forge). Your GM can make the final determination of whether you can craft a base item while adventuring. Items that need to be fashioned in a workshop must be constructed prior to being enchanted (using the standard item creation rules in appendix A).

Items that can be crafted while adventuring can be made as part of the enchanting process. For these items, determine the number of hours for that item indicated in the Manufacturing DC & Time table in appendix A and add it to your total enchanting time.

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Vaala Transmutation

3rd-Level Arcanologist Feature

You have learned to alter magical energy you are exposed to and convert it to empower your own abilities. When you take damage from a spell or other magical source, you can use a reaction to absorb some of the energy. Make an Intelligence check against a DC equal to 10 + the spell's level. On a success, you only take half the damage and you recover a spell slot one level below the spell that damaged you (minimum of 1).

If the attack is magical in nature but not a spell, the DC of the ability check is equal to 10 + half the damage inflicted upon you, and you recover a spell slot up to a level equal to half your proficiency bonus.

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

Vaala Augmentation (Id). When you succeed at the Intelligence check while using this feature, you can spend a number of points from your Vaala pool equal to the level of the target spell. When you do so, you take no damage from the spell.

Specialization

3rd-Level Arcanologist Feature

Arcanologists follow many paths in their search for inspiration and invention. Some gravitate to schools or academies to learn techniques. Others are largely self-taught, and wander the world practicing their trade and improving their skills.

At 3rd level you choose your specialization. Three specializations—Alchemist, Biomage, and Genius—are detailed at the end of the class description. The specialization you choose grants you features at 3rd level and again at 5th, 9th, 14th, and 18th level.

Ability Score Improvement

4th-Level Arcanologist Feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Vaala Cooptation

6th-Level Arcanologist Feature

You learn to disrupt the energy contained in a magic item, spell or other magical ability, and can redirect that power to aid your companions.

As an action, you cause an invisible arcane implosion in a 30 foot radius around you. A number of creatures of your choice within that area equal to your proficiency bonus must make a Wisdom saving throw against your spell save DC. On a failed save, a target's magic is suppressed, for example its magic items become nonmagical, it can't cast spells, its recharge abilities do not recharge, and it can't spend Vaala points. This suppression lasts until the start of your next turn. Creatures with Legendary Actions have advantage on this saving throw.

Also, you can choose a number of creatures equal to your proficiency bonus within 30 feet of you and grant those creatures the same benefit chosen from the list below. These bonuses last until the start of your next turn:

- They gain a bonus to their AC equal to +1 for each suppressed target.
- They gain a bonus to their attack rolls equal to +1 for each suppressed target.
- Their weapon attacks deal an extra 1d6 force damage for each suppressed target.
- They gain a bonus to one saving throw of your choice equal to +1 for each suppressed target.

You can use this feature three times. You regain all expended uses of this feature when you finish a long rest.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, the radius of your Vaala Cooptation expands by 10 feet.

Grant Attunement

7th-Level Arcanologist Feature

You learn how to manipulate the flows of arcane energy. You can hold a magic item that requires attunement and touch a creature other than yourself for 1 minute. The creature gains an extra attunement to the item you hold (even if they already have three items already attuned). The creature remains attuned to the item until you finish a long rest.

You can use this feature once per long rest at 7th level. Starting at 14th level, you can use it twice per long rest, but no more than once on any single creature.

Vaala Augmentation (K'aab). If you spend 3 points from your Vaala pool while using this feature, you can suppress any attunement restrictions (such as race, class, alignment, etc.) on the target item for the creature you attune it to until you finish a long rest.

Vaala Overload

10th-Level Arcanologist Feature

You learn to see the flows of Vaala in creatures and objects around you, and overload them, triggering magical blasts from afar that you control. As an action, you can choose a magical item, or a creature with weapon attacks that are magical, that you can see within 100 feet. You cause a 60-foot-cone to explode outward from the object or

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creature in a direction you choose. Each creature in the cone must make a Dexterity saving throw against your spell save DC, taking 8d8 force damage on a failed save, or half as much damage on a successful one. Your Vaala Overload can't damage the creature or object you targeted with this feature.

You can use this feature twice. You regain all expended uses of this feature when you finish a long rest.

Vaala Augmentation (Id). For every 2 points you spend from your Vaala pool when you activate this feature, you can increase the damage by 1d8. If you instead spend 4 points from your Vaala pool as a bonus action, you can regain one use of this feature.

Extra Attunement

11th-Level Arcanologist Feature

You gain a new level of comprehension of the nature of magic items. You can attune to up to four magic items at once. You can attune to an additional item at 15th and 20th levels.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool while attuning to a magic item, you ignore any attunement restrictions (such as race, class, etc.) for that item until you finish a long rest. You must re-attune and use this augmentation again when you finish the long rest in order to continue to ignore the attunement restrictions.

Arcane Evasion

13th-Level Arcanologist Feature

Your ever-growing knowledge of the arcane gives you a split second to act when endangered by a magical attack. When you are subjected to a spell or other magical effect that allows you to make a saving throw to halve the damage, you can roll an Intelligence (Arcana) check against the DC of the effect instead of making the saving throw. If you succeed, you take no damage, and only half damage if you fail.

You can use this feature three times, and you recover all expended uses when you finish a long rest.

Vaala Augmentation (Id). If you have expended all of your uses of this feature, you can spend 5 points from your Vaala pool to gain another use. (This doesn't require an action)

Recharge Item

15th-Level Arcanologist Feature

You learn to channel your own magic to recharge a magic item. If you spend 1 minute to perform a ritual with a magic item and expend a single spell slot, you restore a number of charges to the item equal to the level of spell slot you expended.

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

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool while using this feature, you can recharge an item as an action.

Interchange Items

20th-Level Arcanologist Feature

Your understanding of Vaala opens your eyes to a stunning revelation; a magical item has the potential to be any magic item, at least for a while. At the end of each long rest, you can change a number of magic items you possess equal to half your proficiency bonus. When you change an item, the new item it becomes must be of the same category (armor, potion ,ring, rod, scroll, staff, wand, weapon, or wondrous item), and of the same rarity or lesser. The item changes shape and size into the form of the new item. If you were attuned to the original item, you are also attuned to its new shape.These changes last until you end them (no action required) or until you finish a long rest.

Vaala Augmentation (Fai). If you spend 6 points from your Vaala pool as an action, you can change one of your reformed items into another form, but once you do so you can't change that item again until you finish a long rest.

Specializations

Arcanologists pursue many disciplines and areas of study. The specialization options you can choose from at 3rd level are presented here.

Alchemist

Delving into the world of bubbling concoctions, mixing rare components, and brewing powerful distillations, alchemists learn to create elixirs that produce magical effects. Making alchemical items, potions, salves, and other liquid remedies is an ancient craft. Where some are praised for providing life-saving medicines, others are cursed for creating deadly poisons. Alchemists weather all of this knowing the study of their art is all that matters.

Alchemist Spells

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

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Alchemist Spells

ARCANOLOGIST LEVEL	SPELL
3rd	*detect poison and disease, healing word*
5th	*blindness/deafness, ray of enfeeblement*
9th	*stinking cloud, water breathing*
13th	*confusion, phantasmal killer*
17th	*cloudkill, telepathic bond*

Vaala Mote and Increased Vaala Pool

3rd-Level Alchemist Feature

You gain a mote of affinity in Id. Additionally, gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id, and your Vaala point maximum increases by 2.

Alchemical Familiarity

3rd-Level Alchemist Feature

You have resistance to poison damage, and you gain proficiency in your choice of alchemist's supplies, herbalism kit, or poisoner's kit.

As an Alchemist, you have a satchel of reagents, components, and other esoteric items, which you regularly fill with ingredients and oddities you find in your travels. When you brew a potion, you can reduce the time required to craft it by a number of hours equal to your proficiency bonus (minimum of 1).

At 9th level, this reduction increases to a number of hours equal to twice your proficiency bonus (minimum of 1).



Rapid Concoction

3rd-Level Alchemist Feature

You can quickly combine reagents into an elixir producing a short-lived effect. As an action, you can quickly create a rapid concoction in an empty container you touch. When you do so, you choose from the Rapid Concoction table, at the bottom of the following page, to determine the elixir's effect, which is triggered when someone uses the brew, either by drinking it or throwing it. If you use your rapid concoction yourself, you can do so as a bonus action. Another creature must use an action to use your concoction.

Rapid concoctions last until they are used or until the end of your next turn. If you have to make a ranged weapon attack with your rapid concoction, you are considered proficient in throwing it. Saving throws against their effects are made against your spell save DC.

You can use this feature two times, and then you must finish a long rest before you can use it again. Starting at 10th level, you can use it three times before a rest, and starting at 17th level, you can use it four times before a rest.

You can also use a bonus action and expend a spell slot to regain one use of this feature per level of the spell slot expended. However, you can never recover more than your maximum number of uses.

Spell Slot Enhancement. As you make your rapid concoction, you can enhance it by expending spell slots, the effect of which is indicated on the Rapid Concoction table. You can only spend a number of spell slots equal to your proficiency bonus on any single concoction. Some enhancements provide multiple effects to choose from by expending one spell slot for each increase.

Concentrated Alchemy

5th-Level Alchemist Feature

You learn to be frugal with your reagents, creating more from a single distillation than you could before. You only need to provide 5 gp worth of raw ingredients when crafting any nonmagical alchemical substance that is worth 50 gp or less.

Moreover, when you create a potion, extract or liquid magic item, you can make an Intelligence (Arcana) roll against a DC of 12 plus the rarity level of the item (+1 for common, +2 for uncommon, etc.), or DC 15 for your rapid concoctions. On a success, you create an extra copy of the item you were crafting. You must pay twice the normal cost to produce two items in this way.

You can use this feature to create an extra copy of an item twice. You regain expended uses when you finish a long rest.

Alchemist's Boon

9th-Level Alchemist Feature

For any potion, elixir, or other liquid magic item that requires a roll to determine its effectiveness, such as how many hit points it heals or how much damage it deals, you add your Intelligence modifier to the roll result when you use the item.

Vaala Augmentation (Id). When you add your Intelligence modifier to the roll to determine the effectiveness of a potion, elixir, or other liquid magic item,

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you can spend a number of points from your Vaala pool (up to your maximum) to add that number to the roll result as well. If you have an Intelligence modifier of +2, for example, you might spend 8 points from your Vaala pool while drinking a potion of healing to regain an additional 10 hit points.

Advantageous Tolerance

14th-Level Alchemist Feature

Your body has built up a resilience to hazardous substances thanks to your ongoing alchemical experimentation. You have resistance to acid damage and you are immune to poison damage and the poisoned condition.

In addition, when poison damage is dealt to you, you take no damage and instead regain a number of hit points equal to the poison damage dealt.

Vaala Augmentation (Id). If you take acid damage, you can use a reaction to spend 5 points from your Vaala pool before the damage is dealt to regain a number of hit points equal to the acid damage dealt.

Sovereign Transmutation

18th-Level Alchemist Feature

Your mastery, knowledge, and arcana allow you to magically transform one liquid into another. While you are holding a container of liquid in your hand, you can use an action to change it into a different one. You can change a nonmagical liquid simply by choosing its new form. For example, you can transmute wine into lamp oil. You can change a liquid magic item, such as a potion or elixir, into a different one of the same or lower rarity. For example, you could change a potion of invisibility into a potion of speed.

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

Vaala Augmentation (Id). When you use this feature, if you spend 6 points from your Vaala pool you can transmute a liquid magic item into a different one with a rarity one level higher. For example, you could change a potion of healing into a greater potion of healing.

Rapid Concoction

EFFECT	SPELL SLOT ENHANCEMENT (PER SPELL SLOT LEVEL)
Virtuoso Distillate. The imbiber gains proficiency in one skill (chosen by you when you create the elixir) for 10 minutes. If the imbiber is already proficient in that skill, they instead gain advantage on ability checks using that skill.	+10 minute duration
Volatile Orb. When thrown at a point you choose within 30 feet, the orb breaks on impact with a blast of force. Each creature within 10 feet of that point must succeed on a Dexterity saving throw or take 2d6 force damage and be knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone.	+1d6 damage or throwing range +10 feet
Fortitude Tonic. The imbiber gains a bonus to a single saving throw (chosen when you create the concoction) equal to your Intelligence modifier for 10 minutes.	+10 minute duration
Elemental Flask. When thrown at a target within 30 feet with a ranged weapon attack, the elixir deals 2d6 acid, cold, fire, lightning, necrotic, radiant, or thunder damage (chosen by you when you create the elixir) on a hit.	+1d6 damage or throwing range +10 feet
Healing Draught. The imbiber regains a number of hit points equal to 2d4 + your Intelligence modifier.	+1d4 hit points
Tanglemind Flagon. When thrown at a point you choose within 30 feet, the flagon breaks spraying soporific liquid. Each creature within 10 feet of that point must succeed on a Wisdom saving throw or its speed is reduced to 0 until the start of your next turn. Creatures immune to psychic damage are unaffected.	+1 round duration or throwing range +10 feet or radius +10 feet
Curative Remedy. The imbiber removes one condition currently afflicting it.	–
Gaseous Alembic. When thrown at a point you choose within 30 feet, the alembic breaks releasing a greenish cloud in a 10-foot-radius sphere centered on the point of impact. Each creature in the radius must make a Constitution saving throw. On a failed save, a target takes 2d8 poison damage and is poisoned for 1 minute. On a successful save, a target takes half as much damage and isn't poisoned. Creatures immune to poison are unaffected. At the end of each of its turns, a target can repeat the saving throw, ending the effect on itself on a success.	+1d8 damage or throwing range +10 feet or radius +10 feet
Ability Mutagen. The imbiber increases one of their ability scores (chosen by you when you create the elixir) by 1 for 10 minutes.	+1 to the attribute
Vortex Bottle. When thrown at a point you choose within 30 feet, the bottle breaks releasing a 10-foot-radius sphere of whirling air. Each creature in the radius must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be thrown 10 feet in a random direction. On a successful save, a target takes half as much damage and is not thrown.	+1d6 damage or throwing range +10 feet or radius +10 feet

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Biomage

As a biomage you turn your facility with creating and altering magic items toward transmuting living flesh, primarily your own. Whether driven by a desire for improving yourself, an obsession with unlocking physiological secrets, the hope of aiding others, or purely to quench your thirst for power, you scoff at those who question the morality of your experimentation. Anyone can craft a magic item, only a true master can manipulate life itself.

Biomage Spells

You always have certain spells prepared after you reach particular levels in this specialization, as shown in the Biomage Spells table. These spells count as arcanologist spells for you, but they don't count against the number of arcanologist spells you can prepare each day.



Biomage Spells

Arcanologist Level	Spell
3rd	*inflict wounds, longstrider*
5th	*alter self, enhance ability*
9th	*gaseous form, revivify*
13th	*polymorph, stoneskin*
17th	*awaken, greater restoration*

Vaala Mote and Increased Vaala Pool

3rd-Level Biomage Feature

You gain a mote of affinity in K'aab. Additionally, gain a mote of affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in K'aab, and your Vaala point maximum increases by 2.

Biotic Companion

3rd-Level Biomage Feature

You gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Small and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum is equal to the hit points listed in its stat block or four times your arcanologist level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The biotic companion obeys your commands as best it can. It takes its turn on your initiative. While your companion is within 60 feet of you, you can communicate telepathically with it. You can telepathically or verbally order the companion where to move (no action required by you). If you apply a modification from your Metabiotic Modification feature to yourself, your companion also gains the same modification.

On its turn, your companion can move and use its reaction on its own, unless ordered otherwise. But the only action it takes on its turn is Dodge unless you use a bonus action on your turn to telepathically or verbally command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, your companion can take any action of its choice. If your biotic companion dies, you can obtain a new companion by spending 8 hours working with a beast that isn't hostile to you and that meets the requirements.

When you reach 8th level in this subclass, you can permanently reform your biotic companion into a beast that is no larger than Medium, and has a challenge rating of 1/2 or lower. It loses all of its old features, and gains the features of its new form. In addition, on any of your turns,

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when your companion doesn't attack, you can use a bonus action to command it to take the Disengage or Help action on its turn.

At 16th level, your companion can be permanently reformed again into a beast that is no larger than Large, and has a challenge rating of 1 or lower. In addition, when you recover hit points from any source, your companion also recovers an equal amount of hit points if it is within 30 feet of you.

Vaala Augmentation (K'aab). If your biotic companion takes damage, you can use a reaction to spend 2 points from your Vaala pool to give your companion resistance to the damage from that attack until the start of your next turn.

Metabiotic Modification

3rd-Level Biomage Feature

You learn to alter living tissue, molding and changing a body to enhance abilities or grant new traits. When you finish a short or long rest, you can attune to this feature as if it were a magic item, allowing you to use it until you end the attunement.

While attuned to this feature, you can use this feature twice. You regain all expended uses of this feature when you finish a short or long rest.

As an action, you can choose an option from the Metabiotic Modification list and magically apply it either to yourself, your biotic companion, or another friendly creature within 10 feet of you. If you use this feature to modify yourself, your companion also gains the same modification. These alterations last until you finish a short or long rest.

Vaala Augmentation (K'aab). Once between rests, you can spend 2 points from your Vaala pool to immediately transmute one of your chosen modifications to a different one from the same list.

Metabiotic Modification

Amphibious. You can breathe air and water, and you have a swimming speed equal to your walking speed.

Crypsis Pigmentation. Your skin shifts its coloration to match the environment, giving you advantage on Dexterity (Stealth) checks. As a bonus action, you can cause your skin to glow with a faint greenish bioluminescence that sheds dim light in a 10-foot radius for as long as you wish, suppressing it with another bonus action.

Fleet. Your walking speed increases by 10 feet and your jump distance is tripled. This bonus increases to +20 feet at 11th level, and to +30 feet at 17th level.

Keen Senses. You have proficiency in the Perception skill (if you didn't already have it), gain darkvision out to a range of 60 feet, and have advantage on Wisdom (Perception) checks that rely on sound, scent, taste, or touch.

Mutable Appearance. You can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and gender presentation. You can also adjust your height and weight, though you can't change your size or basic body structure. You can make yourself appear as a member of another people or change your apparent ancestry, though none of your game statistics change. Your clothing and equipment aren't changed by this feature. If you take this as a permanent modification, then each time you finish a short rest, you can change your appearance to a new configuration.

Natural Weapons. You alter your form, growing natural weapons such as claws, horns, or sharp teeth. You can use your natural weapon to make unarmed strikes. When you hit with an unarmed strike, it deals damage equal to 1d6 + your Intelligence modifier of a damage type appropriate to the natural weapon you selected. This damage increases by 1d6 when you reach 11th level and again at 17th level.

Prehensile Appendages. Tiny hairs on the skin of your hands and feet gives you an incredible grip. You have a climbing speed equal to your walking speed, and you have advantage on ability checks to make or escape a grapple. Moreover, you can use your bare feet to manipulate an object, open or close a door or concontainer, or pick up or set down a Tiny object.

Thickened Hide. While you aren't wearing armor, your skin thickens, giving you a base Armor Class of 13 + your Dexterity modifier. A shield's benefits apply as normal while you use your thickened hide.

Permanent Metabiotic Modifications

A Biomage who applies the same metabiotic modification alteration to the same creature (including themselves) every day for 1 year, can choose to make the modification permanent, no longer requiring a use of this feature to apply it.

A permanent metabiotic modification can only be removed by a greater restoration or *wish spell*

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Remote Bioarcana

5th-Level Biomage Feature

You learn to channel your spells through the instinctive link created between yourself and a creature you have improved with a metabiotic modification. When you cast a spell with a range of touch, you can target a creature that is under the effect of your Metabiotic Modification feature up to 100 feet away as if it were adjacent to you.

Vaala Augmentation (K'aab). If you spend 3 points from your Vaala pool when you use this feature, you can use this feature to instead cast a spell with a range of self on the target creature. If you spend 6 points from your Vaala pool, you can instead cast a spell with any range on the target creature.

Greater Metabiotic Modification

9th-Level Biomage Feature

Your continued experimentation into genetic arcana has unlocked more powerful discoveries. You gain one option of your choice from the 3rd-level Metabiotic Modification feature list as a permanent bonus. When you gain a new level in this class, you can replace your permanent modification with another option chosen from the 3rd-level Metabiotic Modification feature list.

In addition, when you use your Metabiotic Modification feature you can now select options from the Greater Metabiotic Modification list as well as the original list.

Vaala Augmentation (K'aab). Once between rests, you can spend 4 points from your Vaala pool to immediately transmute one of your chosen modifications to a different one from the same list.

Greater Metabiotic Modification

Enhanced Ability. You gain a bonus of +1 to one ability score of your choice, and your maximum score for that ability increases by the same amount. This bonus increases to +2 at 13th level and to +3 at 17th level.

Limited Regeneration. When you take damage, you can use a reaction to expend and roll one of your unused Hit Dice before the damage is dealt. You regain a number of hit points equal to the result plus your Constitution modifier.

Malleable Mind and Body. As a bonus action while this modification is active, you can expend two of your unused Hit Dice to end the blinded, charmed, deafened, or poisoned condition on yourself or cure a disease from which you currently suffer. If you spend three unused Hit Dice, you can instead end the grappled, paralyzed, petrified, restrained or stunned condition on yourself.

Proportional Shift. You grow larger or smaller by one size category, as if you cast the enlarge/reduce spell on yourself.

Resistance Adaptation. You gain resistance to one damage type of your choice from the following: acid, cold, fire, lightning, poison, or thunder.

Secondary Appendage. You gain a slightly smaller arm in a location of your choice or a prehensile tail. The appearance of this appendage can be anything you envision. Your secondary appendage can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. You can manifest two appendages at 13th level, four appendages at 17th level, and six at 20th level.

Telepathic Mind. You can read the thoughts of creatures within 30 feet as if you were constantly under the effect of a detect thoughts spell. Moreover, magic can't be used to read your thoughts or put you to sleep.

Wings. Feathered or batlike wings extend from your back and shoulders. You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Touch of Life, Touch of Death

14th-Level Biomage Feature

You can reach into the weave of life inside a creature, channeling life or death into that network at your whim. As an action, you can touch one creature within 5 feet of you, choose either healing or decay, and expend a number of unused Hit Dice (minimum of 1).

Healing. The target regains 2d8 hit points per Hit Die spent.

Decay. The target must make a Constitution saving throw, taking 2d8 necrotic damage per Hit Die spent on a failed save, or half as much on a successful one.

Vaala Augmentation (K'aab). If you spend 5 points from your Vaala pool when you use this feature, the range becomes 30 feet.

Advanced Metabiotic Modification

18th-Level Biomage Feature

You breakthrough to a new understanding of the arcane power contained within the body. You gain one option of your choice from the 9th-level Greater Metabiotic Modification feature list as a permanent bonus. When you gain a new level in this class, you can choose one of your permanent modifications and replace it with another option chosen from the same modification list.

In addition, when you use your Metabiotic Modification feature you can now select options from the Advanced Metabiotic Modification list as well as the lower-level lists.

Vaala Augmentation (K'aab). Once between rests, you can spend 6 points from your Vaala pool to immediately transmute one of your chosen modifications to a different one from the same list.

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Advanced Metabiotic Modification

Absorb Biomatter. As an action, you can touch the corpse of a creature slain within the past hour and assimilate its flesh and physical material. When you do so, you gain the benefits of a heal spell. Once you heal yourself in this manner, you cannot do so again until you finish a short rest.

Accelerated Reflexes. You can take two bonus actions on your turn instead of one. You cannot use the same bonus action twice in a single turn.

Amorphous. Your body becomes a vaguely humanoid-shaped mass of translucent gray ooze. Your new form mimics all of your normal senses and functions and is humanoid enough to wear clothing and equipment. You can squeeze through a space as narrow as 1 inch wide, but your armor and gear cannot. You also have advantage on ability checks you make to initiate or escape a grapple.

Biomorphic Movement. You can alter your form to move through other creatures and objects as if they were difficult terrain. You take 11 (2d10) force damage if you end your turn inside an object.

Eye Stalk. You extrude a magically-imbued eye on a flexible tentacle. You can perceive through this eye as if it were one of your normal eyes. For the duration, you have truesight out to a range of 60 feet and you can use a bonus action to cast a cantrip with a casting time of one action or less through the eye. When you do so, you can't cast any other spells in the same turn.

Life Sense. You are aware of the presence of creatures within 100 feet that have an Intelligence score of 4 or higher. You know the distance and direction to each creature, as well as each one's Intelligence score, but you can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Magic Resistance. By imbuing your form with Vaala, you have advantage on saving throws against spells and other magical effects.

Mimic Feature. For the duration, you can use an action to choose a creature you can see and copy one of its traits, actions, bonus actions, or reactions. You must be aware of the specific feature you wish to mimic. The mimicked feature uses the target creature's statistics. Your body reforms enough to use the mimicked feature, which lasts until you mimic a different feature, you finish a short or long rest, or you drop to 0 hit points.



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Genius

A genius is a mastercrafter, blending engineering and arcana to create fantastic contraptions, constructs, and artifacts, most commonly known from the Golden Geniuses employed by the Grand Guild of Allaria. If you ask a genius how they built something, the honest answer would be that they don't precisely know. Their minds dwell very close to the Fai aspect of Vaala, what the godao call the Spark in the Dark, and they ride the currents of inspiration to guide the craft.They can accomplish wonders without necessarily understanding how.

The vast majority of the golden geniuses in the Grand Guild are godao, as this path is best known among them and they occupy a lauded place in the godao community. Their products are called golden gadgets, or sometimes gnomish gadgets, and are the main goods and services provided across Valerna by the Grand Guild. The craft has spread to other peoples and regions of the world, however, and anywhere that Vaala drives invention and creation to new, often unexpected heights, you will find a genius.

Genius Spells

3rd-Level Genius Feature

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

Genius Spells

Arcanologist Level	Spell
3rd	*grease, unseen servant*
5th	*heat metal, rope trick*
9th	*glyph of warding, phantom steed*
13th	*fabricate, stone shape*
17th	*animate objects, creation*

Vaala Mote and Increased Vaala Pool

3rd-Level Genius Feature

You gain a mote of affinity in Fai. Additionally gain a mote of affinity in Fai. Additionally, your Valla point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai, and your Vaala point maximum increases by 2.

Golden Construct

3rd-Level Genius Feature

You learn to use your magical and mechanical skills to create constructs. At 3rd level, you build a golden homunculus. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the golden homunculus stat block, which uses its creator's proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

As you adventure and continue to improve your skills, you can add upgrades to your golden construct's various components. The time and cost of the upgrades are listed in the Golden Construct Upgrade table at the end of this subclass.

In combat, your construct shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be the Attack action or some other action in its stat block. If you are incapacitated, the construct can take any action of its choice, not just Dodge.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use smith's or tinker's tools and expend a spell slot of 1st level or higher as an action to revive it, provided you are within 5 feet of it. The golden construct returns to life 1 minute after you revive it, with all of its hit points restored.

At the end of a long rest, you can create a new golden construct if you have smith's tools and materials with you. The pieces of a destroyed golden construct count as materials for this purpose. If you already have a construct from this feature and you build a new one, the first construct immediately perishes. The golden construct also perishes if you die.

Golden Homunculus

Tiny Construct (Fai)

Armor Class 13 (natural armor)
Hit Points 1 + your Intelligence modifier + five times your arcanologist level (the construct has a number of Hit Dice (d4s) equal to your PB)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +0 plus PB × 2, Stealth +2 plus PB
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, pois|oned
Senses darkvision 60 ft., passive perception 10 + (PB × 2)
Language understands the languages you speak
Challenge/Proficiency Bonus equals your bonus

Crafter's Bonus. The homunculus adds your proficiency bonus to any ability check or saving throw it makes.

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

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

Actions

Projectile Launcher. *Ranged Weapon Attack:* your spell attack modifier to hit, range 30 ft., one target. *Hit:* 1d4 piercing damage + force damage equal to your PB.

Eldritch Admixture

5th-Level Genius Feature

Due to your detailed study of arcana, you learn to weave together unused threads of power into minor incantations. When you cast a spell that has a casting time of one action or longer, you can cast one of your cantrips as part of the

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same action. You can do so a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

Improved Golden Construct

9th-Level Genius Feature

As your techniques and skills continue to develop, you can choose to either enhance your construct with new features or rebuild it into a larger version called a golden guardian. The guardian is a large, human-shaped construct used primarily for protection and manual labor. See its game statistics in the golden guardian stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics. Otherwise, your new companion follows the same rules as the homunculus in your Golden Construct feature.

Golden Guardian

Large construct (Fai)

Armor Class 16 (natural armor)
Hit Points 5 + your Intelligence modifier + five times your arcanologist level (the guardian has a number of Hit Dice (d10s) equal to your PB).
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +0 plus PB × 2, Stealth +2 plus PB
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive perception 10 + (PB × 2)
Language understands the languages you speak
Challenge/Proficiency Bonus equals your bonus

Crafter's Bonus. The guardian adds your proficiency bonus to any ability check or saving throw it makes.

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

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

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

Actions

Multiattack. The guardian makes two Arm Maul attacks.

Arm Maul. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 2d6 + 4 + PB slashing damage.

Enhanced Homunculus

If you instead choose to enhance your homunculus, adjust its stat block with the following changes.

- **Armor Class** 16 (natural armor)
- **Hit Points** 5 + your Intelligence modifier + five times your arcanologist level.
- **Hit Dice** The homunculus has a number of Hit Dice (d10s) equal to your PB.
- **Speed** 20 ft., fly 15 ft.
- **Attribute Adjustments**: The homunculus' Dexterity score is increased by 3
- **Traits.** ***Magic Resistance***. The homunculus has advantage on saving throws against spells and other magical effects.
- **Traits.** ***Magic Weapons***. The homunculus' weapon attacks are magical.
- **Actions.** ***Multiattack***. The homunculus makes two Projectile Launcher attacks.

Shared Lifeforce

14th-Level Genius Feature

The energy sustaining your construct and your own life force become intertwined. As a bonus action, you can spend any number of your or your construct's Hit Dice, up to the creature's maximum Hit Dice, to transfer hit points from yourself to your construct or vice versa. For each Hit Die spent in this way, you roll the Hit Die and add your Constitution modifier. The individual providing the Hit Dice loses hit points equal to the sum of all of the rolled Hit Dice (minimum of 1), and the target regains hit points equal to the same amount.

Wondrous Construct

18th-Level Genius Feature

When you finish a long rest, you can install a temporary enhancement for your construct that mimics one wondrous item of very rare or lower rarity that you have seen before. The construct can use that item as if it had the real magic item, and will obey your orders as to when to use it. The construct must follow the rules laid out for that particular magic item.

If there is an obvious conflict between the chosen wondrous item and the construct (such as an item that requires the blood of the user), the item does not function unless the GM decides it can do so.

Consumable items only function the standard number of times. Otherwise, the temporary item lasts for a number of hours equal to your proficiency bonus.

Golden Construct Upgrades

A genius's construct companion is always a work in progress as they tinker, alter, and experiment, continually pushing the limits of their skills and inspiration. The Golden Construct Upgrade table lists the most common upgrades, their material prerequisites, and their cost in time and gold. Each upgrade can only be applied once, unless otherwise noted in the table below. Your construct can only have a number of upgrades applied up to your proficiency bonus.

To apply an upgrade, you must consume the material prerequisites, spend the cost in gold pieces, and spend the listed number of hours working on it as if you were enchanting a magic item. The listed costs in gold don't include the cost of acquiring any of the material prerequisites. You can swap out an applied upgrade for a different one by applying the new upgrade as above and removing the previous one. You can also design your own upgrades using the ones described below as inspiration. Your GM has final say on whether an upgrade is possible or allowed.

If the players and GM together decide to forgo the listed material prerequisites, these upgrades can be considered to be magical in nature and not physical.

In general, it takes one action to reload an upgrade that requires doing so, such as the Double Spear Arm or the Repeater Crossbow Arm.

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Golden Construct Upgrade

COMPONENT	DESCRIPTION	MATERIAL PREREQUISITES	TIME	COST
Chassis Upgrades				
Armored Plating*	The construct gains a +1 bonus to its AC.	10 pounds of steel or 3 scrolls of mage armor	10 hours	1,250 gp
Energy Core*	The construct gains a +10 bonus to its hit point maximum.	2 pounds of crushed crystal or a robust essence	16 hours	2,000 gp
Improved Limbs*	The construct gains a +5 bonus to one of its speeds.	2 pounds of steel cords per limb or 3 potions of speed	8 hours	1,000 gp
Advanced Mobility*	The construct gains a climb, fly, or swim speed (your choice) equal to half its walking speed.	2 pounds of fine metal mesh or 4 scrolls of freedom of movement	10 hours	1,250 gp
Trait Upgrades				
Adjustable Cartridge	Can only be applied if the Injector Arm upgrade has already been applied. When you finish a short rest, you can exchange the fluid in the construct's injector arm to one of the following types: • **Anesthetic**. On a hit, restore hit points equal to 1 + PB. A creature can only be affected by this once between rests. • **Poison**. On a hit, deals 4 piercing damage, and the target must succeed on a Constitution saving throw against your spell save DC or take additional poison damage equal to 3d4 + PB. • **Sleep**. On a hit, deals 4 piercing damage, and the target must succeed on a Constitution saving throw against your spell save DC or fall unconscious for 1 minute. The effect ends for a creature if it takes damage or someone uses an action to wake it.	3 glass tubes, a potion of healing, 6 vials of basic poison or a potion of poison, and either 1 vial of slumber oil or a scroll of sleep.	8 hours	1,000 gp
Charge	If the construct moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.	A portable ram or 2 scrolls of command	10 hours	1,250 gp
Shielding Greaves (Guardian Only)	If the construct doesn't move on its turn, it provides three-quarters cover to any creature within 5 feet of it if the construct is between that creature and an incoming attack.	2 Large-sized shields	8 hours	1,000 gp
Action Upgrades				
Arcane Mortar	(Recharge 6) The tube-like attachment on the construct's back fires a magical orb at a point you choose within 60 feet of it. The orb explodes on impact, and each creature within a 40-foot radius of that point must make a Dexterity saving throw against your spell save DC. A creature takes 5d6 force damage on a failed save, or half as much damage on a successful one.	A bronze or steel cylinder, 3 scrolls of fireball, and either 3 scrolls of magic missile or a potent essence	16 hours	2,000 gp
Armblade	Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d10 + PB slashing damage.	A longsword	8 hours	1,000 gp
Ballista Arm (Guardian Only)	Ranged Weapon Attack: your spell attack modifier to hit, range 80/240 ft., one target. Hit: 3d8 + PB piercing damage. Requires reloading after 2 uses.	A ballista and 2 ballista bolts	16 hours	2,000 gp

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Double Spear Arm (Guardian Only)	Melee or Ranged Weapon Attack: your spell attack modifier to hit, reach 5 ft. or range 20/60 ft, one target. Hit: 2d6 + PB piercing damage. If you use the spear as a ranged weapon it launches out of the construct's arm. Requires reloading after 2 uses.	2 spears	16 hours	2,000 gp
Injector Arm (Homunculus Only)	Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1 + PB piercing damage. If you also have the Adjustable Cartridge installed, this damage is replaced by the selected cartridge.	A syringe, needle, and 5 glass vials	8 hours	1,000 gp
Mace Arm	Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d8 + PB bludgeoning damage.	A heavy mace	8 hours	1,000 gp
Repeater Crossbow Arm	Ranged Weapon Attack: your spell attack modifier to hit, range 90/240 ft., one target. Hit: 3d8 + PB piercing damage. Requires reloading after 5 uses.	A heavy repeater crossbow and 5 bolts.	8 hours	1,000 gp
Triple Repeater Crossbow (Guardian Only)	Ranged Weapon Attack: your spell attack modifier to hit, range 90/240 ft., up to 3 targets. Hit: 1d8 + PB piercing damage. Requires reloading after 5 uses.	3 heavy repeater crossbows and 15 bolts	10 hours	1,250 gp
Other Upgrades				
Channel Magic (Homunculus Only)	When you cast a spell with a range of touch while the homunculus is within 100 feet of you, the homunculus can use its reaction to deliver the spell as if it had cast it. If the spell requires an attack roll, the homunculus uses your spell attack modifier for the roll.	An arcane focus	8 hours	1,000 gp
Parry	The construct uses its reaction to add 3 to its AC against one melee attack roll that would hit it. To do so, the construct must see the attacker and be wielding a melee weapon.	A small metal shield, and either a potion of shield of faith or a robust essence	8 hours	1,000 gp
Protection Mode (Guardian Only)	As a reaction, the guardian imposes disadvantage on the attack roll of one creature it can see that is within 10 feet of it and is attacking a creature other than the guardian.	12 metal fan blades, a dozen metal springs, and either a scroll of shield or a robust essence	10 hours	1,250 gp
Repair Mode	As an action, the construct magically begins repairing itself. While it does so, it is restrained and incapacitated. It regains hit points equal to one of its Hit Dice every hour. After 8 hours of magical repairs, it is restored to its hit point maximum. The construct's creator can command it to stop repairing and resume normal operations with a simple verbal order.	A coil of copper wire and either 10 potions of healing or 2 potent essences	24 hours	6,000 gp
Repulsion Field (Guardian Only)	(Recharge 5–6). When the guardian takes damage from a melee attack, it can use its reaction to emit a sphere of invisible force in a 30-foot radius centered on itself. Each creature in that area must succeed on a Strength saving throw against your spell save DC or be pushed out to the edge of the sphere.	A crystal orb, and either a scroll of arcane hand, or a potent essence	16 hours	2,000 gp
Scurry (Homunculus Only)	The homunculus can take the Dash, Disengage, or Hide action as a bonus action on its turn.	10 metal springs, a vial of grease, and either a scroll of pass without trace or a robust essence	10 hours	1,250 gp
Sudden Leap (Homunculus Only)	(Recharge 5–6). As a bonus action, the construct leaps up to twice its normal speed to land in an unoccupied space. This movement doesn't provoke opportunity attacks.	4 large metal springs per limb, and either a potion of jump, or a robust essence	8 hours	1,000 gp

*Multiple upgrades of this type can be applied to the construct

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Scion

Striding out from the shields of the soldiers behind her, the allai clad in shining plate armor gazes out upon the snarling ranks of the Null cultists. Holding her sword aloft, she summons Vaala with a gesture of her free hand, cascading energy into the weapon until the blade glows with arcane radiance.

The tánaid jaguar-kin didn't plan on fighting for his life against a skeletal dragon today, but the despoiling of the forest will not stand. His strikes blur through the air, the impact of the enchanted axe causing vines to erupt from the ground to twine through the bones of the Nix.

The Nwoda laughs as the nwoda laughs as the shardship dives toward the titanic abomination. Noting the flames enveloping the creature's form, the nwoda channels Vaala into their shield to add some protection from fire. The nwoda nods in satisfaction.

Standing above soldiers and sellswords, scions are elite warriors trained to combine spellcasting with martial skill into unified techniques designed to defeat any foe. While their magery is limited compared to a wizard or cleric, they can magically enhance their weapons, armor, and equipment with Vaala, transmuting arcane power into martial benefits. For others, magic is a tool or an obsession, for the scion it is a companion, an ally. With Vaala by their side, they will always be victorious.

Paragon

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The Pledge

Scions are towering figures who swear themselves to a cause or a specific goal. They focus on this singular drive with their entire being, gaining power through their dedication. This is called the "Pledge" among scions, and it guides their actions and deeds. For a scion, fulfilling the pledge is more important than the manner in which they accomplish the task, though few are willing to lower themselves to ignoble or criminal methods simply to ease their way. Scions often dabble in various magic or skills to ensure they have whatever tools they might need to fulfill a pledge.

When a scion makes their pledge they dedicate themselves to that task to the best of their ability. This doesn't mean they necessarily forgo all other goals or commitments as the road to fulfilling their pledge can be a short, medium, or long journey. Yet, the pledge is a contract or specifically defined promise, not an unbreakable oath. Scions can sever a pledge without accomplishing it, but a pledge is a serious matter and breaking one has consequences. For example, a scion who pledges themself to fighting for a noble lord might discover that the lord is in league with their nation's enemies. In such a circumstance, a scion might accept the consequences of breaking their pledge, and then perhaps pledging themselves to defeating that lord.

Creating a Scion

When creating a scion, consider where they learned their techniques combining blades and spells. Did they rise up through the ranks of a military force by demonstrating their tenacity and bravery? Were they accepted into an elite academy where they learned their skills from renowned scions? Did they feel a mystical calling and followed prophetic dreams to learn at the feet of a famous warrior living in seclusion?

Once you know how your character learned their craft, decide what drives them to live the adventuring life, beset by blood, danger, and death. Is there a long-term goal they hope to achieve? Is there a wrong they hope to set right? Are they risking their lives simply to prove their own prowess, or are they hoping to escape some element of their past?

Quick Build

You can make a scion quickly by following these suggestions. First, Strength should be your highest ability score, followed by Intelligence. Second, choose the disciple background.

Multiclassing and the Scion

If your group uses the optional rule on multiclassing, here's what you need to know if you choose scion as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already a scion.

Proficiencies Gained. If scion isn't your initial class, here are the proficiencies you gain when you take your first level as a scion: light armor, medium armor, shields, simple weapons, and martial weapons.

Spell Slots. Add half your levels (rounded up) in the scion class to the appropriate levels from other classes to determine your available spell slots.

Class Features

As a scion, you gain the following class features.

Hit Points

Hit Dice: 1d8 per scion level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scion level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Intelligence

Skills: Choose two skills from Animal Handling, Arcana, Athletics, History, Insight, Intimidation, Perception, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a martial weapon and a shield or (*b*) two martial weapons
- (*a*) two handaxes or (*b*) heavy crossbow and 20 bolts
- (*a*) studded leather armor or (*b*) scale mail armor
- (*a*) an explorer's pack or (*b*) a scholar's pack

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Level	Prof Bonus	Class Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Fighting Style, Pledge	2	1	1	—	—	—	—
2nd	+2	Arcane Armaments	2	2	2	—	—	—	—
3rd	+2	Regimen	2	2	2	1	—	—	—
4th	+2	Ability Score Improvement	2	2	2	2	—	—	—
5th	+3	Extra Attack	2	3	3	2	1	—	—
6th	+3	Spellcleave	2	3	3	2	2	—	—
7th	+3	Regimen Feature	2	4	3	3	2	1	—
8th	+3	Ability Score Improvement	2	4	3	3	2	2	—
9th	+4	Spectral Weapons	3	5	3	3	3	2	1
10th	+4	Regimen Feature	3	5	4	3	3	2	1
11th	+4	Greater Arcane Armaments	3	6	4	3	3	2	1
12th	+4	Ability Score Improvement	3	6	4	3	3	2	1
13th	+5	Restorative Aegis	3	7	4	3	3	2	1
14th	+5	Regimen Feature	3	7	4	3	3	2	1
15th	+5	Extra Attack (2)	4	8	4	3	3	2	1
16th	+5	Ability Score Improvement	4	8	4	3	3	3	1
17th	+6	Arcane Secret	4	9	4	3	3	3	1
18th	+6	Regimen Feature	4	9	4	3	3	3	2
19th	+6	Ability Score Improvement	4	10	4	3	3	3	2
20th	+6	Regenerative Arcane Prowess	4	10	4	3	3	3	2

Spellcasting

1st-Level Scion Feature

For some the physical practice of combat is antithetical to the careful study of arcana, but to you they are complementary elements waiting to be woven into a harmonious whole. Scions learn spellcasting as part of their martial training. Though they learn spells at a similar rate as wizards, they have far fewer spells and are incapable of casting spells higher than 5th level, apart from spells gained via their Arcane Secret feature.

Cantrips

At 1st level, you know two cantrips of your choice from your scion spell list. You learn additional scion cantrips of your choice at higher levels, as shown in the Cantrip Known column of the Scion table.

Spell Slots

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

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

Spells Known of 1st Level and Higher

You know one 1st-level spell of your choice from the scion spell list. The Spells Known column of the Scion table shows when you learn more scion spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Intelligence is your spellcasting ability for your scion spells, since you have learned, through study and practice, to channel Vaala into useful effects. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a scion spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

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Spellcasting Focus and Somatic Components

You can use a weapon or shield as a spellcasting focus for your scion spells. When you cast a scion spell you can perform the somatic components of the spell even when you have weapons or a shield in one or both hands.

Fighting Style

1st-Level Scion Feature

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once.

Arcane Warrior

You learn two cantrips of your choice from the wizard or sorcerer spell list. They count as scion spells for you, and Intelligence is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the wizard or sorcerer spell list.

Defense

While you are wearing armor, you gain a +1 bonus to AC

Dueling

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

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Pledge

1st-Level Scion Feature

You can pledge yourself to a specific cause or goal. Unlike a paladin's oath, the pledge is a specifically defined contract or promise, usually of a limited duration. Your pledge might be to eradicate the undead from a village, or reveal who murdered the local priest.

While your pledge is active, you can use this feature to gain advantage on an attack roll, ability check, or saving throw that is made in furtherance of your pledge. You can use this feature a number of times equal to half of your proficiency bonus, and you regain all expended uses when you finish a long rest.

The GM has the final determination if a pledge is too broad, or if a roll counts as being in furtherance of your pledge.

At 10th level, instead of gaining advantage on a roll, you can choose to add an extra die of damage to a weapon or spell attack. At 15th level, this increases to two extra dice of damage.

Abandoning Pledges. You can only have one pledge active at a time. When you accomplish your current pledge, you are free to swear a new one. However, at any time, you may choose to abandon your pledge for another one. If you abandon a pledge, you gain one level of exhaustion that persists for 7 days. This exhaustion can only be removed by a wish spell or similar magic.

Betrayer

A scion that repeatedly abandons their pledges often gains a reputation as a betrayer. This reputation can negatively impact their interactions with others: NPCs may shun them or may not trust the scion's word or intentions. Only by fulfilling multiple impactful pledges can a betrayer shake such a stain on their name.

Arcane Armaments

2nd-Level Scion Feature

You can channel your arcane powers to magically augment your gear. As an action, you can expend a spell slot of 1st level or higher to magically enhance a weapon or shield you hold, or a suit of armor, belt, or ring you wear, for 1 minute. The description of the individual types of enhancements are included below.

An individual item can only have one enhancement from this feature, and the enhancements only function for you. You can have two active arcane armaments at a time. At 10th level in this class, you can have three active arcane armaments, and at 15th level you can have four active arcane armaments.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool when you use this feature, you can do so as a bonus action.

Weapons

When you enhance a weapon, you grant a melee or ranged weapon you are holding a magical +1 bonus to attack and damage rolls. Starting at 10th level, this bonus increases to +2, and at 15th level this bonus increases to +3. This bonus does not stack with any other bonuses already applied to the weapon.

When you hit a creature with an attack using your

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enhanced weapon, you can expend one additional spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 1d4 per level of the spell slot expended, up to a maximum of 5d4.

Armor

When you enhance a suit of armor, you gain a +1 bonus to your Armor Class while wearing the enhanced armor. Starting at 10th level, this bonus increases to +2, and at 15th level, this bonus increases to +3. This bonus does not stack with any other bonuses already applied to the armor.

While wearing your enhanced armor, you can use your reaction to fortify yourself when you are struck by a melee or ranged weapon attack. When you do so, you can expend one additional spell slot to reduce the damage you take from the attack by 1d4 per level of the spell slot expended.

Shield

When you enhance a shield, you gain resistance to bludgeoning, piercing, or slashing damage (your choice).

While wielding your enhanced shield, if you are hit by an attack that deals a type of damage other than bludgeoning, piercing, or slashing, you can use your reaction to expend an additional spell slot of any level and change your shield's resistance to the type of damage the triggering attack deals.

Belt

When you enhance a belt, the item gains a powerful healing property. While enhanced in this way, you can use a bonus action to expend an additional spell slot to restore a number of hit points equal to 1d4 plus your Constitution modifier for a 1st-level spell slot, plus an extra 1d4 for each slot level above 1st.

Ring

When you enhance a ring, choose a scion spell that is one level lower than the spell slot you expended. You can cast that spell twice without expending a spell slot.

Regimen

3rd-Level Scion Feature

You further specialize to follow a specific school of martial and arcane teachings. Choose Blood Knight, Guardian, or Paragon, all detailed at the end of the class description. The Regimen you choose grants you features at 3rd level, and again at 7th, 10th, 14th, and 18th level.

Ability Score Improvement

4th-Level Scion Feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Extra Attack

5th-Level Scion Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Alternatively, you can choose to cast one of your cantrips in place of one of your attacks. The number of attacks increases to three when you reach 15th level in this class.

Spellcleave

6th-Level Scion Feature

Melding martial prowess with arcana, you develop a potent defense against enemy spellcasters. When a creature you can see casts a spell targeting you, you can use your reaction to expend a spell slot of any level and attempt to cleave the spell. When you do so, make an attack roll against a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At 12th level, once per day, when you successfully negate a spell using your Spellcleave feature, you can choose a number of expended spell slots to recover. The spell slots can have a combined level equal to or less than the level of the spell you cleaved.

Vaala Augmentation (Any). If you spend a number of points from your Vaala pool equal to the level of the spell when you use your Spellcleave feature, you gain advantage on the attack roll.

Spectral Weapons

9th-Level Scion Feature

Channeling your arcane power, you can use a bonus action to expend a spell slot to create one or more floating, spectral versions of the weapon you currently hold. You can create one spectral weapon for a 1st- or 2nd-level spell slot, two weapons for a 3rd- or 4th-level spell slot, or three weapons for a 5th-level or higher spell slot. These weapons orbit your position.

When you first use this feature, you can make one attack against a creature in range of your spectral weapon. On a hit, the target takes force damage equal to 1d8 per level of the spell slot expended to create the spectral weapon. Then the spectral weapon vanishes. If the attack misses, or if you have additional spectral weapons, you can use a bonus action on subsequent turns to repeat the attack against a creature within range.

Each spectral weapon lasts for 1 minute, until it makes a successful attack, or until you use this feature again.

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

Vaala Augmentation (Fai). For every 4 points you spend from your Vaala pool when you activate this feature, you create one additional spectral weapon.

Greater Arcane Armaments

11th-Level Scion Feature

As you further refine your techniques combining magical and martial skill, your Arcane Armament feature develops additional bonuses.

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Weapons

When you hit a creature using your enhanced weapon and choose to expend another spell slot to deal force damage, the extra damage die is a d6 instead of a d4. At 18th level, the extra damage die becomes a d8.

Armor

When you expend a spell slot to enhance your armor, you can also apply one of the following bonuses.

Flexible. While you wear this armor, you can apply your full Dexterity modifier to your AC, and you don't have disadvantage on Dexterity (Stealth) checks.

Intuitive. While you wear this armor, you have advantage on initiative checks.

Reinforced. While you wear this armor, if you are struck by a critical hit the damage dice are only rolled once instead of twice.

Reactive. While you wear this armor, immediately after a creature hits you with a melee attack, you can use your reaction to deal force damage equal to 3d6 plus your proficiency bonus to that creature.

Swift. While you wear this armor, your speed increases by 10 feet.

Shield

When you expend a spell slot to enhance your shield, you add these additional damage types to the list of those you can choose to gain resistance against: acid, cold, fire, force, lightning, necrotic, radiant, and thunder.

Belt

When you use your enhanced belt to restore hit points, the die type changes to 1d8 instead of 1d4.

Ring

You can cast the spell you chose for your enhanced ring three times without using a spell slot. At 15th level, you can cast the spell four times.

Restorative Aegis

13th-Level Scion Feature

You learn to transmute the fortitude you gain from your martial skills into curative eldritch power. As a bonus action, you can expend a spell slot to remove a condition on yourself. Once you use this feature, you must finish a long rest before you can use it again.

SPELL SLOT LEVEL	CONDITION REMOVED
1st–2nd	*Frightened, grappled, or one level of exhaustion*
3rd or higher	*Blinded, charmed, deafened, poisoned, or restrained*

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool while expending a spell slot of 3rd level or higher you can instead remove the incapacitated, paralyzed, petrified, or stunned condition. Doing so does not require an action.

Arcane Secret

17th-Level Scion Feature

Your growing knowledge of Vaala grants you access to a secret of advanced arcana. Choose two spells of any spell level from the wizard spell list to be your arcane secret spells. You can cast one arcane secret spell without expending a spell slot. You must finish a long rest before you can do so again.

Regenerative Arcane Prowess

20th-Level Scion Feature

When you roll for initiative and have no spell slots remaining, you regain one spell slot of each level. These spell slots can only be used to activate your scion features and can't be used to cast spells.

Regimen

Scions study different techniques and styles while mastering their spellcasting and fighting prowess. These styles are called Regimens, even if they are not taught in a traditional martial school. Three of the most renowned Regimens are presented below.

Blood Knight

The Blood Knight is a scion who augments their physical prowess with the Vaala infused in blood itself to boost their attacks, hobble their foes, and even trap their targets in prisons made of crystallized blood. This regimen began in Tyveria, and the Blood Empire still boasts the largest number of Blood Knights, however, practitioners have since spread to the lands beyond.

Blood Knight Spells

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

When you gain a level in this class, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or enchantment spell from the cleric, scion, sorcerer, or warlock spell list.

Blood Knight Spells

SCION LEVEL	SPELL
3rd	*bane, blood repulsion,* shield of faith*
5th	*hold person, warding bond*
7th	*bloodletting,* dispel magic, protection from energy*
9th	*confusion, freedom of movement*
11th	*dominate person, hold monster, life's blood*

*Indicates a spell new to this book.

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Vaala Mote and Increased Vaala Pool

3rd-Level Blood Knight Feature

You gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id, and your Vaala point maximum increases by 2.

Draining Strikes

3rd-Level Blood Knight Feature

When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, you regain hit points equal to that extra damage.

Vaala Augmentation (Id). If you spend 2 points from your Vaala pool when you use this feature, you can forgo regaining these hit points yourself and instead restore that many hit points to a creature of your choice within 10 feet of you.

Sanguine Malediction

7th-Level Blood Knight Feature

You learn to channel Vaala through the spilling of your own blood to inhibit your foes. When you deal damage to a foe within 30 feet of you, you can use a bonus action to wound yourself, losing a number of hit points of your choice in increments of 5. When you do so, a ghostly stream of crimson energy flows from your injury to the foe you damaged. The target must succeed on a Constitution saving throw with a DC equal to 8 plus 1 for every hit point you sacrifice (to a maximum DC of 23) or, until the end of its next turn, it is restrained and can only take an action or a bonus action on its turn, not both.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, the target of your Sanguine Malediction has disadvantage on its Constitution saving throw. If you spend 6 points from your Vaala pool when you use this feature, the target is also stunned until the end of its next turn.



Everflowing Wounds

10th-Level Blood Knight Feature

When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, you can choose to forgo the extra damage and inflict a bleeding wound on the target. After the attack that inflicted this wound on the target, and at the beginning of each of the target's subsequent turns, the creature must make a Constitution saving throw against your spell save DC. On a failed saving throw, the target takes damage equal to half as much as the initial damage. On a successful save, the bleeding effect ends.

Vaala Augmentation (Id). If you spend 4 points from your Vaala pool when you use this feature, the target of your Everflowing Wounds has disadvantage on their Constitution saving throws to end this effect.

Bloodbound

14th-Level Blood Knight Feature

You gain the ability to entomb a foe in a crystalline prison formed from their own spilled blood. When you hit a creature with an attack that deals damage, you can magically implant a special trigger in the target's bloodstream that lasts a number of rounds equal to your scion level. The trigger is harmless until you use a bonus action to trigger it. To do so, you must be able to see the target.

When you use this bonus action to trigger this feature's effect, the target must succeed on a Constitution saving throw against your spell save DC or be trapped in a thick coating of its own crystallized blood for 1 minute. A trapped creature is incapacitated and restrained, but can't be damaged or affected by any external means.

At the beginning of a trapped creature's turn, it takes 3d10 necrotic damage. A trapped creature can repeat the Constitution saving throw at the end of each of its turns, ending the effect on a success.

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

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool as a bonus action you regain one use of this feature.

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Bloodspray Strike

7th-Level Blood Knight Feature

When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, crystallized shards of the target's blood lance out to pierce up to three other targets of your choice within 30 feet of the first target. Each additional target must make a Dexterity saving throw against your spell save DC, taking damage equal to the extra damage you inflicted on the first target on a failed save, or half as much damage on a successful one.

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

Vaala Augmentation (Id). For every 6 points you spend from your Vaala pool when you use this feature, one of the additional targets of your choice takes the damage equal to the full damage from your initial attack on the first target instead of just the extra damage amount.

Guardian

Guardians know that existence must be maintained in a careful balance. Drawing inspiration from the natural world, the scions who follow this path seek to protect life and the wilderness from those who would despoil them. Many Guardians can be found among the people of Nahuac, but wherever there are those who work to preserve life you will find Guardians.

Guardian Spells

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

When you gain a level in this class, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation, necromancy, or transmutation spell from the scion, druid, ranger, or wizard spell list.

Guardian Spells

SCION LEVEL	SPELL
3rd	*healing word, longstrider, photosynthesize**
5th	*enhance ability, heat metal*
7th	*haste, plant growth, symmetry**
9th	*blight, giant insect*
11th	*arcane hand, mothlight,* telekinesis*

*Indicates a spell new to this book.

Vaala Mote and Increased Vaala Pool

3rd-Level Guardian Feature

You gain a mote of affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in K'aab, and your Vaala point maximum increases by 2.

Tangling Strike

3rd-Level Guardian Feature

You learn to channel Vaala through your devotion to the natural world to hobble your foes. When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, you cause vines to rapidly grow out of the ground to entangle the target. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.



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Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when you use this feature, the vines grow thorns that deal 1d4 piercing to the target at the beginning of each of its turns.

Earthwave

7th-Level Guardian Feature

As a bonus action, you can channel Vaala into the ground causing the land in a 20-foot radius centered on you to ripple like a tossed stone ripples a pond. Each creature of your choice in the area must make a Dexterity saving throw against your spell save DC. On a failed save, the creature is pushed outward to 20 feet away from you and knocked prone. On a successful save, a creature is pushed half as far and isn't knocked prone.

Vaala Augmentation (K'aab). If you instead use an action to use this feature and spend 3 or more points from your Vaala pool, targets that fail their Dexterity saving throw also take 3d6 bludgeoning damage plus 1d6 extra bludgeoning damage for every Vaala point you spend beyond the initial 3.

Impaling Stonespears

10th-Level Guardian Feature

You learn to channel Vaala into the surface below your feet. As an action, you stab your weapon into the earth causing the ground to sprout a number of stone spears equal to your proficiency bonus in a 20-foot radius centered on you. A stone spear is a pointed upthrust of rock that has a diameter of 5 feet and a height of up to 15 feet. You choose where the spears appear and they last for 1 minute.

If a spear appears under a creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take 5d6 piercing damage and be restrained as it is impaled by the spear. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against your spell save DC. On a success, the creature pulls itself off the spear, taking 3d6 piercing damage in the process, and the spear vanishes.

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

Vaala Augmentation (K'aab). For every 4 points you spend from your Vaala pool when you use this feature, you can create one extra stone spear.

Surging Storm Stance

14th-Level Guardian Feature

You learn to imbue your strikes with the howling fury of the raging storm. As a bonus action, you can activate your Surging Storm Stance which requires you to maintain concentration (as if you were concentrating on a spell). For the duration, whenever you deal damage to a creature with a melee attack, the target must succeed on a Strength saving throw against your spell save DC or be thrown 30 feet away from you. Your stance ends after 1 minute, or if you lose concentration.

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

Vaala Augmentation (K'aab). If you spend 5 points from your Vaala pool when you deal damage to a creature with a melee attack while in your Surging Storm Stance, the target is thrown 60 feet away from you.

Blighted Strike

18th-Level Guardian Feature

When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, you can forgo all of the damage from the attack to force the target to make a Constitution saving throw against your spell save DC. On a failed save, the target takes 10d10 + 50 necrotic damage, or half as much damage on a successful one. A target reduced to 0 hit points by a Blighted Strike is rapidly eroded away until only dust remains.

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

Vaala Augmentation (K'aab). If you spend 6 points from your Vaala pool when you use this feature, you can choose an additional creature within 30 feet of the first target. That creature must succeed on the same Constitution saving throw or take half as much damage.

Paragon

Paragons are scions who specialize in channeling Vaala to increase their defenses. Whether it is by boosting their armor, resisting the attacks or spells of their foes, or shrugging off adverse conditions, the Paragons can withstand most dangers. The first Paragons originated in Allaria, among members of the warden lodges. Considered the elite of the Allarian military, they are instructed in warden lodges and are viewed as symbols of society and virtue. Paragons are not limited to Allaria, however, as many scions in other lands flock to the teachings of this Regimen.

Paragon Spells

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

When you gain a level in this class, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration, divination or illusion spell from the paladin, scion, sorcerer, or wizard spell list.

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Paragon Spells

SCION LEVEL	SPELL
3rd	*color spray, confounding shield,* silent image*
5th	*blur, misty step*
7th	*hypnotic pattern, major image, protection from dreams and nightmares**
9th	*dimension door, greater invisibility*
11th	*cloudkill, form of the visitant,* telepathic bond*

*Indicates a spell new to this book.

Vaala Mote and Increased Vaala Pool

3rd-Level Paragon Feature

You gain a mote of affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai, and your Vaala point maximum increases by 2.

Evasive Strike

3rd-Level Paragon Feature

When you hit a target with a weapon enhanced by your Arcane Armaments feature and expend a spell slot to deal extra damage, you gain a bonus to your armor class equal to the level of the spell slot you expended. This extra protection lasts until the end of your next turn.

Vaala Augmentation (Fai). When you use this feature, for every 2 points you spend from your Vaala pool, you can increase the armor class bonus granted by this feature by 1.

Arcane Mysterium

7th-Level Paragon Feature

While you wear armor, a belt, or a ring enhanced by your Arcane Armaments feature, you have advantage on saving throws against spells and other magical effects.

Vaala Augmentation (Fai). While this feature is active, if you succeed on a saving throw against a spell or magical effect, you can spend 3 points from your Vaala pool as a reaction to immediately gain 10 temporary hit points.

Impenetrable Aegis

10th-Level Paragon Feature

Choose one of the following conditions: blinded, charmed, deafened, exhausted, frightened, grappled, poisoned, or restrained. You are immune to that condition. When you finish a long rest, you can choose a different condition.

After the immunity from this feature protects you from being subject to a condition, you can choose to release your Intrinsic Panacea. If you do, you immediately regain 80 hit points and lose that immunity until you finish a long rest.

Vaala Augmentation (Fai). When you use this feature to regain hit points, for every 5 points you spend from your Vaala pool, you regain an additional 10 hit points.

Intrinsic Panacea

14th-Level Paragon Feature

Choose one of the following conditions: blinded, charmed, deafened, exhausted, frightened, grappled, poisoned, or restrained. You are immune to that condition. When you finish a long rest, you can choose a different condition.

After the immunity from this feature protects you from being subject to a condition, you can choose to release your Intrinsic Panacea. If you do, you immediately regain 80 hit points and lose that immunity until you finish a long rest.

Vaala Augmentation (Fai). When you use this feature to regain hit points, for every 5 points you spend from your Vaala pool, you regain an additional 10 hit points.

Reflective Aura

18th-Level Paragon Feature

You learn to exude a shroud of Vaala that fools your attackers and punishes those who harm you. You are constantly surrounded by a faintly shimmering aura that you can render invisible at will (requiring no action). Your Reflective Aura feature grants you the following bonuses:

- The first attack roll against you each round is made with disadvantage.
- Each round, the first creature that you can see within 60 feet of you that deals damage to you must make a Dexterity saving throw against your spell save DC, taking 4d10 radiant or necrotic damage (your choice) on a failed save, or half as much damage on a successful one.

Vaala Augmentation (Fai). If you spend 6 points from your Vaala pool as a reaction, you can impose disadvantage on a second attack roll during the same turn.

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Echoer

Summoner

Summoners are Vaala practitioners who have a deep connection with Vaala spirits. More powerful summoners have ties to one particular aspect of Vaala, increasing their ties with Vaala spirits of that type.

Spirit Ties

Whether they commune with ancestral spirits that have been linked to their family for generations or spontaneously draw on the spirits around them, all summoners have an innate sense for the flow and shape of Vaala. They understand how such a force can give way to sentience, whether temporary or permanent. Some summoners come from a long line of such practitioners, learning from their relatives before them. Others find they simply have the knack for connecting with spirits, and do so almost unconsciously in their day-to-day life.

Creating a Summoner

When creating a summoner, consider their relationship with Vaala spirits. Do they enjoy being able to call upon such entities, or do they find their connection to Vaala spirits to be a burden? What is their opinion on the sentience of such entities, and what does that mean for mortal existence within Valerna? Did they have the guidance of a relative, friend, or teacher, or did they come to their power on their own without anyone to explain to them what was happening?

Once you know your character's origins, you can decide what prompted them to take on the life of an adventurer. Were they sent on a quest by an ancestral spirit? Did they leave home in search of answers and guidance in their burgeoning abilities? Or perhaps they're simply following the whispers on the wind, unsure where the next turn in the road will take them?

Quick Build

You can make a summoner quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Intelligence or Wisdom. Second, choose the hedge mage background.

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Multiclassing and the Summoner

If your group uses the optional rule for multiclassing, here's what you need to know if you choose the summoner as one of your classes.

Ability Score Minimum. You must have a Charisma score of 13 or higher to take a level in this class.

Proficiencies Gained. If the summoner isn't your initial class, you gain the following proficiencies when you take your first class in summoner: light armor, shields, whip.

Spell Slots. Add half your levels (rounded up) in the summoner class to the appropriate levels from other classes to determine your available spell slots.

Class Features

As a summoner, you gain the following class features:

Hit Points

Hit Dice: 1d6 per summoner level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per summoner level after 1st

Proficiencies

Armor: Light armor, shields

Weapons: Simple weapons, whip

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose two from Arcana, Deception, History, Medicine, Nature, Persuasion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a quarterstaff or (*b*) a whip
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a scholar's pack or (*b*) an explorer's pack
- a shortbow and 20 arrows
- leather armor and two daggers

The Summoner

Level	Prof Bonus	Class Features	Spells Known	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Spirit's Blessing, Invoke Minor Spirits, Spellcasting	2	2	—	—	—	—
2nd	+2	Commune with Spirits, Fettercraft	3	2	—	—	—	—
3rd	+2	Spirit Affinity	4	3	2	—	—	—
4th	+2	Ability Score Improvement	4	3	2	—	—	—
5th	+3	—	5	4	3	1	—	—
6th	+3	Eidolon's Shroud	5	4	3	1	—	—
7th	+3	Spirit Affinity Feature	6	4	3	2	1	—
8th	+3	Ability Score Improvement	7	4	3	2	1	—
9th	+4	—	8	4	3	3	2	1
10th	+4	Murmured Arcana (5th-level spell)	8	4	3	3	2	1
11th	+4	Spirit Affinity Feature	9	4	3	3	3	2
12th	+4	Ability Score Improvement	9	4	3	3	3	2
13th	+5	Murmured Arcana (6th-level spell)	10	4	3	3	3	2
14th	+5	—	11	4	3	3	3	2
15th	+5	Spirit Affinity Feature	12	4	3	3	3	2
16th	+5	Ability Score Improvement	12	4	3	3	3	2
17th	+6	Murmured Arcana (7th- to 9th-level spell)	13	4	3	3	3	2
18th	+6	Spiritual Infusion	13	4	3	3	3	2
19th	+6	Ability Score Improvement	14	4	3	3	3	2
20th	+6	Spirit Form	14	4	3	3	3	2

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Spirit's Blessing

1st-Level Summoner Feature

You've learned to tap into Vaala to commune with spirits. When you finish a short or long rest, you can gain two proficiencies you don't have, each one in a skill or a tool of your choice. You gain these proficiencies as the spirits impart knowledge to you, and you lose them when you use this feature to gain two different proficiencies that you lack.

In addition, when you fail an ability check or saving throw, you can reroll the d20 as the Vaala spirits aid you. You must use the new result. You can use this effect a number of times equal to your proficiency bonus.

Vaala Augmentation (Id). If you spend 2 points from your Vaala pool when you choose your proficiencies, you can instead choose to gain proficiency in one weapon or armor of your choice in place of one skill or tool.

Invoke Minor Spirits

1st-Level Summoner Feature

Vaala spirits are strong memories, emotions, or intentions given shape. As a summoner, you can shape Vaala into the form of a fleeting, temporary spirit called forth for a specific task. As an action, you can summon a minor spirit to perform a task within 30 feet of you. The spirit is invisible and remains for 1 minute but dissipates early if it has completed its task, and can create one of the following effects within range:

- Move or manipulate an object weighing no more than 10 pounds.
- Whisper a short message to a creature you can see.
- Create a harmless visual or auditory effect.
- Open or shut an unlocked door or window.
- Do a simple domestic task (such as dusting, lighting a small fire, or gathering firewood).

Alternatively, you can invoke a minor spirit to attack a target within range. Make a ranged spell attack. On a hit, the target takes 1d8 bludgeoning damage.

The damage increases by 1d8 when you reach 5th level in this class (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting

1st-Level Summoner Feature

As a summoner, you commune with Vaala spirits who whisper the knowledge of spells into your ears.

Spell Slots

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

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

Spells Known of 1st Level and Higher

At 1st level, you know the summon Vaala spirit spell plus two 1st-level summoner spells of your choice from the summoner spell list.

The Spells Known column of the summoner table shows when you learn more summoner spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. The *summon Vaala spirit* spell doesn't count against the number of spells you know.

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

Spellcasting Ability

Charisma is your spellcasting ability for your summoner spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a summoner spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any summoner spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your summoner spells.

Commune with Spirits

2nd-Level Summoner Feature

You can connect with the spirits of an area to gain visions and insights into the significance of a location. To do so, you must spend 1 minute in meditation, then roll a Charisma check, the result of which determines how detailed your impressions are, according to the Spiritual Commune table.

If an area has no specific significance, you gain more generalized impressions of the most recent or most common events that occur in that particular place.

For example, a field where an army was slaughtered by blood magic could give you visions of that fateful battle; however, a field with no particular significance may give you impressions of animals in the grass or the local farmer tilling the soil.

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Spiritual Commune

RESULT	IMPRESSIONS
0–10	You feel the primary emotions associated with the location.
11–17	You gain fleeting visions of a significant or recent event that occurred here, though the details are not clear.
18 or higher	You experience a clear vision of a significant or recent event and can see, hear, and feel things during the vision as if they were real.

Fettercraft

2nd-Level Summoner Feature

Vaala spirits can take many forms; some take the shape of monstrous beasts, others appear as humanoids, while others may inhabit plants, weapons, or other items with deep significance. Typically, such habitations occur naturally, but as a summoner, you've learned to bind spirits to items to exploit their abilities.

You don't need to be attuned to a spirit bound item to gain access to the benefit granted by this feature. You can have a number of spirit bound items equal to your proficiency bonus.

While you wear or carry the item the spirit is bound to, you gain the spirit's languages (if any) and a benefit as determined by the type of item the spirit is bound to. These benefits only function for you and don't stack with duplicate traits that are already part of the item's description.

There are two forms of fettercraft:

Binding Minor Spirits. When you use this feature as an action, you invoke a minor spirit and bind it to an item of your choice. The spirit remains bound until you finish a long rest.

Binding Other Spirits. If you summon a spirit with a spell or encounter a spirit in your travels, you can attempt to bind that creature with this feature. As an action, you target a spirit you can see within 15 feet of you. The creature must make a saving throw against your spell save DC. Which saving throw the target uses depends on the type of spirit: Fai spirits use Intelligence, Id spirits use Charisma, and K'aab spirits use Wisdom. On a failed save, the target is drawn into one item you touch and is bound to it until you finish a long rest. After which it departs peacefully. On a successful save, the target becomes hostile to you.

If you successfully bind a spirit summoned by a spell such as *summon Vaala spirit*, the spell immediately ends though the spirit doesn't depart until it is released from the item.

A spirit bound to an item grants the benefits of a minor spirit plus additional benefits determined by the particular spirit occupying it. You cannot gain Legendary actions or resistances with this feature. You use the spirit's DC for any saving throws against the attacks, spells, or abilities you gain with this feature. If a trait grants you the spirit's statistics but your current statistic is better, you retain your statistic.

You can only bind one spirit to an item at a time.

Bound Spirit Effects. The effects of binding a spirit to an item through fettercraft depend on both the item and the spirit.

Amulet, Circlet, Ring, or Other Accessory. While wearing this item, you gain the following benefits:

- Minor Spirit: Choose one skill. You can add your proficiency bonus when making ability checks using that skill, even if you already have proficiency in that skill.
- Other Spirits: You gain the spirit's condition immunities, if any. In addition, you gain one of the spirit's special traits, if any.

Armor. While wearing this item, you gain the following benefits:

- Minor Spirit: You reduce all damage you take by an amount equal to your proficiency bonus.
- Other Spirits: You gain the spirit's damage immunities and resistances, if any. In addition, you gain the spirit's senses.

Boots. While wearing this item, you gain the following benefits:

- Minor Spirit: When you use the Dash action, you gain additional movement equal to half your normal speed.
- Other Spirits: You gain all of the spirit's movement speeds.

Shield. While holding this item, you gain the following benefits:

- Minor Spirit: Choose a saving throw. You gain a bonus to that saving throw equal to half of your proficiency bonus.
- Other Spirits: You gain a bonus to each of your saving throws equal to the spirit's matching saving throws, if any.

Weapon. While wielding this item, you gain the following benefits:

- Minor Spirit: When you deal damage with this weapon you deal bonus damage equal to your proficiency bonus.
- Other Spirits: Choose one of the spirit's actions, bonus actions, or reactions that is not an attack or spellcasting. You gain access to it.

Spirit Affinity

3rd-Level Summoner Feature

You choose the path of a specific type of summoner: Dreamcaller, Echoer, or Tána Speaker, all detailed at the end of this class description. Your spirit affinity grants you features at 3rd level and again at 7th, 11th, and 15th levels.

Eidolon's Shroud

6th-Level Summoner Feature

Your still-growing affinity with Vaala spirits permeates your being, causing some creatures to overlook your presence.

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When you finish a short or long rest, choose one type of creature. As long as you only move at half speed and don't attack or cast a spell, a creature of that type must succeed on a Wisdom saving throw against your spell save DC to notice you through your shroud or target you with an attack or harmful spell.

Once you are damaged, interact with the creature, or attack or cast a spell, the effect ends for 10 minutes. After that time, your shroud reforms.

Vaala Augmentation (Fai). If your shroud has ended, you can spend 3 points from your Vaala pool as an action to reduce the time until you can use it again to 1 minute.

Murmured Arcana

10th-Level Summoner Feature

The spirits whisper new spellcasting secrets to you. Choose one 5th-level (or lower) spell from the ranger or paladin spell lists. You can cast this spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more spells that can be cast in this way: one 6th-level spell from the druid or cleric spell lists at 13th level, and one 7th, 8th, or 9th level spell from the sorcerer or wizard spell lists at 17th level.

Spiritual Infusion

18th-Level Summoner Feature

The bonds you share with the spirits allow you to appeal to Vaala spirits for healing and restoration. When you use this feature as an action, the spirits channel Vaala into a creature of your choice that you can see within 30 feet of you. The creature regains 90 hit points and all harmful conditions it currently suffers immediately end.

If you use this feature on yourself, you also regain a number of Vaala points equal to your proficiency bonus.

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

Spirit Form

20th-Level Summoner Feature

Your understanding of Vaala reaches the point where you can shift your corporeal form into the form of a Vaala spirit.

As an action, you can assume the form of a Vaala spirit for 1 hour. The new form can be any Vaala spirit with a challenge rating equal to one-third of your level (rounded down) or lower.

If you choose a spirit with an affinity for the same Vaala aspect as your Spirit Affinity subclass (for example, Fai and Dreamcaller or K'aab and Tána Speaker), the spirit form you choose can have a challenge rating equal to half your level or lower.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you don't fall unconscious.

You retain the benefit of any features from your class, ancestry, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, your equipment merges into the new form. Equipment that merges has no effect in that state.

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

Spirit Affinity

Summoners attune their practices to connect with one aspect of Vaala over others. You choose a pathway, summoning spirits based on their Vaala aspect. The three pathways are presented below.

Dreamcaller

Dreamcallers tap into the power of Fai, calling forth spirits that manifest to alter the landscape into nightmarish horrors or strange and wonderful dreams. Dreamcallers may have ties with the Fell Courts or may wield their powers in defiance of the faari and their dominion over dreams.

Vaala Mote and Increased Vaala Pool

3rd-Level Dreamcaller Feature

You gain a mote of affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai and your Vaala point maximum increases by 2.

Focused Fai Summoning

3rd-Level Dreamcaller Feature

You have learned to concentrate on the Dream aspect of Vaala, allowing you to call forth more powerful Fai spirits. When you cast the *summon Vaala spirit* spell and summon a Fai spirit, you gain the following benefits:

- If summoning a Fai spirit, the base CR of the spirit you can summon is equal to your proficiency bonus or lower instead of 1 or lower.
- The duration of the spell increases to 4 hours.

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- You no longer need to concentrate on the *summon Vaala spirit* spell, but you can only have one instance of the spell active at a time.

Dreaming Aura

3rd-Level Dreamcaller Feature

As an action, you create a 30-foot aura of dreaming around yourself for 1 minute, altering the appearance of the terrain within that space as you choose. This aura moves with you. The effect can include audible, visual, tactile, and olfactory elements. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A plaza can be made to seem like a flooded meadow, a precipice like a gentle slope, or a wide and smooth road like a rock-strewn gully. Similarly, you can alter the appearance of structures, or add them where none are present.

Each creature in the radius, entering it for the first time, or starting its turn within the radius, must make a Charisma saving throw against your spell save DC. On a failed save, the terrain within your aura is real to them and counts as difficult terrain. On a success, a target can see through the effect to the terrain's true form; however, all other elements of the aura remain, so while the creature is aware of the aura's presence, the creature can still physically interact with the dream terrain.

You can choose to allow a number of creatures within the aura equal to your proficiency bonus to automatically see through the effect. Creatures with truesight or that are outside of your aura see the terrain's true form and can't see your dream terrain.

At 6th level, your aura increases to 40 feet and can include some hazardous terrain (such as a pit of lava or razor-sharp vines). A creature that fails its saving throw to see through your aura also takes 3d12 damage of a type determined by (and consistent with) the hazardous terrain you've created.

The radius of your aura and the damage it can inflict increases by 10 feet and 1d12, respectively, at 11th level and again at 17th level (maximum of 60 feet and 5d12).

Dreamform

7th-Level Dreamcaller Feature

Inspired by your sojourns into Dream, you learn to transform your body into a dreamlike form for a short time. As an action, you can turn yourself incorporeal for 1 minute. You become translucent (though not invisible), and your features blur at the edges. You must maintain concentration on this feature as if concentrating on a spell. During the duration, you can use a bonus action on subsequent turns to return to your normal form, or back to your dreamform.

While in your dreamform, you have resistance to bludgeoning, slashing, and piercing damage, but you can't make physical attacks. Spells and magical abilities continue to function normally. You can pass through small holes, narrow openings, and even mere cracks. If you attempt to move through a creature or solid object, you must make a DC 15 Constitution saving throw. If you succeed, you treat the creature or object as if it is difficult terrain. On a failure, you return to your normal form inside the creature or object you attempted to move through and this effect immediately ends.

When the effect ends, if you occupy the same spot as a solid object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

You can use this feature once at 7th level and gain another use at 18th level. You regain all expended uses when you finish a long rest.



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Heightened Fai Summoning

11th-Level Dreamcaller Feature

When you cast the *summon Vaala spirit* spell, you can instead summon any Fai spirit, regardless of its CR, but doing so is not without risk.

The Fai spirit has an initial attitude of indifference toward you and your companions. You must try to convince it to come to your aid by making a Charisma (Intimidation or Persuasion) roll against a DC equal to 10 plus the spirit's CR. If you succeed, the spirit's attitude becomes friendly, and it follows the guidelines for spirits summoned by this spell. On a failure, the spirit becomes hostile to you and your companions. It might attack you and your companions, attack other creatures nearby, side with your foes, or simply depart as its whims dictate.

Vaala Augmentation (Fai). When you cast the *summon Vaala spirit* spell to summon a Fai spirit in this way, you can spend any number of Vaala points to add a bonus of the same amount to your Charisma (Intimidation or Persuasion) roll to convince the spirit to aid you. You must spend the points before you make the roll, and all spent points are expended regardless of the result.

Lingering Nightmare

11th-Level Dreamcaller Feature

You've learned to pluck disturbing dream imagery from the minds of your foes to hinder and bewilder them. Each round as a bonus action while your Dreaming Aura is active, if a creature within your aura makes an attack roll, saving throw, or ability check, you can use your reaction to give the target disadvantage on the roll.

Baleful Dreaming

15th-Level Dreamcaller Feature

You learn to weave dreams into the waking world to shroud your foes in guises of your choosing. As an action, a number of creatures of your choice up to your proficiency bonus, that you can see within 60 feet of you, must each make a Wisdom saving throw against your spell save DC.

On a failed save, a target sees its allies as manifestations of its darkest nightmares and regards them as enemies for 1 minute or until the effect ends. An affected creature sees you and your allies as neutral creatures. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature to attack, it must choose the target from among the creatures it currently views as enemies.

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

Echoer

Echoers are masters of Will, summoning spirits of Id and using them to mimic the powers of others and to bend creatures to their whims. Often hailing from Tyveria, echoers are typically well versed in the art of bargaining and gain power from the deals they make with Id spirits.

Vaala Mote and Increased Vaala Pool

3rd-Level Echoer Feature

You gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id and your Vaala point maximum increases by 2.

Focused Id Summoning

3rd-Level Echoer Feature

You have learned to concentrate on the Will aspect of Vaala, allowing you to call forth more powerful Id spirits. When you cast the *summon Vaala spirit* spell and choose to summon an Id spirit, you gain the following benefits:

- If summoning an Id spirit, the base CR of the spirit you can summon is equal to your proficiency bonus or lower instead of 1 or lower.
- The duration of the spell increases to 4 hours.
- You no longer need to concentrate on the *summon Vaala spirit* spell, but you can only have one instance of the spell active at a time.

Eldritch Reprise

3rd-Level Echoer Feature

Your understanding of the nature of Id spirits leads you to develop a powerful defensive power. When you are struck with a weapon attack or a harmful magical effect where you are the sole target, you can use your reaction to create a copy of the triggering attack or effect.

Choose a creature that you can see within 30 feet of you to make a Charisma saving throw against your spell save DC. On a failed save, the target takes damage equal to the amount you took, or suffers the same result of the magical effect which targeted you. For example, if you were deafened by a magical ability, your chosen target would also be deafened if it fails the Charisma saving throw. The effect on the target has the same duration, repeated saving throws, and any other mechanics as the effect on you.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use your reaction to choose a creature for this feature, the target has disadvantage on its Charisma saving throw.

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Dark Possession

7th-Level Echoer Feature

You've learned to imitate the way Vaala spirits inhabit other creatures. As an action, you can touch another creature and attempt to possess it. The target must make a Charisma saving throw against your spell save DC. On a failure, your body and possessions become incorporeal and move into the target's body. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it for 1 hour. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

If the body you possess takes damage, you must make a Wisdom saving throw with a DC equal to 10 or half the total damage you took, whichever is higher. On a failure, the possession effect ends, and you appear in an unoccupied space within 5 feet of the target.

Meanwhile, the possessed creature can perceive the events taking place using its own senses, but it can't move, converse, or take actions at all.

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

Vaala Augmentation (Id). When the duration of your Dark Possession expires, you can spend 3 points from your Vaala pool as a reaction to extend the duration for another hour.

Heightened Id Summoning

11th-Level Echoer Feature

When you cast the *summon Vaala spirit* spell, you can instead summon any Id spirit, regardless of its CR, but doing so is not without risk.

The Id spirit has an initial attitude of indifference toward you and your companions. You must try to convince it to come to your aid by making a Charisma (Intimidation or Persuasion) roll against a DC equal to 10 plus the spirit's CR. If you succeed, the spirit's attitude becomes friendly, and it follows the guidelines for spirits summoned by this spell. On a failure, the spirit becomes hostile to you and your companions. It might attack you and your companions, attack other creatures nearby, side with your foes, or simply depart as its whims dictate.

Vaala Augmentation (Id). When you cast the summon Vaala spirit spell to summon an Id spirit in this way, you can spend any number of Vaala points to add a bonus of the same amount to your Charisma (Intimidation or Persuasion) roll to convince the spirit to aid you. You must spend the points before you make the roll, and all spent points are expended regardless of the result.

Redirective Reprise

11th-Level Echoer Feature

Whenever a creature casts a spell or uses a magical effect that targets only one creature within 30 feet of you, you can use your reaction to redirect the spell or effect.

Make an ability check using your spellcasting ability against a DC equal to 10 + the caster's CR. On a success, you can choose to have the spell or magical effect target you (if you are within sight of the caster) or another creature of your choice within 30 feet of the caster.

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

Spirit Overseer

15th-Level Echoer Feature

You attempt to overlay an Id spirit onto a creature, using the spirit's Vaala to influence the target's actions. Choose one creature you can see within 60 feet. The target must succeed on a Charisma saving throw or an Id spirit secretly manipulates the target's actions for 1 minute. For the duration, the target has no knowledge of the spirit's presence or influence. Each round, the spirit bestows a single effect of your choice on the target, selected from the following:

- Give the target disadvantage on a saving throw, attack roll, or ability check of your choice that it makes before the start of its next turn.
- Reduce the target's speed by half.
- If the target attempts to cast a spell, it must succeed on a Constitution saving throw against your spell save DC to do so. On a failed save, the spell fails and has no effect.
- If the target scores a critical hit on a target, it becomes a normal hit.

At the end of each of its turns, the target can repeat the Charisma saving throw, ending the effect on a success.

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

Tána Speaker

Tána speakers have a close tie to K'aab and spirits of nature. Originating in Nahuac, tána speakers call upon the spirits of nature, emulating their abilities and powers.

Vaala Mote and Increased Vaala Pool

3rd-Level Tána Speaker Feature

You gain a mote of affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in K'aab and your Vaala point maximum increases by 2.

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Focused K'aab Summoning

3rd-Level Tána Speaker Feature

You have learned to concentrate on the Source aspect of Vaala, allowing you to call forth more powerful K'aab spirits. When you cast the *summon Vaala spirit* spell and choose to summon a K'aab spirit, you gain the following benefits:

- If summoning a K'aab spirit, the base CR of the spirit you can summon is equal to your proficiency bonus or lower instead of 1 or lower.
- The duration of the spell increases to 4 hours.
- You no longer need to concentrate on the summon Vaala spirit spell, but you can only have one instance of the spell active at a time.

Beastgift

3rd-Level Tána Speaker Feature

Calling upon the K'aab spirits, you alter your form, gaining a more bestial appearance for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you change in this way, you gain temporary hit points equal to 2 x your proficiency bonus, and you gain one of the following options:



Keen Nose. You gain advantage on all Wisdom (Perception) checks based on scent.

Sharp Claws. You grow sharp claws on your hands you can use to make an unarmed strike. If you hit with your claws, you deal slashing damage equal to 1d6 + your Strength or Dexterity modifier (your choice). If you already have a natural claw attack, the damage of that attack increases by one die.

Softpad Step. You gain advantage on all Dexterity (Stealth) checks, and your speed increases by 10 feet.

Thick Hide. You gain a +2 bonus to your Armor Class.

Tusktooth. You grow elongated fangs you can use to make a bite as an unarmed strike. If you hit with your bite, you deal piercing damage equal to 1d8+ your Strength modifier.

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

Vaala Augmentation (K'aab). While in your Beastgift form, you can use a bonus action and spend 2 Vaala points to select a different option from the list above. You lose the option you previously selected and gain the benefits of the new one.

Landstrider

7th-Level Tána Speaker feature

You speak to the very land itself, imploring the K'aab spirits of the region to aid you. For the next hour, you and each creature you choose within 120 feet of you double your travel pace, ignore difficult terrain, and have advantage on Dexterity (Stealth) and Wisdom (Survival) checks. This effect ends early if you leave the region you were in when you used this feature.

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

Vaala Augmentation (K'aab). When the duration of this feature expires, you can use a reaction and spend 3 Vaala points to extend the duration another hour.

Heightened K'aab Summoning

11th-Level Tána Speaker Feature

When you cast the summon Vaala spirit spell, you can instead summon any K'aab spirit, regardless of its CR, but doing so is not without risk.

The K'aab spirit has an initial attitude of indifference toward you and your companions. You must try to convince it to come to your aid by making a Charisma (Intimidation or Persuasion) roll against a DC equal to

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10 plus the spirit's CR. If you succeed, the spirit's attitude becomes friendly, and it follows the guidelines for spirits summoned by this spell. On a failure, the spirit becomes hostile to you and your companions. It might attack you and your companions, attack other creatures nearby, side with your foes, or simply depart as its whims dictate.

Vaala Augmentation (K'aab). When you cast the *summon Vaala spirit* spell to summon a K'aab spirit in this way, you can spend any number of Vaala points to add a bonus of the same amount to your Charisma (Intimidation or Persuasion) roll to convince the spirit to aid you. You must spend the points before you make the roll, and all spent points are expended regardless of the result.

Shape Spirit

11th-Level Tána Speaker Feature

Reaching out to the connection between the land and Vaala, you shift a spirit into a new form. As an action, choose one spirit that is friendly to you or that you summoned, and give it a new form for 1 hour. You must concentrate on this effect as if concentrating on a spell.

The spirit's new form can be any beast with a challenge rating equal to or less than your level. The spirit's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The spirit assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech, unless its new form is capable of such actions.

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

Vaala Augmentation (K'aab). While the spirit is transformed by this feature, you can use a bonus action and spend 4 Vaala points to choose a new form for the spirit, as long as that form follows the guidelines described above.

Awaken the Land

15th-Level Tána Speaker Feature

You can touch the ground, calling upon K'aab spirits to instill the land with temporary sentience. As an action, you awaken a 90-foot area centered on you for 1 hour. You must maintain concentration on this effect as if concentrating on a spell.

At the start of each of your turns you can choose one of the following effects to occur within the area (no action required); an effect lasts until the start of your next turn. Any saving throws required by this feature are made against your spell save DC.

Create Cover: A 10-foot tall, 5-foot wide plinth of stone erupts from the ground at a point you can see. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d8 bludgeoning damage and is knocked prone on one side of the wall (your choice); on a successful save, the creature takes half as much damage and is not knocked prone, but is pushed to one side of the wall (the creature's choice). At the start of your next turn, the stone retracts into the ground.

Entangling Snare: Flora wraps around the feet of a target of your choice. The target must succeed on a Strength saving throw or be restrained until the start of your next turn.

Open Pit: A 10-foot wide, 60-foot deep pit opens at a point on the ground you can see. Any creature standing on a space taken up by the pit must succeed on a Dexterity saving throw to avoid falling in. Creatures that fall into the pit take falling damage as normal. The walls of the pit require a successful DC 15 Strength (Athletics) check to climb. At the start of your next turn, the pit closes, and any creatures within it are ejected to the nearest unoccupied space.

Spiked Terrain: A 30-foot-diameter area centered on a point you can see becomes difficult terrain until the start of your next turn. Creatures moving through this area must succeed on a Constitution saving throw or take 1d6 piercing damage for each 5 feet of movement.

Vine Strike: A vine, branch, or other substantial bit of flora whips at a target of your choice. The target must succeed on a Dexterity saving throw or take 3d10 bludgeoning damage.

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



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Storm Praxis

Vaala Witch

Vaala witches in Valerna are spellcasters trained to harness an aspect of Vaala to channel power. Regardless of their chosen path, all Vaala witches can cast spells and craft potions.

Generational Power

Vaala witches have an innate talent that they expand upon with study and practice. Most learn through knowledge passed down by their family, coven, or mentor. Once they are identified as having magical potential, they are brought into the fold and carefully instructed in the ways of magic that have existed for generations. Some witches learn on their own after being gifted a grimoire, a magical book that holds arcane secrets, or after they escape to a life of solitude to continue their craft, but most find solace in a community of similarly talented individuals.

Creating a Vaala Witch

When creating a Vaala witch, consider when they first discovered their magical potential and who introduced them to magic. Have they lived their life as part of a magical family and joining the ranks of their fellow spellcasters was only a matter of time? Did they learn via a mysterious mentor or a trusted family friend? Were they gifted a strange magical book on their birthday, filled with spells and incantations?

Once you know your character's magical origins, decide what caused them to leave home. Were they sent out into the world to gain knowledge and experience? Did they become restless with their family's regimented (and restrictive) magical practices? Did they lose their mentor, or did they escape in the hopes of forging their own path?

Quick Build

You can make a Vaala witch quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Charisma, Intelligence, or Constitution. Second, choose the hedge mage background.

Multiclassing and the Vaala Witch

If your group uses the optional rule for multiclassing, here's what you need to know if you choose the summoner as one of your classes.

Ability Score Minimum. You must have a Wisdom score of 13 or higher to take a level in this class.

Proficiencies Gained. If the Vaala witch isn't your initial class, you gain the following proficiencies when you take your first level in Vaala witch: daggers, quarterstaffs, alchemist's supplies.

Spell Slots. Add your levels in the Vaala witch class to the appropriate levels from other classes to determine your available spell slots.

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Class Features

As a Vaala witch, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Vaala witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Vaala witch level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: Alchemist's supplies

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a quarterstaff or (*b*) a dagger
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a scholar's pack or (*b*) an explorer's pack
- (*a*) alchemist's supplies or (*b*) an herbalism kit

The Vaala Witch

Level	Prof Bonus	Class Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Hedge Magic	3	4	2	—	—	—	—	—	—	—	—
2nd	+2	Potion Crafting	3	5	3	—	—	—	—	—	—	—	—
3rd	+2	Arcane Practice	3	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Potion Crafting	4	7	4	3	3	—	—	—	—	—	—
7th	+3	Arcane Practice feature	4	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	8	4	3	3	2	—	—	—	—	—
9th	+4	Arcane Shapechange, Improved Spirit Summoning	4	9	4	3	3	3	1	—	—	—	—
10th	+4	Potion Crafting	4	9	4	3	3	3	2	—	—	—	—
11th	+4	Arcane Practice feature	5	10	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	10	4	3	3	3	2	1	—	—	—
13th	+5	—	5	11	4	3	3	3	2	1	1	—	—
14th	+5	Potion Crafting	5	11	4	3	3	3	2	1	1	—	—
15th	+5	Arcane Practice feature	5	12	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	12	4	3	3	3	2	1	1	1	—
17th	+6	—	5	13	4	3	3	3	2	1	1	1	1
18th	+6	Potion Crafting	5	14	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	14	4	3	3	3	3	2	1	1	1
20th	+6	Refresh Vaala	5	15	4	3	3	3	3	2	2	1	1

Hedge Magic

1st-Level Vaala Witch Feature

As a Vaala witch, you learn your spells through instruction and practice.

Cantrips

At 1st level, you know three cantrips of your choice from the Vaala witch spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Vaala Witch table.

Spell Slots

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

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

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Spells Known of 1st Level and Higher

The Spells Known column of the Vaala Witch table shows when you learn more Vaala witch spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown in the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your Vaala witch spells. Though your magic comes from study, it requires you to be in touch with Vaala in order to understand and channel it. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Vaala witch spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast any Vaala witch spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Vaala witch spells.

Potion Crafting

2nd-Level Vaala Witch Feature

You've been taught the ways of alchemy and herbalism, and you have the benefit of generational expertise to bolster your skills. As you increase in level, the time required for crafting and enchanting a potion is reduced, and you gain a bonus to your crafting and enchanting checks according to the Vaala Witch Potion Crafting table.

The minimum amount of time it takes to craft or enchant a potion is 30 minutes, regardless of the reduction in time provided by this feature.

See appendix A for the general rules on crafting, and the Magic chapter of this book for the detailed rules on alchemy.

Vaala Witch Potion Crafting

Vaala Witch Level	Time Reduction	Ability Check Bonus
2nd	1 hour	+1
6th	2 hours	+2
10th	4 hours	+3
14th	8 hours	+4
18th	16 hours	+5

Arcane Practice

3rd-Level Vaala Witch Feature

You focus your studies on a particular arcane practice of your choice: Blood Praxis, Dream Praxis, or Storm Praxis, all of which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th levels.

Praxis Spells

Each arcane practice has a list of spells—its praxis spells—that you learn at the Vaala witch levels noted in the arcane practice description. If you have a praxis spell that doesn't appear on the Vaala witch spell list, the spell is nonetheless a Vaala witch spell for you. These spells do not count against the number of Vaala witch spells you know. However, you cannot replace any of these spells when you gain a level that would let you learn a new spell.

Ability Score Improvement

4th-Level Vaala Witch Feature

At this level, and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Improved Spirit Summoning

9th-Level Vaala Witch Feature

When you cast the *summon Vaala spirit* spell, the base CR of the spirit you can summon is half your proficiency bonus (rounded down) or lower instead of 1 or lower.

Vaala Augmentation (Aspect of the Spirit Summoned). For every 7 Vaala points you spend when you cast the *summon Vaala spirit* spell, you can extend the duration of the spell for 1 hour.

Arcane Shapechange

9th-Level Vaala Witch Feature

You can use an action to magically assume the shape of a Beast that you have seen before. This change follows the guidelines listed in the shapechange spell, with the following differences:

- You can only shapechange into a Beast with a challenge rating of half your Vaala witch level or lower.
- You can stay in this form for 1 hour. You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn.
- You retain the ability to speak and understand your languages while transformed and can cast spells that require only verbal components.

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

Vaala Augmentation (Any). If you spend 7 Vaala points when you activate this feature, you can instead stay in your Beast form for a number of hours equal to half your Vaala witch level, rounded down.

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Refresh Vaala

20th-Level Vaala Witch Feature

You have learned to draw from the Vaala around you to regain a measure of your expended arcane energy. Once per day, when you finish a short rest, you regain all expended spell slots of 2nd level and lower, and you regain a number of Vaala points up to half your Vaala point maximum (see the Magic chapter in this book for more information on using Vaala points).

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

Vaala Augmentation (No Specific Aspect). If you spend 9 Vaala points when you use this feature, you can regain all spell slots of 3rd level and lower instead of 2nd level and lower.

Arcane Practices

There are many arcane practices found across Valerna, passed down by covens and families and often closely tied to a realm's cultural and spiritual customs.

Blood Praxis

The Blood Empire of Tyveria has cultivated and perfected the use of blood magic over the centuries. Blood witches often hail from this realm and have learned to use blood to twist and wield the Id in themselves and others, for good and for ill. Blood witches are masters of manipulation, curses, and bindings.

Blood Praxis Spells

VAALA WITCH LEVEL	SPELLS
3rd	*blood repulsion,* charm person, command, inflict wounds, summon Vaala spirit**
5th	*calm emotions, enhance ability, enthrall, suggestion*
7th	*bestow curse, bloodletting,* bloodsong,* remove curse*
9th	*arcane eye, blood puppetry,* compulsion, dominate beast*
11th	*dominate person, geas, life's blood,* planar binding*
13th	*circle of death, mass suggestion, sanguine storm**
15th	*power word consume,* resurrection*
17th	*dessicate,* dominate monster*
19th	*power word kill*

*Indicates a spell new to this book

Vaala Mote and Increased Vaala Pool

3rd-Level Blood Praxis Feature

You gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id, and your Vaala point maximum increases by 2.

Sympathetic Bond

3rd-Level Blood Praxis Feature

You can use your action to mystically bind two creatures you can see within 30 feet of you for 1 minute. You must concentrate on this binding as you would a spell. For the duration, when one of the bound creatures takes damage, all other bound creatures take the same amount of damage, regardless of the distance between them. Similarly, if one bound creature regains hit points, all other bound creatures regain the same number of hit points. At the end of each of its turns, a bound creature can make a Wisdom saving throw against your spell save DC, ending the effect on itself on a success. The effect also ends for a creature if it is reduced to 0 hit points.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (Id). For every 3 Vaala points you spend when you use this feature, you can target 1 additional creature.



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Blood Curse

7th-Level Blood Praxis Feature

You've learned to cast blood curses. To use this feature, you must have at least one drop of your target's blood, which is consumed when the ritual is complete, regardless of success.

You can target one creature with a blood curse. To do so, you spend 10 minutes conducting a ritual, after which the target of your blood curse must make a Wisdom saving throw against your spell save DC. On a failure, it suffers one effect of your choice from the following list:

- The target has disadvantage on ability checks and saving throws.
- The target's hit point maximum is reduced by 1d10 (to a minimum of 1).
- The target is vulnerable to the damage type of your choice.
- The target is blinded.
- The target is deafened.
- The target's movement speed is halved.
- One of the target's ability scores of your choice is reduced by 2 (to a minimum of 1).

When you use this feature, you can stipulate a condition the target must meet to end the curse, such as "apologize to his wife," "suffer pain equal to what they have caused others," or "give up all of her material wealth." Otherwise, the curse lasts until it is removed by you via a remove curse spell. If anyone other than you casts a remove curse spell on the target, the target can repeat the saving throw, ending the blood curse and its effects on a success. On a failure, the target takes 1d6 psychic damage per Vaala witch class level you have.

If you use this feature again on a target that is already under the effect of your blood curse, you can add an additional effect. However, all the effects count as one curse for the purposes of removing the curse and ending the effects.

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

Vaala Augmentation (Id). If you spend 5 Vaala points when you use this feature, you can impose a –5 penalty on the target's saving throw.

Id-Blooded

7th-Level Blood Praxis Feature

Your time manipulating Id has provided you with a measure of protection against similar magic. You gain resistance to necrotic damage.

Vaala Augmentation (Id). As a bonus action, you can spend 5 Vaala points to gain immunity to necrotic damage until the end of your next turn.

Spirit Bind

11th-Level Blood Praxis Feature

You can tie an Id spirit to a creature in order to aid or harry it. To use this feature, you must have at least one drop of your target's blood, which is consumed when the ritual is complete.

Using this feature takes an hour, during which you cast the *summon Id spirit* spell as a ritual. When the hour is complete, whatever creature you summon is bound to the target for the next 24 hours, with the directive to hunt or to protect the target (your choice) for the duration. The spirit vanishes at the end of 24 hours or when it is reduced to 0 hit points.

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

If you use this feature again to target the same creature before the duration ends, you can restart the duration for the previously summoned spirit without the need for the target's blood, unless the spirit has already vanished.

Hunt. The spirit knows the direction and distance to the target. It pursues the target relentlessly and attacks the target at every opportunity. The spirit vanishes when the target is reduced to 0 hit points.

Protect. The spirit follows the target and does everything it can to protect the target. It obeys the target's spoken commands to the best of its ability.

Vaala Augmentation (Id). When you use this feature, you can spend 7 Vaala points to extend the duration to 48 hours.

Vaala Siphon

15th-Level Blood Praxis Feature

You've learned to draw forth Vaala from other beings in order to bolster yourself. As an action, you can force each creature of your choice within 30 feet of you to make a Constitution saving throw against your spell save DC. A creature takes 4d4 necrotic damage and loses 1 Vaala point (if applicable) on a failed save, or takes half as much damage on a successful save. You regain hit points equal to half the necrotic damage dealt and regain 1 Vaala point for each target that failed the save (see Magic chapter in this book for more information on Vaala points).

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (Id). If you spend 7 Vaala points when you use this feature, the damage of your Vaala siphon increases to 6d4.

Dream Praxis

Witches who follow Dream Praxis focus on the use of Fai and mimic the practices of the Fell. They study illusion and trickery, dreams and nightmares, as well as reading and interpreting omens and portents. A dream witch can often be found in a hut in the woods near a Crossing, where Fai magic concentrates, keeping the company of Valernians and denizens of the Dreamspace alike.

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Dream Praxis Spells

VAALA WITCH LEVEL	SPELLS
3rd	charm person, daydream,* faerie fire, summon Vaala spirit,* yawn*
5th	augury, invisibility, invoke nightmare,* knock
7th	blink, clairvoyance, counterspell, feydhfall*
9th	confusion, greater invisibility, locate creature, sleepwalk*
11th	dream, legend lore, project imagination,* reveal dream*
13th	mass sleep,* programmed illusion, true seeing
15th	nightmare maw,* teleport
17th	glibness, nightmare cascade*
19th	weird

*Indicates a spell new to this book

Vaala Mote and Increased Vaala Pool

3rd-Level Dream Praxis Feature

You gain a mote of affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai, and your Vaala point maximum increases by 2.

Dreamgyre

3rd-Level Dream Praxis Feature

You summon a swirling vortex of Fai magic to ensnare the minds of your foes. As an action, you create a sparkling whirlpool of color with a 10-foot radius, centered on a point of your choice within 30 feet of you and lasting for 1 minute.

Each creature that starts its turn in the area or that enters the area for the first time on a turn takes 1d6 psychic damage and must make an Intelligence saving throw against your spell save DC. On a failed save, the creature is stunned until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (Fai). When you use this feature, you can spend 3 Vaala points to extend the radius of your Dreamgyre to 15 feet.

Shape Dream

7th-Level Dream Praxis Feature

You have learned to influence the dreams of others, to help or harm.

You can target one creature you're familiar with and attempt to alter its dreams, inflicting a nightmare upon it or soothing it with pleasant visions. To do so, you spend 10 minutes conducting a ritual, after which the target of your ritual must make a Wisdom saving throw against your spell save DC. On a failure, the next time the target takes a long rest, it experiences disturbing nightmares or a soothing reverie (your choice). Creatures that do not sleep can be affected by this feature and find their meditations visited by intrusive or welcome thoughts.

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

Disturbing Nightmares. The target is visited by terrifying dreams. The nightmares might take the form of monsters, the individual's worst fears, or other frightening or upsetting element. The nightmares last for the duration of the target's rest and prevent it from gaining the benefits of a long rest. In addition, at the end of its long rest, the target gains one level of exhaustion.

Soothing Reverie. The target experiences pleasant dreams or visions. When the creature finishes its long rest, it gains 1d10 temporary hit points, and one disease or harmful effect or condition affecting it ends. The harmful effect or condition can be blinded, deafened, paralyzed, poisoned, any one reduction to its ability scores, or one effect reducing its hit point maximum.

Vaala Augmentation (Fai). If you spend 5 Vaala points when you use this feature, you can impose a –5 penalty on the target's saving throw.



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Dreamshield

7th-Level Dream Praxis Feature

You've learned to shield yourself from the most intense assaults of Fai. You gain resistance to psychic damage.

Vaala Augmentation (Fai). As a bonus action, you can spend 5 Vaala points to gain immunity to psychic damage until the end of your next turn.

Soothsay

11th-Level Dream Praxis Feature

You can read signs and portents to learn the most likely course of the near future. When you do so, you spend 10 minutes casting the bones, reading cards, or using another divinatory tool of your choice while focusing on a specific individual's future or a particular scenario that may occur within the next 48 hours.

When your reading is complete, you gain insight into the individual or the scenario, which might include the individual's current condition, state of mind, plans, or effectiveness; the most likely outcomes for the scenario; or the most significant influence on the scenario's outcome. These insights might be couched in symbolism or veiled by omens, however, and they do not take into account every possible circumstance.

Additionally, when your reading is complete, you can attempt to further interpret your soothsaying to gain the upper hand in the near future. To do so, roll a d20 and add both your spellcasting ability modifier and your proficiency bonus, then consult the Soothsaying table for the results.

When using your result from the Soothsaying table to affect a roll, you can choose to do so after the roll but before the GM says whether the roll succeeds or fails.

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

Vaala Augmentation (Fai). If you spend 7 Vaala points when you use this feature, you can ask the GM one yes or no question related to the individual or situation. You receive a correct answer, though it may be an "unclear" answer where relevant.

Fog of Churning Possibilities

15th-Level Dream Praxis Feature

You conjure a fog of Fai energy in a 30-foot radius centered on you that flickers with bizarre visions and strange nightmares. The fog lasts for 1 minute and moves with you, centered on you. You must concentrate on this fog as you would a spell.

For the duration, you can help or hinder creatures in the fog. When a creature starts its turn in the area of the fog or enters the area for the first time on its turn, you can either grant advantage or impose disadvantage on all of its attack rolls and saving throws until the start of its next turn. An unwilling creature must succeed on a Wisdom saving throw against your spell save DC to avoid the effect.

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

Vaala Augmentation (Fai). When you use this feature, you can spend 7 Vaala points to expand the radius of the fog to 40 feet.

Soothsaying

Ability Check Result	Additional Effect
15 or lower	No additional insight.
16–20	You gain 1d8 you can add to any one relevant ability check, attack roll, or saving throw of your choice in the next 48 hours.
21–25	You have advantage on any one relevant ability check, attack roll, or saving throw of your choice in the next 48 hours. Alternatively, you can use this result to impose disadvantage on any one relevant ability check, attack roll, or saving throw made by a creature within 30 feet of you in the next 48 hours.
26 or higher	You automatically succeed on any one relevant ability check, attack roll, or saving throw of your choice in the next 48 hours. Alternatively, you can use this result to force another creature within 30 feet of you to automatically fail any one relevant ability check, attack roll, or saving throw of your choice in the next 48 hours.

Storm Praxis

As powerful as a gale and as unpredictable as a lightning strike, witches who specialize in Storm Praxis have learned to harness the wild energies of K'aab. Through this Source magic, they embody the storm, empowered by the untamable elements of nature. Storm witches channel lightning, ice, and wind, becoming one with these primal aspects of Vaala.

Storm Praxis Spells

Vaala Witch Level	Spells
3rd	*entangle, fog cloud, icicle spray,* summon Vaala spirit,* thunderwave*
5th	*animal messenger, eye of the storm,* freezing aura,* gust of wind*
7th	*call lightning, sleet storm, snowblind,* thunderburst**
9th	*blight, control water, ice storm, numbness**
11th	*commune with nature, cone of cold, gale,* wall of force*
13th	*chain lightning, torrent,* wall of ice*
15th	*familiarity,* simulacrum*
17th	*animal shapes, control weather*
19th	*storm of vengeance*

*Indicates a spell new to this book

Vaala Mote and Increased Vaala Pool

3rd-Level Storm Praxis Feature

You gain a mote of affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in K'aab, and your Vaala point maximum increases by 2.

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K'aab Flood

3rd-Level Storm Praxis Feature

As an action, you can touch a creature and attempt to flood its body with K'aab. Make a melee spell attack against a creature. On a hit, the target takes 3d6 cold or lightning damage (your choice) and must make a Wisdom saving throw against your spell save DC. On a failed save, the target is vulnerable to cold and lightning damage for the next minute.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (K'aab). When you use this feature, you can spend 3 Vaala points to increase the damage to 5d6.

The Winter Witches of Gellanor

The Gellanor League, located in the frozen tundra of the Northerlands, follows a group of storm witches known as the Winter Coven. These witches specialize in storm magic but also serve as the spiritual guides to their people, influencing the direction of the entire realm.

Rumors claim there is more to the winter witches than pure storm magic. These rumors assert that the Winter Coven has discovered a secret out in the ice and snow, a secret they use to enhance their magic and ensure the survival of their people. Whatever the source of their power, the Winter Coven wields great authority over—and commands the deepest respect of—the Gellanor League and its myriad tribes.

Storm Brewing

7th-Level Storm Praxis Feature

You've learned to harness and bottle the fury of the storm. As long as you have alchemist's supplies or an herbalism kit in your possession, you can spend an hour crafting a special potion known as storm brew. When you craft your storm brew, choose one of your Storm Praxis spells of 5th level or lower; you infuse your storm brew with this spell. The spell must be of a level you can cast.

When a creature drinks your storm brew, it gains the following benefits for 8 hours:

- The creature has resistance to cold and lightning damage for the duration.
- The creature can cast the Storm Praxis spell you imbued into the brew once, using your spell save DC and spellcasting ability modifier.

You can craft a number of uses of your storm brew equal to your Wisdom modifier (minimum of 1). Any unused storm brew becomes inert after 24 hours. Once you use this feature, you can't use it again until you finish a long rest.

Vaala Augmentation (K'aab). When you use this feature, you can spend 5 Vaala points to infuse your storm brew with a cantrip you know in addition to the other properties. A creature who drinks your storm brew can cast the cantrip once while under the effects of the brew.

Blood of the Storm

7th-Level Storm Praxis Feature

Your immersion in the workings of K'aab has given you protections from the worst of the elements. You gain resistance to cold and lightning damage. If you already had resistance to either of these damage types from another source, such as your ancestry or lineage, you gain immunity to that type instead.

Vaala Augmentation (K'aab). As a bonus action, you can spend 5 Vaala points to gain immunity to cold and lightning damage until the end of your next turn.

Heart of the Storm

11th-Level Storm Praxis Feature

You've learned to imbue yourself with elements of the storm and can expel them in a devastating burst of energy. As an action, you can release a blast of frigid electricity in a 30-foot radius around you. Each creature in the area must make a Constitution saving throw against your spell save DC. On a failed save, it takes 6d6 lightning damage and is frozen for the next minute. On a successful save, it takes half as much damage and is not frozen.

A frozen creature has its movement speed halved, and it cannot take reactions. On its turn, it can only take an action or a bonus action, not both. Regardless of its abilities or magic items, it can't make more than one melee or ranged attack on its turn. A frozen creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (K'aab). When you use this feature, you can spend 7 Vaala points to increase the damage to 10d6.

Ride the Storm

15th-Level Storm Praxis Feature

You channel the power of the storm into yourself and your allies. As an action, you can designate yourself and up to 7 other creatures that you can see within 30 feet of you. Each target gains the following benefits for the next 10 minutes:

- The target has a fly speed of 30 feet.
- The target's weapon attacks deal an extra 1d8 lightning or cold damage (chosen by you at time of casting).
- When a creature within 60 feet that the target can see damages the target, the target can use its reaction to force the creature to make a Dexterity saving throw against your spell save DC. The creature takes 2d10 lightning damage on a failed save, or half as much damage on a successful one.

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

Vaala Augmentation (K'aab). When you use this feature, you can spend 7 Vaala points to increase the extra damage of the target's weapon attacks by 1d8 (to 2d8).

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Subclasses

Valerna calls for heroes and people of all lineages, creeds, Vaala aspects, and philosophies to rise to the challenge. In this section are new options for the familiar array of core classes appropriate for a game set in Valerna or wherever you wish.

Using These Subclasses in Other Settings. The subclasses described in this section can easily be used in other 5e settings. If the GM does not wish to use Vaala augmentations, they can be ignored.

New Subclasses

CLASS	DESCRIPTION
Cleric: Enthraller Domain	Use your magic and personality to influence and command others.
Dragon Herald: Tempesta Brood	Harness the chaos of the storm and the might of the Tempesta dragons.
Fighter: Dhaagan Witness	Stand vigilant against lawlessness and rout out corruption with abilities infused by the Fai magics of the Enkara Desert.
Monk: Way of the Runeweaver	Follow the teachings of the Dragonbonded Covenant to empower yourself with runes.
Sorcerer: Mindwalker	Use the potential of waking dreams to fuel your magic.
Warlock: Daimons Patron	Channel the corrupting power of a daimos, an eldritch entity that embodies vice.

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Cleric Divine Domain: Enthraller

Clerics of the Enthraller Domain understand that not only the wisdom behind their words matter, but also the manner in which they speak and their force of personality. They value being able to connect with the community and bring groups together under their guidance and ideas, be it through leadership or plain manipulation.

The most recognizable example of the Enthraller Domain can be seen in boaab priests, who draw their strength from holding the opinion of the masses. The boaab have a long history of psionic domination. They rely on more than just deceit and manipulation to unite large groups of worshipers under their command. These priests mold the emotions and beliefs of others to do their bidding and work toward regaining boaab dominion. It is not unprecedented, however, for humans or others who have lived in proximity to boaab priests to become Enthraller Domain clerics themselves.

Gods and the Enthraller Domain in Other Settings

If playing in a setting other than the world of Dragonbond, gods of the Enthraller Domain may value order and unity amongst their followers, hand-picking a few clerics to guide and control the group with their enthralling manners. Alternatively, gods that value charisma and ambition may also be of the Enthraller Domain and trust their clerics to travel far and wide convincing new people to join their worship.

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Domain Spells

1st-Level Enthraller Domain Feature

You gain domain spells at the cleric levels listed in the Enthraller Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Entraller Domain Spells

CLERIC LEVEL	SPELLS
1st	*Charm Person, Command*
3rd	*Enthrall, Suggestion*
5th	*Hypnotic Pattern, Fear*
7th	*Compulsion, Phantasmal Killer*
9th	*Dominate Person, Modify Memory*

Vaala Mote and Increased Vaala Pool

1st-Level Enthraller Domain Feature

You gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id and your Vaala point maximum increases by 2.

Enchanting

1st-Level Enthraller Domain Feature

Be it through your experience, your studies, or your magic, you have mastered the art of influencing and commanding others. You learn one enchantment cantrip of your choice. This cantrip counts as a cleric cantrip for you, but it doesn't count against the number of cleric cantrips you know. In addition, you gain proficiency in one of the following skills of your choice: Deception, Insight, Intimidation, Performance, or Persuasion.

Channel Divinity: Shepherd

2nd-Level Enthraller Domain Feature

You can use your Channel Divinity to charm a number of creatures equal to your proficiency bonus within 30 feet of you. As an action, state your truth to the targeted creatures. Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed, a creature regards you as a spiritual leader or influential member of the community and acts accordingly. This effect ends after an hour or if the creature is attacked by you or your allies.

Vaala Augmentation (Id). You can extend the duration of this feature by 1 hour for every 3 Vaala points you spend when you use this feature.

Grant Fortitude

6th-Level Enthraller Domain Feature

Your influence over those around you can be a source of willpower and make it harder for others to have control over them. When a creature within 30 feet of you makes a Wisdom or Charisma saving throw, you may use your reaction to grant the creature advantage on the roll. You can use this feature a number of times equal to your Charisma modifier (minimum 1), and regain all uses when you finish a long rest.

Vaala Augmentation (Id). If you spend 5 Vaala points when you use this feature, the target automatically succeeds on the saving throw.

Force of Personality

8th-Level Enthraller Domain Feature

When you make a spell attack that deals damage, you can add your Charisma modifier to the damage dealt. Additionally, when you cast a spell that restores hit points, you may add your Charisma modifier to the total hit points restored.

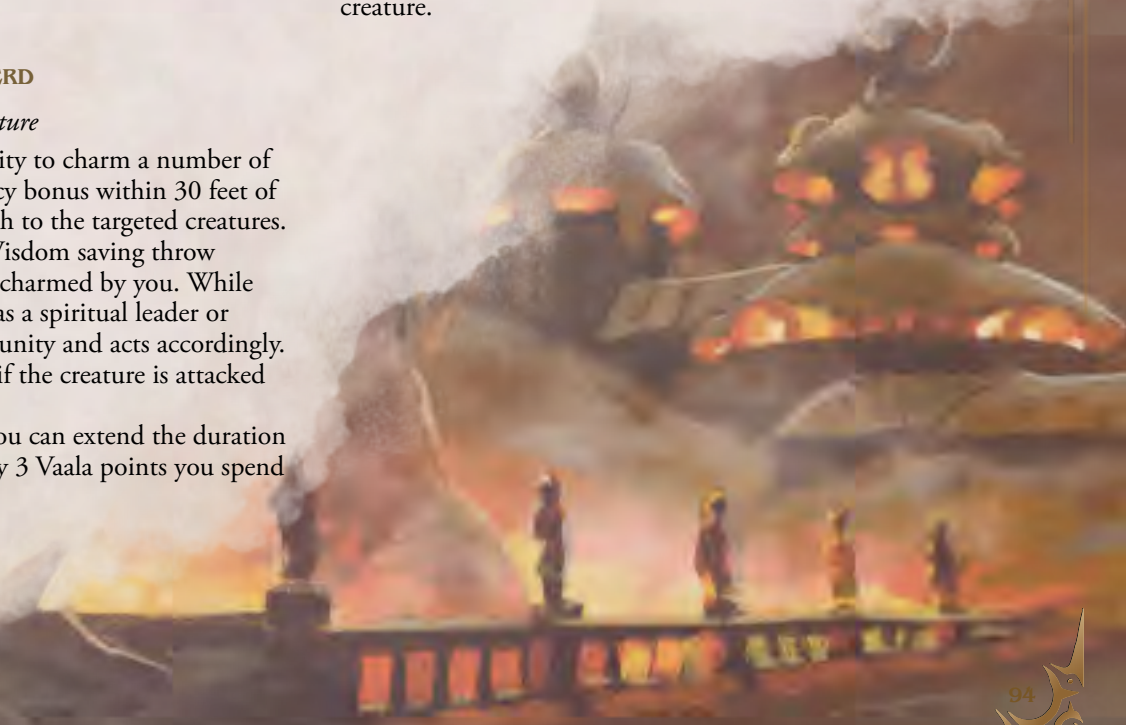
Vaala Augmentation (Id). You can spend 5 Vaala points when you cast a spell that uses this feature. When you do, you double your Charisma modifier for the purposes of extra damage or healing.

Channel Divinity: Beguiling

17th-Level Enthraller Domain Feature

Your influence over others is, at times, impossible to resist. As a bonus action, you may use your Channel Divinity to force one creature to automatically fail the next Wisdom or Charisma saving throw they make within the next minute. This feature can be counteracted by legendary resistance.

Vaala Augmentation (Id). If you spend 7 Vaala points when you use this feature, you may target an additional creature.



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Dragon Herald Venerated Brood: Tempestas

The adherents of this brood relish the beauty, fury, and unshackled power of the storm, believing that those who wish to be truly free must always act that way. Many of the dragon heralds who follow this path tend to grasp life with both hands and throw themselves completely into every activity, every whim, every decision with unbridled extravagance. Moderation is for those of weak vision; when the storm comes, ride the winds.

Vaala Mote and Increased Vaala Pool

3rd-Level Tempesta Brood Feature

You gain a mote of affinity in a Vaala aspect of your choice. Additionally, you add 2 points to your Vaala pool.

When you reach 14th level, you gain another mote of affinity in the aspect you chose at 3rd level and add 2 additional points to your Vaala pool.

Brood Spells

3rd-Level Tempesta Brood Feature

You learn the shillelagh and shocking grasp cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Tempesta Brood Spell table. These are dragon herald spells for you.

Tempesta Brood Spells

Dragon Herald Level	Spells
3rd	*fog cloud, thunderwave*
5th	*enlarge/reduce, gust of wind*
7th	*call lightning, sleet storm*
9th	*freedom of movement, ice storm*
11th	*commune with nature, conjure elemental*

Storm Breath

3rd-Level Tempesta Brood Feature

Channeling Vaala to emulate the Tempesta dragons, you can use an action to exhale a blast of thunderous lightning. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 1d6 lightning damage and 1d6 thunder damage on a failed save, or half as much damage on a successful one.

The amount of damage dealt with one of these damage types (your choice) increases by 1d6 when you reach 6th, 11th, and 16th levels in this class. You can increase damage for the same damage type or a different one each time.

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

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can add an additional 1d6 damage to your Storm Breath.

Draconic Transformation

6th-Level Tempesta Brood Feature

Growing closer to the Tempesta, you learn to manifest draconic attributes for a short time. As a bonus action, you choose one of the attributes described below to gain for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the attribute you select is a natural weapon, it counts as a simple melee weapon for you, but when you attack with it, you add your Charisma modifier to the attack and damage rolls instead of your Strength modifier. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

Conductive Anatomy. You gain resistance to lightning damage. When you reach 15th level in this class, you gain immunity to lightning damage instead.

Crackling Claws. Your hands transform into lightning wreathed claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d6 slashing damage and 1d4 lightning damage on a hit. Once on each of your turns, if you hit a target with your claw attack and both of your hands are empty, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.

Additional Arm. For the duration, you grow a spectral arm, which is smaller than your normal limbs and is covered in dragon scales. Your additional arm can manipulate an object, open or close a door or container, pick up or set down a Small object, wield a shield, or wield a ranged or melee weapon. If you wield a light weapon with your additional arm, you can use it for an additional attack as per the two-weapon fighting rules.

Storm Wings. You manifest wings formed from whirling wind and crackling lighting. For the duration, you gain a flying speed equal to your walking speed and can hover.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage dealt by your crackling claws by one additional die for each damage type. For example, if you spend 3 points your crackling claw damage increases from 1d6 slashing and 1d4 lightning to 2d6 and 2d4, respectively.

If you spend 3 points from your Vaala pool when you use this feature, you no longer need to concentrate on maintaining the transformation.

Storm Shroud

10th-Level Tempesta Brood Feature

Studying the way Tempesta dragons cover themselves in a veil of storms, you've developed a similar ability. As an action, you surround yourself with a whirling sphere of strong winds and lightning-laced thunderclouds in a 10-foot radius that lasts for 1 minute. Your storm Shroud moves with you, remaining centered on you.

The area of the storm shroud is heavily obscured and difficult terrain. You can see and move through your own storm shroud normally. The winds push out vapor, gas, and fog that can be dispersed by strong wind. A creature entering the area, or starting its turn within the area of the storm shroud, must succeed on a Strength saving throw or be unable to move toward you until the start of its next turn.

For the duration, you can use a bonus action to temporarily halt the effect or restart it once it has been halted.

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

Vaala Augmentation (Fai). For every 4 points you spend from your Vaala pool when you use this feature, the radius of your storm shroud increases by 5 feet.

Invigorating Presence

14th-Level Tempesta Brood Feature

Tapping into the unfettered revelry of the Tempesta dragons, your aura bolsters those around you. As an action, you can choose a number of creatures within 60 feet of you equal to your proficiency bonus. Each target gains advantage on attack rolls and ability checks for 1 minute.

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

Vaala Augmentation (Id). You can target one additional creature for every 5 Vaala points you spend when you use this feature.

Fury of the Storm

18th-Level Tempesta Brood Feature

Imitating the Tempesta dragons, you learn to embrace the storm and use it to smite your foes. When you use your Storm Veil feature, you create a sphere of winds that extends beyond the normal radius of the storm veil for an additional 20 feet. The area of the wind sphere is lightly obscured. The winds in the secondary area disperse gas or vapor and extinguish candles, torches, and similar unprotected flames.

As a bonus action, you can call lightning from your storm veil to strike at a creature within the area of your storm veil or the wind sphere created by this feature. The target must make a Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Vaala Augmentation (K'aab). If you spend 6 points from your Vaala pool when you use a bonus action to call lightning, you can target an additional creature within the area of your storm veil or wind sphere with a second lightning strike.

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Fighter Martial Archetype: Dhaagan Witness

The vast expanse of the Enkharan Desert is harsh and unforgiving. But within this arid land exist the Shields, states built upon verdant oases and sustained by the magic of the floating una'jawahm'a—the massive birthstones of the nwoda.

The Dhaagan Witnesses—also known as Shield Witnesses to outsiders—are both the lawmakers and rulers of the Shields. They are drawn from the populace of the Shield, and can be of any ancestry, as long as the individual shows sufficient mental fortitude and zeal for the rule of law.

Every Witness is expected to undertake a trial, known as the Striving, at least once in their career. Taking as many supplies as they can carry, and armed to the teeth with the finest weaponry and armor available to their order, they set off beyond their jurisdiction, into the lawless desert. Their goal is to track down criminals who have fled the Shield, to put a stop to smuggling rings, or perhaps even to bring down a rogue sphinx. Some even find far-flung settlements and try to bring the word of the Dhaaga to those who have never known order. It is the ultimate test of a Witness's survival skills, tenacity, martial prowess, and commitment to the Dhaaga. To come back empty-handed from the Striving is unthinkable. Better not to return at all—a more common outcome than any would care to admit.

Ever-vigilant against corruption, Dhaagan Witnesses are stalwart in their conviction and unrelenting in their pursuit of justice and order.

Vaala Mote and Increased Vaala Pool

3rd-Level Dhaagan Witness Feature

You gain a mote of affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai and your Vaala point maximum increases by 2.

Fai Alchemy

3rd-Level Dhaagan Witness Feature

Many Dhaagan Witnesses partake of mind-altering Fai substances that enhance their abilities. Each Dhaagan Witness is taught the techniques for crafting these substances, so they can have a steady supply while on their Striving. You gain proficiency with alchemist's supplies.

In addition, you have advantage on all saving throws against Fai-based magic and effects.

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Mark Quarry

3rd-Level Dhaagan Witness Feature

You can cast *hunter's mark* as a 1st-level spell with this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Vaala Augmentation (Fai). If you spend 5 Vaala points when you use this feature, the spell's duration is increased to 24 hours.

Impose Order

7th-Level Dhaagan Witness Feature

You can cast the *command* spell at 5th level once with this trait, using Intelligence as your spellcasting ability, and regain the ability to do so when you finish a long rest.

Vaala Augmentation (Fai). If you spend 5 Vaala points when you use this feature, all saving throws made against its effects are made with disadvantage.

Eye for Corruption

7th-Level Dhaagan Witness Feature

You have advantage on ability checks made to determine if someone is lying.

In addition, as an action, you can touch a creature and magically detect the presence of poisons, diseases, curses, or other forms of magical or mundane infection or corruption within the target.

Vaala Augmentation (Fai). If you spend 4 Vaala points when you are forced to make a Constitution or Wisdom saving throw, you may do so with advantage.

Invoke Law

15th-Level Dhaagan Witness Feature

Your belief in law and order is so strong you can cause it to manifest in a burst of energy. As a bonus action, each creature of your choice that you can see within 60 feet of you must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, it takes 4d8 psychic damage and is frightened of you for 1 minute. On a successful save, it takes half as much damage and is not frightened. A creature that is frightened of you has its speed reduced to 0, and it can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

Once you've used this feature, you cannot use it again until you finish a long rest.

Vaala Point Augmentation (Fai). The range for this feature increases by 15 feet for every 5 Vaala points you spend when you use this feature.

Pass Judgement

18th-Level Dhaagan Witness Feature

As a bonus action, you can mark a creature within 120 feet of you that you can see as anathema. For the next minute, your melee weapon attacks against the target deal an extra 3d8 psychic damage.

In addition, at the beginning of each of their turns for the duration, the creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature's movement speed is halved and they make all attack rolls and saving throws with disadvantage until the start of their next turn.

If the creature drops to 0 hit points before the duration ends, you can use your bonus action on a subsequent turn of yours to transfer the mark to a new creature.

You can use this feature twice and regain all expended uses when you finish a long rest.

Vaala Augmentation (Fai). If you spend 7 Vaala points when you activate this feature, the extra psychic damage dealt by your melee weapon attacks increases by 2d8 (to 5d8).

The Dhaaga

Citizens of the Shields are all obligated to abide by the laws of the Dhaaga. These laws are enforced by the grim Dhaagan Witnesses, who alone have the authority to punish infractions as they see fit.

"Dhaaga" is a word from the language of the first human settlers, meaning "Time of Judgment." It quickly became a set of principles, then a formal code of laws, which were deemed necessary for the new Shield Cities to have any sense of permanence. Over time, the laws and bylaws have multiplied, and the number of Witnesses has increased greatly.

It was the nwoda who wrote the First Law of the Dhaaga: "All are free who obey the law." However, what was once meant to imply that settlers to their lands might enjoy the same freedoms as the nwoda themselves, has oftentimes been used as a tool of oppression by successive First Witnesses. Indeed, even many Witnesses misquote the First Law as "There can be no freedom without law."

Any stranger entering a Shield City must sign a declaration to abide by the law, and no amount of diplomatic bartering will save a transgressor from punishment. The Dhaaga is absolute, and its laws must remain inviolable, lest the safety of the Shield be compromised.

The nwoda, through their long-standing pledges, are subject to Dhaagan law only while they set foot on Shield land, and submit to the judgment of the Witnesses like any other citizen. Within their birthstones, however, they are literally above the law.

The nwoda do not believe in having a master of any kind, and would rather die than give up the liberty that they earned through blood and hardship—a philosophy that often puts the nwoda in opposition with the Dhaagan Witnesses, though few would acknowledge it.

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Monk Monastic Tradition: Way of the Covenant

Monks who follow the Way of the Runeweaver, dedicate themselves to the teaching of the original Dragonbonded Covenant. Their core beliefs allow this monastic tradition to create runes inspired by the dragons themselves, which imbue their strikes with power and enhance their abilities. The Covenant guards the knowledge of these runes carefully, only teaching them to a limited number of those who follow their doctrines. A few of these monks are Dragonbonded themselves, but all who follow the Way of the Runeweaver pledge themselves to protecting the spirit, if not the law, of the Covenant.

Vaala Mote and Increased Vaala Pool

3rd-level Way of the Runeweaver Feature

You gain a mote of affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Id, and your Vaala point maximum increases by 2.

Way of the Runeweaver

3rd-level Way of the Runeweaver Feature

After intense training and studying of runes, you learn to trace these mystical glyphs on yourself, other creatures, surfaces, or even in midair to empower magical abilities. A rune requires you to spend ki points each time you use it.

You learn two runes at 3rd level, chosen from the "Covenant Runes" section at the end of the class description. You learn one additional rune at 6th, 11th, and 17th level. You must meet any prerequisite for a rune when you choose it.

Tracing Covenant Runes. You can trace a rune once per turn. When you do so, you pay the cost in ki points indicated for that rune. You can also choose to spend additional ki points to trace a more complex version of the rune, activating greater powers. Unless indicated in the description of the rune, any additional ki points must be spent when the rune is first traced.

Each rune requires an action to trace, unless otherwise indicated in its description. A rune leaves a temporary magical mark that glows faintly with eldritch energy until that rune is expended.

You do not need to maintain concentration on a rune, unless otherwise indicated in its description. Runes are not spells and, thus, aren't affected by the counterspell spell or similar effects. However, runes' effects are magical, making them subject to spells that negate magical effects, such as antimagic field and dispel magic.

Rune Saving Throws. If a rune requires a saving throw, the DC equals your Ki save DC.

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Twined Brood Techniques

6th-level Way of the Runeweaver Feature

The Covenant recognizes your growing aptitude in the Way of the Runeweaver, allowing you access to a set of special martial techniques inspired by weaving together powers inspired by different dragon broods. You learn one technique of your choice from those described below. If a technique requires your target to make a saving throw to resist the technique's effects, the DC equals your Ki save DC.

You can use a Twined Brood Technique a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Additionally, when you gain a level in this subclass, you can choose one of the techniques you know and replace it with a different one.

Mirrored Feather Stance. This technique combines the Ehrlya's metal manipulation with the Coatl's magic resistance. As a bonus action, you draw metal and stone from the ground to clad yourself, or a friendly creature within 30 feet, in a thin, mirrored steel coating for 1 minute. For the duration, the target gains a +2 bonus to its AC. You must maintain concentration on this effect as if concentrating on a spell.

Once per round, when the creature clad in this way makes a saving throw against a spell or other magical effect, it can use a reaction to gain advantage on the roll. Additionally, if the creature succeeds on the saving throw and can see the creature from which the spell or effect originated, that creature takes force damage equal to your Martial Arts die.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, the creature clad in stone and metal also has resistance to fire damage for the duration.

Leap of Prowling Death. This technique combines the hunting prowess of the Exor with the necrotic power of the Nix. If you jump at least 15 feet straight toward a creature and then hit it with two or more attacks on the same turn, the target must succeed on a Constitution saving throw or take extra damage equal to two rolls of your Martial Arts die, be knocked prone, and be unable to heal by natural or magical means for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Vaala Augmentation (Id). If you knock a target prone while using this feature, you can spend 3 points from your Vaala pool to immediately make one unarmed attack against it.

Mental Touch of Crystalline Doom. This technique combines the authoritative presence of the Fulgen with the Magnifex's command over crystals. As a bonus action, one creature you can see within 30 feet must succeed on a Wisdom saving throw or you implant a hidden psychic command in the target for 1 minute.

This command is harmless unless you use your action to trigger it. When you use this action, the creature must use its reaction, if available, to move up to its full speed as best it can toward a point of your choice that you can see. While it does so, crystalline growths appear on the target's skin, clothing, and gear. When the target reaches the point you selected, or uses the last of its movement, the crystalline shards explode outward from the target in a 20-foot-radius burst. Each creature in that area, including the target creature, must make a Dexterity saving throw, taking radiant damage equal to three rolls of your Martial Arts die on a failure, or half as much damage on a success. At 11th level, the damage increases to four rolls of your Martial Arts die.

You can only have one creature under the effect of this feature at a time, and creatures immune to psychic damage are unaffected by it.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, the damage increases by one additional roll of your Martial Arts die.

Remembrance Rune

11th-level Way of the Runeweaver Feature

You gain the ability to store unused ki points for the future. Before you take a long rest, if you have any leftover ki points, you can trace a remembrance rune upon yourself to store up to 3 ki points to use in the future. Your remembrance rune lasts for 24 hours or until the points stored within are recovered. You can only have one remembrance rune traced at a time. If you create a new remembrance rune, the old one vanishes along with any ki points stored within it. The remembrance rune does not count against the total number of runes you know.

Once the remembrance rune is active, when you use one of your monk abilities, you can draw a number of ki points from the rune up to the total number stored within it. You can add the stored ki points to the total required by the monk ability you are using, or use the stored ki points in place of your own ki points. When the total number of points stored in the rune are removed, the rune fades and the effect ends. At 14th level, the rune can store up to 4 ki points, and at 17th level it increases to 5.

Vaala Augmentation (Id). When you use this feature to create a remembrance rune, you can choose to store a number of points from your Vaala pool in your rune instead of ki points. A remembrance rune cannot store both ki points and Vaala points. Stored Vaala points can be used while using Vaala augmentation abilities, in the same manner described above. Vaala points stored in this manner count as ki points when determining the total number of points stored in the rune.

Runestrike

17th-level Way of the Runeweaver Feature

You have reached the rank of grandmaster in the Way of the Runeweaver. All of your training coalesces in a technique combining martial strikes with your runes. Once on each of your turns, when you hit a creature with two or more unarmed strikes, you can activate one of your runes as part of the same Attack action. The rune is traced after the strikes hit but before that action ends.

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Covenant Runes

Covenant runes are special magical sigils taught by the Dragonbonded Covenant. The monks who follow this tradition invoke the power of their runes by tracing their complex shape on themselves, other creatures, surfaces, or even in midair. Through their long tradition of scholarship and study of Covenant records, epic tales, legends and writings from the Dragonbonded, those who follow the Way of the Runeweaver gradually unlock greater powers via more complex runes.

The list of runes below is presented in alphabetical order. You must meet the prerequisites before being able to trace the rune.

Vaala Augmentation (Id). When you trace a Covenant rune, for every 2 points you spend from your Vaala pool, you gain 1 ki point to use with that rune.

Breath Rune (Or-ande)

Prerequisite: 11th level

Range: Self (15-foot cone)

Duration: Instantaneous

As an action, you spend 3 ki points and trace a rune to replicate a dragon's breath attack in a 15-foot cone in front of you. Each creature in the area must make a Dexterity saving throw, taking 8d6 damage (your choice of acid, cold, fire, lightning, or thunder) on a failed save, or half as much damage on a successful one.

Destruction (raz). If you spend 2 additional ki points, your breath attack becomes a 30-foot cone.

Draconic (diri). For every 1 ki point you spend beyond the initial cost of your breath rune, the damage increases by 1d6.

Bulwark Rune (var)

Prerequisite: —

Range: Self

Duration: Instantaneous

When you use your Deflect Missiles feature, you can spend 1 ki point as part of the reaction and trace a rune allowing you to add your proficiency bonus to the roll to reduce the damage from the ranged attack.

Counterstrike (ornir). If you take damage from the ranged attack despite reducing the amount, you can spend 1 additional ki point as part of the same reaction to pull the weapon or piece of ammunition from your body, as though you caught it instead. If you recover a missile in this way, you can spend 1 ki point to make a ranged attack as described in the Deflect Missiles feature.

Celerity Rune (druta)

Prerequisite: —

Range: Self

Duration: Instantaneous

When you use your Step of the Wind ki feature, you can spend 1 additional ki point and trace a rune to increase your speed by 10 feet until the start of your next turn.

Evade (iva). If you spend 1 additional ki point, your movement does not provoke opportunity attacks until the start of your next turn.

Covenant's Shield Rune (ālsi)

Prerequisite: 11th level

Range: 60 feet

Duration: 1 minute

As an action, you spend 4 ki points and trace a rune which forms an immobile, faintly shimmering barrier in a 10-foot radius around a point of your choice within range. This barrier remains for the duration. You must maintain concentration on the barrier as if concentrating on a spell.

Any ranged or melee attack made from outside the barrier can't affect creatures or objects within it, even if the attack deals damage to an area (such as a dragon's breath weapon or fire damage from a thrown vial of alchemist's fire). Spells affect creatures and objects within the barrier normally.

Restorative (yldr). Once on each of your turns for the duration, you can spend 1 additional ki point and restore a number of hit points equal to a roll of your Martial Arts die to one creature within the barrier that you can see. This requires no action.

Enforced (erli). Once on each of your turns for the duration, you can use a bonus action and spend 3 additional ki points to make the barrier impenetrable. Until the start of your next turn, creatures and objects within the barrier aren't affected by damage, spells, or magical effects originating from outside the barrier. Nor can attacks, spells or abilities made by creatures within the barrier affect targets outside of it. Additionally, until the start of your next turn, no creature can pass through the barrier in either direction.

Crystal-Spike Rune (reglas)

Prerequisite: 11th level

Range: 60 feet

Duration: 1 minute

As an action, you slam your foot or fist against the ground, spending 6 ki points to trace a rune inspired by the Magnifex dragons. Eight glimmering crystal spikes erupt from the ground at points of your choice that you can see within range. Each creature in a space where a crystal spike

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erupts must make a Dexterity saving throw, taking 3d10 piercing damage and 2d8 poison damage on a failed save, or half as much damage on a successful one. A crystal shatters once it deals damage in this way.

As a bonus action on each of your subsequent turns, you can call forth another crystal spike in a spot of your choice that you can see within range. You can't have more than 8 spikes at a time.

You must concentrate on this effect as if concentrating on a spell. Each crystal spike has AC 15 and 50 hit points. Reducing a spike to 0 hit points destroys it.

Bloom (annan). If you spend 3 additional ki points when you use your bonus action to call forth another crystal spike, you can call forth two spikes instead of only one.

Detonate (spranga). As a reaction when a creature moves within 10 feet of a crystal spike, you can spend 3 additional ki points to cause that crystal to explode. Each creature within 10 feet of the spike must make a Dexterity saving throw, taking 3d10 piercing damage and 2d8 poison damage on a failed save, or half as much damage on a successful one.

Disrupt Vaala Rune (stora)

Prerequisite: 17th level

Range: Touch

Duration: 1 minute

When you hit a target with an unarmed strike, you can forgo an additional unarmed strike from your bonus action to instead spend 6 ki points and trace a rune inspired by the Coatl dragons. The hit creature must make a Wisdom saving throw. On a failed save, the space controlled by the target becomes an antimagic field (as per the spell antimagic field) for the duration. You can only have one of these runes active at a time and must concentrate on this effect as if concentrating on a spell.

Until the duration ends, the antimagic field moves with the target, centered on it. At the end of each round, the target can repeat the Wisdom saving throw, ending the effect on a success.

Widen (breda). If you spend 2 additional ki points when you activate this feature, the antimagic field extends to a 5-foot radius around the target.

Exception (sjal). If you spend 3 additional ki points when you activate this feature, you can choose one creature you can see within 60 feet of you. That creature (and any magic it uses) can ignore the effects of the antimagic field.

Dust-Storm Rune (hylsan)

Prerequisite: 6th level

Range: Self

Duration: 1 minute

When you use your Step of the Wind ki feature, you can spend 3 additional ki points to trace a rune inspired by the Exor dragons. A swirling dust storm rises in a 10-foot radius sphere centered on you and moves with you. The storm lasts for the duration. You must concentrate on this effect as if concentrating on a spell.

Any creature that starts its turn within the area, or enters it during its turn, must make a Dexterity saving throw, taking 1d10 bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

Slow (trog). If you spend 2 additional ki points when you trace this rune, the area within your storm counts as difficult terrain.

Razors (kant). For every 2 additional ki points you spend when you activate this feature, the damage from the storm increases by 1d10.

Focus Rune (troa)

Prerequisite: —

Range: Self

Duration: Instantaneous

Once on each of your turns, as part of making an unarmed strike, you can spend 1 ki point and trace a rune to gain advantage on the attack roll.

Greater (ríta). If you spend 5 additional ki points, all of your attack rolls have advantage until the start of your next turn.

Fuse Metal Rune (sak)

Prerequisite: —

Range: Touch

Duration: Instantaneous

When you hit a target with an unarmed strike, you can spend 1 ki point, tracing a rune inspired by the Ehrlya dragons. Your strike deals an extra 1d8 fire damage. If the target wields a weapon with moving metal parts (such as a crossbow), or is wearing a suit of heavy or medium armor, the moving components of the weapon or armor (your choice) fuse together until the start of your next turn. The target has disadvantage on attacks using a fused weapon or has its speed halved in fused armor.

Linger (droja). If you spend 1 additional ki point when you trace this rune, the target must make a Constitution saving throw at the start of your next turn. On a failed save, the target takes another 1d8 fire damage and the weapon or armor you selected remains fused until the end of the target's next turn.

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Hinder Meridians Rune (kam)

Prerequisite: 6th level

Range: Touch

Duration: 1 minute

When a target you hit with an attack fails the saving throw for your Stunning Strike ki feature, you can spend 3 ki points and trace a rune inhibiting the target. At the end of your next turn, when the stunned condition ends on the target, its speed is halved for 1 minute. You must concentrate on this effect as if concentrating on a spell. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on itself on a success.

Weakness (svek). If you spend 2 additional ki points, the target also has disadvantage on Strength and Dexterity checks and saving throws for the duration or until the effect ends.

Ki Detonation Rune (kavl)

Prerequisite: —

Range: 10 feet

Duration: Instantaneous

As an action, you can spend 3 ki points and trace a rune to release a single explosive blast in a 10-foot sphere around you. Each creature in the area must make a Dexterity saving throw. A target takes force damage equal to two rolls of your Martial Arts die + your Wisdom modifier on a failed save, or half as much damage on a successful one.

Widen (spre). For every 2 additional ki points you spend, the radius of the blast increases by 10 feet.

Whirlwind (dynj). If you spend 4 additional ki points, the damage increases to four rolls of your Martial Arts die, and targets that fail the Dexterity saving throw are also pushed 10 feet away from you and fall prone.

Sacred Rune (fola)

Prerequisite: 6th level

Range: Self

Duration: 1 minute

As a bonus action, you can spend 3 ki points and trace a rune that imbues your strikes with radiant energy. You must concentrate on this effect as if concentrating on a spell.

Once on each of your turns for the duration, when you hit a creature with an unarmed strike, the attack deals an extra 1d8 radiant damage to the target. If the target is a Fiend or Undead, the attack deals an extra 3d8 radiant damage instead.

Null Bane (nti). If you spend 3 additional ki points, your unarmed strikes made against Aberrations and Null creatures for the duration also deal the extra 3d8 radiant damage.

Shield Rune (mótka)

Prerequisite: —

Range: 60 feet

Duration: Instantaneous

When you, or an ally within range that you can see, is targeted by a ranged or melee attack, you can use your reaction to spend 1 ki point and trace a protective rune. The target creature gains a +5 bonus to its AC against the triggering attack.

Battlement (hilf). If you spend 3 additional ki points as part of the reaction, you instead create an invisible wall of force (as per the wall of force spell) as a flat barrier that is 10 feet wide and 10 feet high. This wall appears adjacent to the target of the attack when the target is chosen, facing the creature that is making the attack. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). This barrier lasts until the beginning of your next turn.

Shifting Rune (obali)

Prerequisite: 17th level

Range: Touch

Duration: 1 minute

As a bonus action, you can spend 6 ki points and trace a rune altering the material bonds linking your body to the physical world. For the duration, when you move, you instead spend your movement to magically teleport that distance. You must concentrate on this effect as if concentrating on a spell.

Ambush (ochn). If you spend 1 additional ki point when you teleport as part of your movement, your next melee attack roll on the same turn is made with advantage.

Incursion (vef). If you spend 4 additional ki points when you teleport as part of your movement, you can choose to arrive in a space occupied by a creature. When you do so, you take 3d10 force damage, and the target is forced into the nearest unoccupied space of your choice and must make a Constitution saving throw. The target takes 10d10 force damage, on a failed save, or half as much damage on a successful one. After using this feature, the shifting rune fades and the teleporting effect ends.

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Synergy Rune (for'gi)

Prerequisite: —

Range: Self

Duration: Instantaneous

When a friendly creature you can see makes an attack roll or ability check or starts to cast a spell, you can use your reaction and spend 1 ki point to trace a rune inspired by the Fulgen dragons. As part of your reaction, you can take the Dodge action or immediately move up to your speed without provoking opportunity attacks. You can choose for your reaction to occur immediately after the triggering action or reaction instead of interrupting it.

Solidarity (enhet). If you spend 3 additional ki points when you use your reaction to trace this rune, one creature of your choice within 30 feet of you can use its reaction to immediately move up to its speed.

Wingbane Rune (otti)

Prerequisite: 17th level

Range: Touch

Duration: Instantaneous

Once on each of your turns when you hit a target with an unarmed strike, you can spend 6 ki points and trace a rune to inhibit flight. That unarmed strike deals an additional 4d12 force damage, and the target must succeed on a Strength saving throw or have its flying speed (if any) reduced to 0 feet until the start of your next turn.

Bind (iku). If you spend 2 additional ki points, the target has disadvantage on the Strength saving throw.

Rend (epa). For every 3 additional ki points you spend, your strike deals an additional 1d12 force damage.



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Sorcerous Origin: Mindwalker

You are a waking dreamer, one suffused with Fai magic who can call on dreams to read or assail the mind without the need for sleep. Your magic may come from your akhani lineage, from an encounter with a sphinx's magic, or from some strange encounter in Dreamspace or brush with the Dreambleed. Perhaps you are a waking dream yourself…

Your ability to blur the boundaries between reality and dream is dangerous and feared, but you have learned to harness it to inflict nightmares on foes, bless allies with dreams, overwhelm minds, and even expand your own.

Vaala Mote and Increased Vaala Pool

1st-Level Mindwalker Feature

You gain a mote of affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another mote of affinity in Fai and your Vaala point maximum increases by 2.

Mindwalker Magic

1st-Level Mindwalker Feature

You learn additional spells when you reach certain levels in this class, as shown in the Mindwalker Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or illusion spell from the bard, sorcerer, or wizard spell list.

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Mindwalker Spells

SORCERER LEVEL	SPELLS
1st	*alter perception,* shake,* yawn**
3rd	*mindlock,* nightmare surge**
5th	*fear, psychic blast**
7th	*lesser feeblemind,* phantasmal killer*
9th	*dream, dreamlance***

*New spell in this book.
**This spell can be found in *Itza's Guide to Dragonbonding.*

Strands of Dream and Nightmare

1st-Level Mindwalker Feature

Immediately before or after you cast a spell of 1st-level or higher, you can use a bonus action to send a strand of dream or nightmare at a creature you can see within 30 feet of you. If you send a nightmare strand, the target must succeed on a Wisdom saving throw or take 1d4 psychic damage. If you send a dream strand, the target can add a d4 to one ability check, attack roll, or saving throw they make before the end of their next turn.

When you reach 11th level, the nightmare strand's psychic damage increases to 2d4.

Vaala Augmentation (Fai). If you spend 3 Vaala points when you use this feature, you can target a second creature.

Mental Fortitude

6th-Level Mindwalker Feature

You gain resistance to psychic damage and have advantage on saving throws against the charmed and frightened conditions.

Vaala Augmentation (Fai). When you are the target of a spell or attack that deals psychic damage, you can use your reaction to spend 6 Vaala points to gain immunity to psychic damage until the end of your next turn, including against the triggering effect. Alternatively, if you are the target of an enchantment spell, you can use your reaction to spend 6 Vaala points to gain immunity to the charmed and frightened conditions until the end of your next turn, including against the triggering spell.

Paralyzing Torrent

14th-Level Mindwalker Feature

You can channel an overwhelming torrent of Fai energy into a creature's mind. As an action, a target creature within 10 feet of you who can see you must succeed on a Wisdom saving throw against your spell save DC or take 4d6 psychic damage and become paralyzed until the end of its next turn. You also take half as much damage as was dealt in this way.

On subsequent turns, you can use your action to maintain the paralysis effect, extending its duration until the end of your next turn. The target can attempt the same saving throw at the end of each of their turns. The effect ends if you move more than 10 feet away from the target, if the target can't see you, or the target succeeds on its saving throw.

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

Vaala Augmentation (Fai). When you use this feature, you can spend 7 Vaala points to increase the damage to 8d6.

Subconscious Concentration

18th-Level Mindwalker Feature

Your subconscious can be used for conscious tasks. You can maintain concentration on two spells or effects at once and make separate concentration checks for each. While concentrating on two spells or effects at once, if you fail a Constitution saving throw to maintain concentration, you take 1d6 psychic damage, and if you fail both concentration checks at the same time you are stunned until the end of your next turn.

Vaala Augmentation (Fai). If you spend 12 Vaala points when you cast your second spell, you can make all concentration checks with advantage for the next minute.



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Warlock Otherworldly Patron: Daimos

You have made a pact with a daimos, a powerful being that lurks within the Hollowdepths, feeding on a vice and ruling all within its domain. Such entities were mortal at one point, but fed on the essence of the once powerful Protogons. They have since fallen into power-drunk madness, their increasing immortality allowing them to pursue their single-minded obsessions. They are living embodiments of the aspects of Vaala, but twisted by hunger and darkness.

The Daimoi

There are many daimoi that reside within the Hollowdepths, some more powerful than others. The nine listed here are the most prominent, but far from the only, daimoi found within that strange subterranean landscape.

Assamiel, the Winged Sun, First Above All, Archon of Awe (Id). Assamiel embodies awe, the force that causes mortals to surrender their free will. His power is the abject, willful renunciation of others' selves toward his own worship. Assamiel is perfection, beauty, and might, worshiped, beloved, and admired by his followers. He feeds on that worship, on their enslavement to his own self, granting them joy, beauty, and power over others and giving them one great purpose—himself. Assamiel and his works display his emblems of a winged Sun, a golden ram, and a beautiful eye; he is also at times represented by a golden mirror, which means he shares his glory with those that submit to him. He is also associated with the Dread Firebird and the Flaming Glaive.

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Gamazsh the Undeniable, Dread Duke of Delight, Exemplar of Excess (Id). Gamazsh embodies unbound impulse, from lust to violence, from gluttony to haste; how the power of desire and instinct can strengthen the weak and overflow the mighty, spilling out into the world at large. To worship Gamazsh is to indulge in vice, to act on impulse, to unleash your overwhelming desire into the world. All representations of Gamazsh, even those of his mortal form, display grasping hands, tongues, and tentacles as symbols of his power. He is often associated with regal, beautiful animals such as the tiger and the peacock, and his symbolic weapons are the bow of the slayer, the whip of the dominator, and the torch of the mob.

Rakid the Slithering Sorceress, Thief of Purpose, Conjurer of Craving (Id). Clever and cunning, the Mistress of Mystery embodies craving and obsession. Rakid's power resides in the insidious dominion of desire that subverts will, in the void of that which we want but can't have. She feeds on the cravings of those mortals who obsessively pursue an unending goal and are doomed to never achieve it. Rakid favors snake imagery, and her chain-whip features prominently in all of her regalia. She is also represented by a horned mask or a veil. The symbols of her power are chains, webs, mazes, and the endlessly rotating wheel, meaning a search with no end. She is also associated with the moons of Rhaava, enticing and luminous but always beyond mortal ken.

The Stag King, Father of Fright, the Dread in your Dreams (Fai). The Stag King, the Hunter of Horrors, the Woeful Watcher of the Wyld embodies that which is close but unknown; the unavoidable uncertainty that things are moving when we're not looking, that something is constantly creeping out of sight. Your fear of what you don't know or understand—that's the Stag King. What your mind hides from you to keep you sane—therein lies the Stag King, waiting inside your mind. Other than the stags that represent his might and his trade, the Hunter often marks his trophies with thorny vines or crude rope. His cult represents him with a stag's skull, a spherical cage, or a cracked hunting horn, and also by his weapons—the Bone Bow and the Bone Axe. For this reason, bones are also one of the King's favored symbols. He is also identified with the mist, which obscures the way out, the path ahead and the pursuer behind.

The Bloated Empress, Mother of Loathing, the Taint in your Thoughts (Fai). The Bloated Empress represents the parts of ourselves that we don't want, the parts that seem to grow larger the more we reject them. She embodies the self-loathing that drives mortals to deny themselves and allow their minds and bodies to decay unchecked. A world without love, without care, where nothing matters and everything festers endlessly—that is the Empress's dream. The Empress's symbols are disease, represented by a rusted scythe, motherhood, represented by a poisoned cup, and a mask with the features of a beautiful Altanesi queen. Gushing, flowing blood, usually black, is often present in her depictions, either in an endless spring or gathering into a cup or pit, another common symbol of hers.

Our Lady of Blades, Maiden of Mutilation, The Hurt in your Heart (Fai). Our Lady represents that first overwhelming feeling, shared by all sentient creatures, from primitive vermin to immortal dragons, which drives all other emotions at a primal level and can lead to fear or pleasure, to love or hate, and drive mortals to commit any sin, to fall through any abyss. She is the embodiment of pain. Our Lady of Blades' favored symbols are leather straps and torture instruments, especially racks and barbs. She is also represented by bloody bandages, or with a single drop of blood. Her mortal form is associated with her regalia razors, a barbed whip, a bone saw, and a flaying knife.

Bellindra the Beautiful, the Spore's Kiss, The Perfume Perilous (K'aab). Bellindra represents the sensation of imminent danger, that threat just beyond sight that forces mortals to keep moving, keep looking around, all in vain because the Kiss of Bellindra always arrives, and it's always deadly. Even the very few who survive her presence feed Bellindra, for that very sense of menace to their existence, while it lasts, is her sustenance. In fact, she sometimes likes to keep her prey alive, to prolong the threat—and her feast. But a threat is only as good as its promise, and all danger must eventually catch up; all prey must ultimately fall. Bellindra is most often depicted by a serrated leaf or a spiral of gnarled roots, representing the hidden dangers of seemingly defenseless plant life. In her aspect as a beautiful temptress, her symbols are a white flower with six petals and a blossom shaped like human lips. Her regal status is represented by a lush headdress of flowering branches or by her favored weapons—a crooked witch's staff and a poisoned blade.

Zaarud the Devourer, the Insatiable Wyrm, the Reaver Ravenous (K'aab). The supreme devourer of the crags, the End of the Feast, the One Whose Belly has No Exit, is Zaarud the Wyrm, the mindless Daimos of Devouring. A massive monster, a living nightmare that devours everything and has no aspiration other than gorging on all that is, unstoppable and insatiable, that is Zaarud. The Devourer represents the act of eating without hunger, without need, only to consume. It is the embodiment of the primal impulse to take another life, another essence, and add it to one's own. To greedily claim the living world as fuel to the self, that is the raw nature of Zaarud. Zaarud is commonly represented as a fanged maw or a stylized worm with a crown of tentacles. Sometimes other limbs are used, such as hands, eyes, or tentacles, with an added fanged maw to depict Zaarud's endless devouring. It is also depicted as an open cave or a spiral eye.

Hgathu the Destroyer, the Child of Entropy, the Ultimate Unknown (K'aab). Nothing is known of Hgathu the Destroyer, Daimos of Destruction, except that its power is unmatched and nothing survives its presence. Hgathu's voice lays waste to realms, its steps shatter the land, its fury drains seas and splits mountains. Hgathu represents sheer, unbridled destruction; as a daimos, its driving force is the darkest, deepest, and most senseless of mortal drives—the part of us that only wishes to end it all. The Cult of Hgathu uses a unique, bizarre glyph, supposedly dictated by Hgathu directly into the minds of its worshippers. The symbol, known as the Mark of Meaning, is disturbing to look at and is used only in the cult's highest ceremonies. Other symbols of Hgathu include the spiral of endless madness, or a stylized crack that represents both quakes and lightning storms. Also, the cult's buildings and temples display star-shaped hollows, carved deep in the stone, representing a gaping abyss.

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Expanded Spell List

1st-Level Daimos Warlock Feature

Your daimos patron allows you to choose from an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list. You gain access to additional spells based on the aspect of the daimos you serve.

LEVEL	DAIMOS SPELLS	ID	K'AAB	FAI
1st	disguise self, Vaala infusion**	bane, repel strike*	false life, icicle spray*	detect magic, identify
2nd	alter self	blindness/deafness, bloodshield tendrils**	cavitation**, eye of the storm*	detect thoughts, charmed reverie**
3rd	damage transference*	bolster will**, vampiric touch	equilibrium*, regenerative carapace**	haste, Fai jump**
4th	compulsion	confusion, system shock**	black mold**, numbness*	blindspot**, phantasmal killer
5th	raise dead	dominate person, geas	contagion, insect plague	mislead, reincarnate

**New spell in this book.*
***This spell can be found in Itza's Guide to Dragonbonding.*

Vaala Mote and Increased Vaala Pool

1st-Level Daimos Warlock Feature

You gain a mote of affinity in your patron's associated aspect. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain an additional mote of affinity in your patron's associated aspect and your Vaala point maximum increases by 2.

Otherworldly Expertise

1st-Level Daimos Warlock Feature

You gain expertise in the following skills based on your patron: Insight and Persuasion (Id), Arcana and Medicine (Fai), or Perception and Survival (K'aab).

Vaala Augmentation (Daimos's Aspect). When you make an ability check with one of the skills granted to you by your patron, as listed above, you can spend 5 Vaala points to gain advantage on the roll.

Empowered Spellcasting

1st-Level Daimos Warlock Feature

Your patron has empowered your connection to a school of magic, giving you additional benefits. Choose one, based on your patron's associated aspect: conjuration or divination (Fai), abjuration or enchantment (Id), necromancy or transmutation (K'aab).

When casting a spell that is a part of the school your patron has empowered, you can grant yourself a bonus to your spell save DC or spell attack roll equal to half your proficiency bonus rounded down (minimum of 1). If you do, you also gain an additional effect:

- Abjuration: You gain a +2 bonus to your AC until the end of your next turn.
- Conjuration: For the next minute, when you make a Constitution saving throw to maintain concentration on a conjured creature, you can make the roll with advantage.
- Divination: You have advantage on one ability check, attack roll, or saving throw until the end of your next turn.
- Enchantment: Until the end of your next turn, you are immune to psychic damage and cannot be charmed.
- Necromancy: You gain temporary hit points equal to double your Charisma modifier for the next minute.
- Transmutation: You grant one willing creature within 15 feet of you a bite or claw attack that they can use as a bonus action until the end of your next turn, dealing 1d6 piercing damage for the bite or 1d6 slashing damage for the claw.

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

Vaala Augmentation (Daimos's Aspect). When you use this feature, you can spend 5 Vaala points to increase the granted bonus to your full proficiency bonus instead of half.

Inner Yearning

6th-Level Daimos Warlock Feature

As an action you can choose one creature you can see within 60 feet and attempt to cause its deepest desires to surge to the forefront of its mind. The target must succeed on a Wisdom saving throw or it has disadvantage on its attack rolls and Wisdom (Perception) checks until the start of your next turn as they are driven to distraction by obsessive thoughts.

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

Vaala Augmentation (Daimos's Aspect). When you use this feature, for every 5 Vaala points you spend, you can target an additional creature.

Daimos's Essence

10th-Level Daimos Warlock Feature

You gain resistance to one type of damage of your choice, based on your patron's associated affinity: cold or lightning (Fai), fire or thunder (Id), acid or poison (K'aab).

Additionally, as a reaction, when a spell is cast within 60 feet of you, you can attempt to interrupt the flow and devour the magic. Using your spellcasting ability, make an ability check against a DC equal to 10 + the spell's level. On a success, you can either roll a number of Hit Dice equal to half the spell's level and immediately regain hit points equal to the amount rolled or the next spell you cast before the end of your next turn that deals damage gains a number of bonus damage dice equal to half the spell's level. Also on a success, if the spell you interrupted deals damage, the damage from the spell is reduced by half.Once you use this feature in this way, you can't use it again until you finish a long rest.

Vaala Augmentation (Daimos's Aspect). If you spend 7 Vaala points as a bonus action, you regain one use of this feature.

Subjugate

14th-Level Daimos Warlock Feature

You promise those around you their heart's desire in return for their service. As an action, choose three creatures that you can see within 60 feet. Each target creature must make a Wisdom saving throw against your spell save DC. On a failed save, you control a creature as if they are under the effects of the dominate monster spell, for 1 minute. A creature is immune to this effect if it cannot be charmed. This effect requires you to maintain concentration as if you were concentrating on a spell.

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

Vaala Augmentation (Daimos's Aspect). If you spend 7 Vaala points when you use this feature, you have advantage on any Constitution saving throws made to maintain concentration on this effect.

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CHAPTER 4:

MAGIC

The world of Dragonbond is filled with magic, the essence of which is known to those in Valerna as Vaala. Vaala can be used to produce potent spells but is also used by many commoners in everyday life. From the wise woman who twists a bit of K'aab to cleanse a wound, to the powerful wizard who harnesses vast amounts of Fai to achieve nigh impossible feats, Vaala is part and parcel to life in Valerna. This chapter provides additional spells and new rules for magic in Dragonbond.

Vaala

Vaala is often referred to by its aspects. Most creatures on Rhaava cannot comprehend the workings of Vaala as a whole and instead divide it into three distinct parts in order to access, manipulate, and utilize its power.

Fai. Also known as Dream, Fai is the aspect of imagination, of the unpredictable and unrealized. It manifests in budding ideas, unconscious thoughts, and nightmares. It is the magic of concept, of abstract forces such as beauty, order, and chaos.

Id. Also known as Will, Id is the aspect of decision, power, and influence. Of all aspects, it is the closest to Vaala's raw, true nature—the ability to affect the universe through action and assertion. It is the magic of forces and energy, of cause and effect.

K'aab. Also known as Source, K'aab is the aspect of growth, creation, and transformation. It manifests in birth, learning, and development, in life and reproduction but also in decay and death. It is the magic of cycles, of processes and experience.

Vaala Pool

On Rhaava, Vaala is the force of life and creation. It exists within and around all living things, creating a connective web of growth, possibility, and change.

All creatures of Rhaava are thus connected to Vaala. Within them all is that same possibility, that same power and potential. In this way, all creatures hold the ability to use magic, though not all have the strength to craft mighty spells.

At character creation, a character has two new items on their sheet: Vaala points and motes of affinity. A character gains Vaala points and motes of affinity from their lineage and class choices, as indicated in the sections below.

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Using Vaala Points Outside of Dragonbond

If you are playing a class or lineage from outside this book or wish to implement Vaala points in your home game, use the following guidance.

Motes of Affinity. A character gains one mote of affinity of their choice from their ancestry at character creation. They gain an additional mote of affinity in an aspect of their choice when they choose their first subclass and another of the same aspect when they reach 14th level in that same class. The GM and player should work together to determine which aspect of Vaala makes the most sense for their ancestry and subclass.

Vaala Points. Along with the pool of points they receive at character creation (as detailed in the "Vaala Points" section), they increase their Vaala point maximum by 2 when they choose their first subclass and by 2 more when they reach 14th level.

Vaala Points

Your character gains a reservoir of mystical energy representing your ever deepening connection to Vaala. This pool of Vaala points can be used to power ancestral, class, and spell abilities. Characters begin with a pool of these Vaala points, the maximum size of which is determined by the following:

Vaala point maximum = your proficiency bonus + your primary ability's modifier (as determined by your class)

You might also have additional Vaala points from your choice of ancestry or class, increasing your Vaala point maximum accordingly. These points can then be spent to activate or fuel various features. In addition, each Vaala aspect has a different set of universal abilities that can be activated by spending points from the Vaala pool (see the "Casting Spells with Vaala" and "Vaala Abilities and Augmentations" sections). These can be accessed by any character as long as they have enough points in their Vaala pool.

Spending Vaala Points

Vaala abilities and augmentations indicate a particular Vaala aspect affinity as well as the number of Vaala points required to activate it. Low-level features might cost 1 point to activate, while high-level features might require 6 or more points. Spending points from your pool to use a Vaala ability does not require an action, bonus action, or reaction unless indicated in its description.

Recovering Vaala Points

When you finish a long rest, you can regain spent Vaala points, up to a number equal to half your Vaala point maximum. For example, if a character's Vaala point maximum equals 8, they can regain up to 4 Vaala points upon finishing a long rest.

Motes of Affinity

Motes represent a character's deepening affinity with one or more Vaala aspects, namely Fai, Id, and K'aab. Each mote in a Vaala aspect allows a character to more easily access the powers from that aspect. Motes are gained in several ways during character creation and advancement. This is explained further below.

On your Valerna character sheet, this looks similar to the tracks used for death saving throws, with each aspect of Vaala accompanied by five empty pips beside them.

Fai ○○○○○
Id ○○○○○
K'aab ○○○○○

When you gain a mote in an aspect, you fill in one of the dots. Each mote you have in a Vaala aspect reduces the Vaala point cost of activating an ability tied to that aspect by 1, to a minimum cost of 1 Vaala point. For example, a character with one mote in Fai who activates a Vaala augmentation with a Fai aspect and a cost of 2 only has to pay 1 Vaala point instead of 2.

Gaining Motes

A character can gain a mote of affinity in different ways. They gain a mote from their ancestry or lineage, as certain creatures are born with an affinity toward an aspect of Vaala. They gain a mote when they select their first subclass and another when they reach 14th level in the same class. There are some other, rare methods of gaining motes, including rituals, magic items, and special rewards. Multiclassing does not grant you additional motes. Most characters will only ever gain three motes.

Multiclassing and Vaala Points

If your game is using multiclassing rules, it's important to note that a character can only ever gain the Vaala Mote and Increased Vaala Pool class feature twice—once when they choose their first subclass, and once at 14th level in that class—regardless of how many classes they take.

However, if a character gains enough levels in another class to gain that feature again, they can choose to replace a mote of affinity previously gained from their class with one from the class they just gained a level in.

For example, if a fighter character chooses the Dhaagan Witness martial archetype at 3rd level and gains the mote of affinity in Fai and Vaala Pool Increase from that archetype, they do not gain any additional mote or points if they decide to later take a level of cleric with the enthraller domain. In such a case, the character can leave their Fai mote of affinity in place from their martial archetype or replace it with the Id mote of affinity provided by the cleric divine domain.

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Casting Spells with Vaala

A character can channel their connection with Vaala to cast spells. This can be done in one of two ways, as long as the spell has a Vaala affinity.

Casting a Spell You Know

You can cast a spell you know using Vaala instead of spell slots. To do so, you expend a number of Vaala points equal to 3 + the spell's level. The cost of casting a spell in this fashion is reduced by 1 point per mote of affinity you have in the spell's corresponding Vaala aspect, to a minimum cost of 1 Vaala point. The spell must be of a level you can cast.

Casting a Spell You Don't Know

You can cast a spell you don't know using Vaala instead of spell slots. To do so, you must expend a number of Vaala points equal to 3 + twice the spell's level. The cost of casting a spell in this fashion is reduced by 1 point per mote of affinity you have in the spell's corresponding Vaala aspect, to a minimum cost of 1 Vaala point. The spell must be of a level that a spellcaster of your level could cast.

When you cast a spell you do not know in this way, you immediately take force damage equal to 1d4 per Vaala point spent to cast the spell as the raw Vaala tears through you. Additionally, you may not cast a spell in this way again for a number of days equal to 1 + the level of the spell cast.

If a non-spellcasting character uses this method to cast a spell, they can use Charisma, Intelligence, or Wisdom as their spellcasting ability (caster's choice).

NPCs, Monsters, and Vaala Points

The GM may wish to give NPCs or monsters Vaala points. To do so, assign the creature a number of motes of affinity according to their CR, as listed in the NPC & Monster Motes of Affinity table, and a number of Vaala points equal to their proficiency bonus + the ability modifier of your choice. A monster has motes of affinity that correspond to their assigned Vaala aspect, as listed in Chapter 6: Bestiary of this book.

Dragons can never have access to Vaala points, as their innate tie to Vaala has been severed by the Curse of Kadmos.

NPC & Monster Motes of Affinity

CREATURE CR	MOTES OF AFFINITY
1-5	1
6-15	2
16 and higher	3

Other Spells and Vaala Points

For those who wish to use spells from sources other than this book but still use the Vaala points system presented here, the GM can assign a Vaala affinity to those spells.

Ideally, the aspect should be assigned based on the specifics of the spell and its function. In a pinch, an aspect can be assigned quickly based on a spell's school, with the following guidance.

Abjuration spells are typically Id.
Conjuration spells are typically Fai.
Divination spells are typically Fai.
Enchantment spells are typically Id.
Evocation spells are typically K'aab.
Illusion spells are typically Fai.
Necromancy spells are typically K'aab.
Transmutation spells are typically K'aab.

Vaala Abilities and Augmentations

All creatures of Rhaava—save for dragons—are connected to Vaala. Many have learned to channel this power to achieve effects, great or small, in their everyday life. Many class features list a Vaala augmentation specific to that feature. However, there are a number of Vaala abilities and augmentations accessible by anyone, regardless of class or known features, found in *Itza's Guide to Dragonbonding*. A Vaala ability provides a new power to be used, whereas a Vaala augmentation can be triggered when a specific action, ability, or effect is used. The cost of each ability or augmentation is reduced by 1 point per mote of affinity the character has in the corresponding Vaala aspect, to a minimum cost of 1 Vaala point.

A Vaala ability or augmentation cannot be used in conjunction with a feature or ability that provides a similar effect; for example, the Extend Range Vaala augmentation cannot be used in conjunction with the sorcerer's Distant Spell Metamagic option.



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New Schools of Magic

Many peoples of Valerna have created their own forms of magic, influenced by their cultures, their homelands, and their affinities for one or more aspects of Vaala. This section details several such schools of magic found within Valerna. Each spell description, found later in this chapter, includes both the spell's Valernian spell school, if any, and its traditional spell school. In addition, the spell's corresponding Vaala aspect, if any, is included in parentheses.

Blood

Used primarily by the maghyr blood sorcerers of Tyveria, this school of magic uses blood and Id to control and damage foes.

Though the maghyri have an innate ability to use blood magic, any creature with a strong enough tie to the Will aspect of Vaala can learn it. This is typically achieved by having their blood awakened within their veins by a powerful maghyr blood sorcerer, unlocking the potential to wield blood magic—and possibly turning the target into a vampyr in the process.

The use of blood magic requires blood. This can be blood from a fallen enemy, from a willing ally, or the caster's own. Often, blood sorcerers will cut themselves in the heat of battle and pull the blood from their own bodies to attack their enemies. The blood required for a spell may be manipulated by the spell itself, or the magic may consume a drop or more of mundane or awakened blood.

Control

Control magic was first created by the boaab in order to keep the masses under their thrall. Though the boaab have lost much of their power, control magic is still often used by the boaab priests of the Scourge Triumvirate and those who study beneath them. However, in recent years, its use has become far more subtle and manipulative in practice rather than the previous methods of total mental domination.

Though it originates from the desire to oppress and enslave, many today justify the use of control magic by claiming the temporary suppression of free will is often necessary in pursuit of the greater good. Powerful Id practitioners find control magic comes almost naturally to them, and many struggle with the ethics of its use. However, for every practitioner who refuses to use such power, there is another who embraces it, content to leave the moral quandaries to others.

Covenant

The Dragonbond Covenant first formed after the Dreambleed, pledging to protect Valerna and leave behind any loyalty to sovereign, realm, or politics. As the Covenant's power waxed and waned over the years, their spellcasters created their own magic, born of the commitment to the Covenant's creed and philosophy. These magics are only taught to other members of the Dragonbonded Covenant, and those who learn these secrets pledge in turn to use them in the furtherance of the group's mission.

Covenant magic itself is an amalgamation of what was needed at the time of its creation. It prioritizes protection, but many of its spells were crafted specifically to combat dragons, as the creatures were—and continue to be—one of the most deadly threats to peace in Valerna.

Dreamshaping

Ellari magic that uses Fai to craft items out of the filaments of Dream and to walk through the minds of others, Dreamshaping is the art of imagination and magic made manifest.

Once nearly lost to the Dreambleed, the craft of Dreamshaping was kept alive in formal academies that only admitted allai, while the ellari were forbidden from practicing their ancestral magic. Now, with Qan Elyse's more progressive policies, the ellari have begun practicing in public once more. Those with a strong tie to Fai may develop the means to wield Dreamshaping.

Galadyan Light

In the wake of the Null War, many former Null cultists and their families fled across the north to escape the wrath of the Dragonbonded. They hid there, in that bleak frozen land, and renounced their former alliance to the Null. Instead, they relied on one another, fostering a tight-knit community that depended on the support and efforts of the whole in order to survive. These former cultists did not yet know it, but they kindled between them what would become known as the Light, a philosophy anchored by the concept that, through fellowship and camaraderie, the Null can be held at bay.

A few decades later, a whaler by the name of Galadyn lost his boat to a Sikarian monstrosity. Miraculously, Galadyn delivered the five other members of his crew to safety, with the sole explanation that "the Light" saved them. This deed became a catalyst that formed the only major organized religion in Valerna, the Temple of Galadyan Light. Galadyan Light magic is wielded by those who studied in Ysval or beneath one of the traveling Light Priests, dedicating themselves to the tenets of community, mutual aid, sacrifice, and constant vigilance that are the cornerstones of the Temple's philosophy.

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Mindwalking

Mindwalking is the product of the akhani's time deep in the Jeweled Desert. Though they were shielded from the Dreambleed, the innate magics of the desert changed the elves, and similarly transformed their Dreamshaping into something new altogether. Also known as "waking dreamers," mindwalkers possess a multitude of Fai abilities, many of which take the form of direct psychic assaults, manifestations of dreams and nightmares, and an almost telepathic-like level of heightened awareness. The most powerful mindwalkers are feared by even their own kin, as their psyche is almost impossible to resist.

Null

Dangerous and forbidden, Null magic grants its user immense power at the risk of corruption.

Null spells are incredibly rare and hard to find, and they carry a heavy social stigma attached to them. At best, a spellcaster seen using Null magic can expect to be run out of town, but it's not unusual for such a person to be arrested and executed in quick order to avoid the spread of Null corruption.

Null Corruption

Each use of Null magic infects the practitioner with Null corruption, which eventually twists their body and thoughts, leaving them a mindless husk dedicated solely to the expansion of the Null itself.

If you cast a Null spell, you immediately suffer 1 permanent Null corruption point and an additional number of temporary Null corruption points equal to the spell's level. You can reduce the number of temporary Null corruption points your character has by 1 each time you finish a long rest. The use of a spell such as *greater restoration* also removes 1 point of temporary Null corruption. Permanent Null corruption points can never be removed and persist even after death.

The threshold for potentially suffering ultimate and permanent corruption is 15 total Null corruption points. If at any time you meet or exceed the threshold of 15 total Null corruption points (a combination of permanent and temporary points), or suffer any additional Null corruption points while already at or above 15 total points, you must immediately succeed on a DC 18 Wisdom saving throw or lose yourself to the Null and be transformed into a **Null abomination** (see Itza's Guide to Dragonbonding). This change is permanent and can only be undone with the use of a wish spell.

For example, if you have 11 total Null corruption points and you cast a 3rd-level Null spell, you suffer an additional 4 Null corruption points (1 permanent and 3 temporary), putting you at 15 total points. When this occurs, you must succeed on the Wisdom saving throw or be transformed. If you cast another spell or are affected by something that causes you to suffer additional Null corruption points while still at 15 total points, you would repeat the saving throw, transforming on a failure. If you finish a long rest and reduce your total Null corruption points below 15 (due to losing temporary points), you would only make the saving throw once you meet or exceed 15 total points once again.

Characters that suffer Null corruption often find themselves growing more and more apathetic to the world around them. They may try to hide their corruption at first but eventually embrace the Null, longing for nothing more than total oblivion.

The Null and Vaala Points

Vaala and the Null are the antithesis of one another. Therefore, Null spells cannot be cast using Vaala points, nor can they be augmented with Vaala points in any way.

Rune

A sister to the dragon heralds' use of runes, rune magic involves sketching symbols that channel Vaala for devastating effects. Though dragon heralds have mastered the art of rune magic, others have developed some spells in the same tradition that are usable by other spellcasters, if they have the will to learn.

Rune magic in general has no link to any one aspect of Vaala, though each specific spell may have an innate tether to Fai, K'aab, or Id.

Storm

Also known as winter witchcraft, storm magic was created by the orlar's winter witches as a means of overcoming the Lessening and allowing their people to survive. A carefully guarded secret, storm magic is rarely taught to outsiders, as it is also the magic through which they craft their oljuu, the sacred potion that empowers the orlar people. Though anyone with an affinity for Source can potentially learn storm magic, only female orlar are traditionally accepted as full-fledged winter witches.

Storm magic channels the primal power of the cruelest elements of nature, through which the caster can wield the wind, cold, and lightning as a weapon, calling down devastation on their enemies. However, particularly powerful practitioners can also use storm magic to curse, sicken, heal, or nourish, finding salvation in even the most unforgiving of places.

Weaving

Originating in Nahuac, makaab weaving uses Source to manipulate the natural world. Weavers can twist and change the plants, stone, and earth around them, shaping objects, growing walls, or even forming entire buildings without ever wielding a hammer, chisel, or saw.

Those with a powerful draw toward K'aab may find they have a knack for weaving. Patience is key to learning this art, as it often requires the practitioner to coax rather than command, and those who disregard the patterns of nature will struggle to master this school of magic.

Alejandro Maroto (Order #45615517)

New Spells

This section begins with spell lists by spellcasting class. The remainder contains new spell descriptions, presented alphabetically by name. Spells marked with an asterisk (*) are found in the 5th edition SRD.

Arcanologist

Cantrips (0 Level)

Acid Splash*
Chill Touch*
Dancing Lights*
Fire Bolt*
Guidance*
Light*
Mage Hand*
Mending*
Message*
Minor Illusion*
Poison Spray*
Prestidigitation*
Produce Flame*
Ray of Frost*
Resistance*
Shocking Grasp*
Spare the Dying*
True Strike*

1st Level

Alarm*
Burning Hands*
Comprehend Languages*
Confounding Shield
Detect Magic*
Disguise Self*
Expeditious Retreat*
Faerie Fire*
False Life*
Feather Fall*
Floating Disk*
Grease *
Identify*
Illusory Script*
Jump*
Longstrider*
Magic Missile*
Poison Rash
Purify Food and Drink*
Sanctuary*
Shield*
Unseen Servant*

2nd Level

Acid Arrow*
Alter Self*
Animal Messenger*
Arcane Lock*
Arcanist's Magic Aura*
Blur*
Continual Flame*
Darkvision*
Enhance Ability*
Enlarge/Reduce*
Exoskeleton
Find Steed*
Guardian Tattoo
Heat Metal*
Invisibility*
Lesser Restoration*
Levitate*
Locate Object*
Magic Mouth*
Magic Weapon*
Polarity
Protection from Poison*
Reconstruct
Rope Trick*
See Invisible*
Shatter*
Spider Climb*
Warding Pavis
Web*

3rd Level

Animate Dead*
Battle Nexus
Blink*
Clairvoyance*
Conjure Animals*
Counterspell*
Create Food and Water*
Dispel Magic*
Empowered Vaala
Enhance Potential
Glyph of Warding*
Haste*
Hypnotic Pattern*
Invisible Herald
Lightbridge
Magic Circle*
Major Image*
Meld Into Stone*
Nondetection*
Phantom Steed*
Protection from Energy*
Revivify*
Sending*
Thunderburst
Tiny Hut*
Water Breathing*
Water Walk*
Weightless
Wish List

4th Level

Arcane Eye*
Blindsight
Compulsion*
Control Water*
Conjure Minor Elemental*
Death Ward*
Dimension Door*
Fabricate*
Faithful Hound*
Fire Shield*
Fog of Memory
Freedom of Movement*
Giant Insect*
Polymorph*
Private Sanctum*
Resilient Sphere*
Secret Chest*
Shieldstorm
Stone Shape*
Stoneskin*
Wall of Fire*

5th Level

Animate Objects*
Arcane Hand*
Conjure Elemental*
Create Fleshling
Creation*
Geas*
Globe of Elemental Refuge
Greater Restoration*
Hold Monster*
Legend Lore*
Mothlight
Passwall*
Scrying*
Seeming*
Telekinesis*
Telepathic Bond*
Teleportation Circle*
Wall of Force*
Wall of Stone*

Bard

Cantrips (0 Level)

Bicker
Dreamblade
Mystical Mimicry
Smell Fear

1st Level

Alter Perception
Blade of Galadyn
Boils and Blemishes
Confounding Shield
Daydream
Enhance Reflexes
Hamper Mobility
Poison Rash
Premonition
Waking

2nd Level

Elemental Repudiation
Eye of the Storm
Fai Diversion
Guardian Tattoo
Hope
Howling Wind
Illumination
Invocation
Invoke Nightmare
Mindlock
Nightmare Surge
Polarity
Quell
Request
Restless Sleep
Warding Pavis

3rd Level

Admonition
Aura of Deception
Bloodsong
Enhance Potential
Equilibrium
Fell Imbuement
Implant Thought
Invisible Herald
Lightbridge
Protection from Dreams and Nightmares
Psychic Blast
Sweet Dreams
Wish List

Alejandro Maroto (Order #45815517)

4th Level
Black Hole
Blindsight
Dream Logic
Fog of Memory
Lesser Feeblemind
Rekindle
Sleepwalk
Smoak's Ascending Balloon
Unnerve

5th Level
False Sending
Mothlight
Project Imagination
Reflect Magic
Shedu Battle-Flow

6th Level
Illusory Horror
Mass Sleep

7th Level
Familiarity
Lair of the Dragon Lord
Power Word Plummet
Shadow Speed

8th Level
Nightmare Cascade

9th Level
Synaptic Theft

Cleric

1st Level
Blade of Galadyn
Boils and Blemishes
Premonition
Repel Strike
Snake's Fangs
Spectral Rend
Waking

2nd Level
Elemental Repudiation
Eye of the Storm
Guardian Tattoo
Hope
Illumination
Invocation
Mindlock
Penumbra of Stars
Request
Spectral Rend
Warding Pavis

3rd Level
Admonition
Battle Nexus
Blood Rain
Bloodletting
Crushing Fatigue
Damage Transference
Dragonblood Infusion
Elemental Aspect
Enhance Potential
Equilibrium
Healing Boost
Lightbridge
Protection from Dreams and Nightmares
Psychic Tether
Sacrificial Transmogrification
Snowblind
Sweet Dreams
Symmetry
Weightless

4th Level
Ameliorative Mantle
Black Hole
Blindsight
Fog of Memory
Fossil Fuel
Rain of Light
Rekindle
Shieldstorm
Unnerve

5th Level
Breath Weapon Abeyance
Dark Depths
False Sending
Form of the Visitant
Globe of Elemental Refuge
Reflect Magic

6th Level
Illusory Horror
Power Word Crush
Regression

7th Level
Embodiment of the Light
Familiarity
Lair of the Dragon Lord
Power Word Plummet
Solar Ray

9th Level
Dreamstride

Dragon Herald

1st Level
Repel Strike

2nd Level
Increase/Decrease Gravity

3rd Level
Dragonblood Infusion
Empowered Vaala
Enhance Potential
Psychic Tether

4th Level

5th Level
Dark Depths
Reflect Magic

Druid

Cantrips (0 Level)
Mark of Retribution

1st Level
Blade of Galadyn
Blood Repulsion
Convenant's Shield
Icicle Spray
Photosynthesize
Seasonal Change
Spectral Rend
Snake's Fangs
Waking
Yawn

2nd Level
Exoskeleton
Eye of the Storm
Freezing Aura
Increase/Decrease Gravity
Mindlock
Roothold

3rd Level
Admonition
Bloodletting
Bloodsong
Corrode Blood
Crushing Fatigue
Damage Transference
Dragonblood Infusion
Elemental Aspect
Empowered Vaala
Enhance Potential
Equilibrium
Feydhfall
Healing Boost
Lightbridge
Rough Seas
Snowblind
Sweet Dreams
Weightless

4th Level
Ameliorative Mantle
Blindsight
Dream Logic
Fossil Fuel
Lesser Feeblemind
Numbness
Smoak's Ascending Balloon

5th Level
Breath Weapon Abeyance
Dark Depths
Form of the Visitant
Gale
Globe of Elemental Refuge
Life's Blood
Shedu Battle-Flow

6th Level
Illusory Horror
Mass Sleep
Torrent
Ravaging Maw of Force

7th Level
Lair of the Dragon Lord
Nightmare Maw

8th Level
Desiccate

9th Level
Dreamstride

Paladin

1st Level
Blade of Galadyn
Blood Repulsion
Poison Rash
Repel Strike

2nd Level
Elemental Repudiation
Guardian Tattoo

Alejandro Maroto (Order #45815517)

Hope
Invocation
Warding Pavis
Penumbra of Stars
Warding Pavis

3rd Level
Admonition
Battle Nexus
Bloodletting
Crushing Fatigue
Damage Transference
Dragonblood Infusion
Equilibrium
Healing Boost
Protection from Dreams and Nightmares
Psychic Tether
Sacrificial Transmogrification
Sweet Dreams
Symmetry

4th Level
Ameliorative Mantle
Fossil Fuel
Numbness
Rain of Light
Shieldstorm

Ranger

1st Level
Blade of Galadyn
Icicle Spray
Photosynthesize
Poison Rash
Repel Strike
Seasonal Change
Snake's Fangs

2nd Level
Elemental Repudiation
Guardian Tattoo
Increase/Decrease Gravity
Polarity
Warding Pavis

3rd Level
Battle Nexus
Blood Rain
Crushing Fatigue
Dragonblood Infusion
Elemental Aspect
Enhance Potential
Sweet Dreams

4th Level
Blindsight
Fossil Fuel
Numbness
Rain of Light
Shieldstorm

5th Level
Dark Depths
Mothlight

Scion

Cantrips (0 Level)
Acid Splash*
Chill Touch*
Fire Bolt*
Light*
Message*
Poison Spray*
Prestidigitation*
Ray of Frost*
Resistance*
Shocking Grasp*
Smell Fear
Spare the Dying*
True Strike*

1st Level
Blood Repulsion
Burning Hands*
Command*
Detect Evil and Good*
Expeditious Retreat*
Heroism*
Inflict Wounds*
Jump*
Magic Missile*
Protection from Evil and Good*
Repel Strike
Shield*
Sleep*
Spectral Rend
Thunderwave*
Yawn

2nd Level
Acid Arrow*
Branding Smite*
Find Steed*
Flame Blade*
Mirror Image*
Ray of Enfeeblement*
Scorching Ray*
See Invisibility*
Shatter*
Spider Climb*

3rd Level
Beacon of Hope*
Blink*
Crushing Fatigue
Damage Transference
Dragonblood Infusion
Enhance Potential
Fear*
Feydhfall
Fireball*
Fly*
Lightning Bolt*
Psychic Tether
Sending*
Slow*
Vampiric Touch*
Wind Wall*

4th Level
Black Hole
Black Tentacles*
Death Ward*
Faithful Hound*
Fire Shield*
Hallucinatory Terrain*
Ice Storm*
Phantasmal Killer*
Resilient Sphere*
Stoneskin*
Wall of Fire*

5th Level
Animate Objects*
Antilife Shell*
Cone of Cold*
Dark Depths
Dispel Evil and Good*
Flame Strike*
Form of the Visitant
Mislead*
Modify Memory*
Passwall*
Project Imagination
Reflect Magic
Wall of Force*
Wall of Stone*

Sorcerer

Cantrips (0 Level)
Bicker
Smell Fear

1st Level
Covenant's Shield
Boils and Blemishes
Enhance Reflexes
Hamper Mobility
Icicle Spray
Photosynthesize
Seasonal Change
Spectral Rend
Yawn

2nd Level
Elemental Repudiation
Exoskeleton
Eye of the Storm
Freezing Aura
Guardian Tattoo
Howling Wind
Increase/Decrease Gravity
Invoke Nightmare
Mindlock
Nightmare Surge
Penumbra of Stars
Quell
Restless Sleep
Roothold
Warding Pavis

3rd Level
Aura of Deception
Blood Rain
Blood Rend
Corrode Blood
Crushing Fatigue
Elemental Aspect
Empowered Vaala
Enhance Potential
Fell Imbuement
Feydhfall
Lightbridge
Psychic Blast
Psychic Tether
Rough Seas
Snowblind
Sacrificial Transmogrification
Symmetry
Thunderburst
Weightless
Wish List

4th Level
Black Hole
Blood Puppetry
Dream Logic
Numbness

Alejandro Maroto (Order #45815517)

Rain of Light
Unnerve

5th Level
Breath Weapon Abeyance
Create Fleshling
Dark Depths
Form of the Visitant
Gale
Globe of Elemental Refuge
Life's Blood
Mothlight
Project Imagination
Reflect Magic
Shedu Battle-Flow

6th Level
Mass Sleep
Power Word Crush
Ravaging Maw of Force
Regression
Sanguine Storm
Torrent

7th Level
Embodiment of the Light
Familiarity
Favorable Odds
Lair of the Dragon Lord
Nightmare Maw
Power Word Sleep
Power Word Plummet
Regal Transformation
Shadow Speed
Solar Ray

8th Level
Desiccate
Nightmare Cascade

9th Level
Dreamstride
Stunning Saber

Summoner

1st Level
Acid Splash*
Animal Friendship*
Blood Repulsion
Chill Touc
Repel Strike
Shield*
Sleep*
Speak with Animals*
Summon Vaala Spirit
Unseen Servant*
Yawn

2nd Level
Animal Messenger*
Blindness/Deafness*
Detect Thoughts*
Heat Metal*
Invisibility*
Locate Animals or Plants*
Locate Object*
Magic Weapon*
Pass without Trace*

3rd Level
Animate Dead*
Crushing Fatigue
Damage Transference
Enhance Potential
Feydhfall
Fly*
Haste*
Nondetection*
Psychic Tether
Slow*
Speak with Dead*
Speak with Plants*
Spirit Guardians*
Tongues*

4th Level
Banishment*
Conjure Minor Elemental*
Conjure Woodland Beings*
Dominate Beast*
Locate Creature*
Phantasmal Killer*

5th Level
Animate Objects*
Awaken*
Commune with Nature*
Conjure Elemental*
Planar Binding*
Reflect Magic

Vaala Witch

Cantrips (0 Level)
Bicker
Chill Touch*
Dancing Lights*
Light*
Mage Hand*
Mending*
Message*
Mystical Mimicry
Prestidigitation*
Smell Fear
Thaumaturgy*
Vicious Mockery*

1st Level
Bane*
Boils and Blemishes
Daydream
Detect Magic*
Detect Poison and Disease*
Disguise Self*
Find Familiar*
Healing Word*
Hellish Rebuke*
Hideous Laughter*
Identify*
Illusory Script*
Photosynthesize
Poison Rash
Premonition
Protection from Evil and Good*
Purify Food and Drink*
Repel Strike
Seasonal Change
Sleep*
Summon Vaala Spirit
Unseen Servant*
Waking

2nd Level
Animal Messenger*
Augury*
Blindness/Deafness*
Blur*
Darkness*
Guardian Tattoo
Hold Person*
Increase/Decrease Gravity
Lesser Restoration*
Misty Step*
Quell
Restless Sleep
Roothold
See Invisibility*
Shatter*
Silence*
Spectral Rend
Spider Climb*
Web*

3rd Level
Aura of Deception
Bestow Curse*
Bloodsong
Clairvoyance*
Crushing Fatigue
Damage Transference
Dispel Magic*
Empowered Vaala
Fear*
Feydhfall
Fly*
Healing Boost
Implant Thought
Magic Circle*
Protection from Dreams and Nightmares
Protection from Energy*
Psychic Tether
Remove Curse*
Rough Seas
Sending*
Symmetry
Tongues*
Weightless
Wish List

4th Level
Banishment*
Black Hole
Fossil Fuel
Hallucinatory Terrain*
Polymorph*
Rekindle
Shieldstorm

5th Level
Dark Depths
Form of the Visitant
Greater Restoration*
Hold Monster*
Legend Lore*
Mothlight
Project Imagination
Reflect Magic
Reveal Dream
Scrying*

6th Level
Dreamweave
Find the Path*
Harm*
Heal*
Power Word Crush
Regression
True Seeing*

Alejandro Maroto (Order #45815517)

7th Level
Familiarity
Power Word Consume
Power Word Plummet
Power Word Sleep
Regal Transformation
Shadow Speed
Solar Ray
Symbol*
Teleport*

8th Level
Desiccate
Feeblemind*
Glibness*
Maze*
Sunburst*

9th Level
Dreamstride
Synaptic Theft
Wish*

Warlock

Cantrips (0 Level)
Bicker
Explosive Wounds
Smell Fear

1st Level
Alter Perception
Boils and Blemishes
Daydream
Enhance Reflexes
Hamper Mobility
Poison Rash
Snake's Fangs
Spectral Rend
Waking
Yawn

2nd Level
Exoskeleton
Fai Diversion
Howling Wind
Increase/Decrease Gravity
Mindlock
Nightmare Surge
Polarity
Quell
Request
Restless Sleep

3rd Level
Aura of Deception
Battle Nexus
Blood Rain
Blood Rend
Bloodsong
Corrode Blood
Crushing Fatigue
Dragonblood Infusion
Empowered Vaala
Enhance Potential
Equilibrium
Fell Imbuement
Feydhfall
Psychic Blast
Psychic Tether
Sacrificial Transmogrification
Symmetry
Wish List

4th Level
Black Hole
Blood Puppetry
Fossil Fuel
Lesser Feeblemind
Rain of Light
Shieldstorm
Sleepwalk
Unnerve

5th Level
Create Fleshling
Dark Depths
False Sending
Form of the Visitant
Life's Blood
Mothlight
Project Imagination
Reflect Magic

6th Level
Mass Sleep
Power Word Crush
Ravaging Maw of Force
Regression
Sanguine Storm

7th Level
Familiarity
Favorable Odds
Nightmare Maw
Power Word Consume
Power Word Plummet
Power Word Sleep
Regal Transformation

8th Level
Desiccate
Nightmare Cascade

9th Level
Stunning Saber

Wizard

Cantrips (0 Level)
Bicker
Smell Fear

1st Level
Alter Perception
Boils and Blemishes
Covenant's Shield
Confounding Shield
Daydream
Enhance Reflexes
Hamper Mobility
Icicle Spray
Photosynthesize
Spectral Rend

2nd Level
Elemental Repudiation
Exoskeleton
Eye of the Storm
Fai Diversion
Guardian Tattoo
Illumination
Mindlock
Nightmare Surge
Penumbra of Stars
Polarity
Restless Sleep
Roothold
Warding Pavis

3rd Level
Battle Nexus
Blood Rain
Blood Rend
Bloodsong
Corrode Blood
Crushing Fatigue
Empowered Vaala
Enhance Potential
Feydhfall
Lightbridge
Protection from Dreams and Nightmares
Psychic Blast
Psychic Tether
Snowblind
Thunderburst
Weightless
Wish List

4th Level
Black Hole
Blood Puppetry
Dream Logic
Fog of Memory
Fossil Fuel
Lesser Feeblemind
Rain of Light
Sleepwalk
Smoak's Ascending Balloon
Unnerve

5th Level
Breath Weapon Abeyance
Create Fleshling
Dark Depths
False Sending
Form of the Visitant
Gale
Globe of Elemental Refuge
Mothlight
Reflect Magic
Shedu Battle-Flow

6th Level
Dreamweave
Illusory Horror
Mass Sleep
Power Word Crush
Ravaging Maw of Force
Regression
Sanguine Storm
Split Psyche

7th Level
Favorable Odds
Lair of the Dragon Lord
Nightmare Maw
Power Word Plummet
Power Word Sleep
Solar Ray

8th Level
Desiccate
Nightmare Cascade

9th Level
Dreamstride
Stunning Saber
Synaptic Theft

Alejandro Maroto (Order #45815517)

Spell Descriptions

Admonition

3rd-Level Enchantment, Galadyan Light (Id)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute
Class: Bard, cleric, druid, paladin

Calling upon the Light, you place an injunction on a creature that can see or hear you within range. The target must succeed on a Wisdom saving throw or, until the spell ends, the target sufferers from one of the following effects, chosen by you when the spell is cast:

- The target's speed is halved.
- The target has disadvantage on saving throws made with an ability of your choice.
- If the target scores a critical hit, the attack is instead only a normal hit.
- The target has disadvantage on either physical or mental ability checks (your choice).

At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose one additional effect for every two slot levels above 3rd.

Aura of Deception

3rd-level enchantment, Control (Id)

Casting Time: 1 minute
Range: Self
Components: V
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, Vaala witch, warlock

A magical aura of deceit and duplicity radiates from you, causing you a

Alter Perception

1st-Level Enchantment, Mindwalking (Fai)

Casting Time: 1action
Range: 30 feet
Components: V, S
Duration: 1 minute
Class: Bard, warlock, wizard

One creature you can see within range must make a Wisdom saving throw. On a failed save, it becomes completely convinced that one object or creature of your choice that it can see is a different object or creature of your choice that is of similar size and form.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Aura of Deception

3rd-level enchantment, Control (Id)

Casting Time: 1 minute
Range: Self
Components: V
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, Vaala witch, warlock

A magical aura of deceit and duplicity radiates from you, causing you and your companions to be more convincing. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Charisma (Deception) checks.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius increases by 5 feet for each slot level above 3rd.

Battle Nexus

3rd-Level Abjuration, Covenant (Id)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (split lengths of string)
Duration: Concentration, up to 1 hour
Class: Arcanologist, cleric, paladin, ranger, warlock, wizard

Choose a number of willing creatures you can see within range up to your proficiency bonus. You bind these creatures and yourself with threads of Vaala, uniting your minds and actions into a cohesive whole.

For the duration of the spell and while within 60 feet of you, each member of the nexus can use a bonus action on its turn to produce one of the following effects:

- Gain advantage on its next attack roll or ability check.
- The next spell it casts can target another member of the nexus it can see, regardless of the spell's range.
- Choose another member of the nexus and roll a number of d6s equal to its proficiency bonus. It takes damage equal to the number rolled, and you restore the same amount of hit points to another nexus member of your choice.
- It learns the location and distance between the members of the nexus even if it can't see them.

Bicker

Enchantment Cantrip (Id)

Casting Time: 1 action
Range: 30 feet
Components: S, M (a foul-smelling liquid)
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, Vaala witch, warlock, wizard

A target creature you can see within range that can speak must make a Charisma saving throw. On a failed save, the target engages in a heated, distracting argument with another creature it can see of your choice; for the duration, both creatures have disadvantage on Wisdom (Perception) checks. If you or your allies damage the target with an attack or spell, this effect immediately ends. When the spell ends, the target creature becomes aware that magic was used to influence its mood.

Alejandro Maroto (Order #45615517)

Black Hole

4th-Level Evocation (K'aab)

Casting Time: 1 action
Range: Touch
Components: V, S, M (small ball of tar and ash)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, scion, sorcerer, Vaala witch, warlock, wizard

You touch the ground, causing a 60-foot-diameter circle of inky darkness to spread out around you from that point. The area counts as difficult terrain for everyone except you. Each object or creature other than you that begins its turn in the area, or that moves into the area for the first time on its turn, must make a Strength saving throw. On a failed save, the target is pulled 10 feet closer to the center of the area and takes damage equal to its placement in the area: The outer 20 feet deals 2d6 force damage, the middle 20 feet deals 4d6 force damage, and the center 20 feet deals 8d6 force damage. In addition, if the target is prevented from moving closer by any means, it takes an additional 1d6 force damage for every 5 feet of movement prevented. On a successful save, the creature takes half as much damage and is not pulled closer to the center.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



Black Hole

Blade of Galadyn

1st-Level Illusion, Galadyan Light (Fai)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, paladin, ranger

You call forth a shining blade of solidified light in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient, and it has the finesse, light, and thrown properties (range 20/60). On a hit, it deals 2d6 radiant damage. In addition, this weapon bypasses the damage resistances or immunities of Null creatures.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the blade to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the blade's damage increases by 1d6 for every two slot levels above 1st.

Blindsight

4th-Level Transmutation (K'aab)

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: 1 hour
Class: Arcanologist, bard, cleric, druid, ranger

You touch a willing creature and grant them the ability to sense their surroundings through vibrations. For the duration, the creature has blindsight out to a range of 15 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum number of creatures you can target increases by one for each slot level above 4th.

Blood Repulsion

1st-Level Abjuration, Blood (Id)

Casting Time: 1 reaction, which you take when you are hit by a melee attack
Range: 20 feet
Components: S, M (a vial of blood or a dose of awakened blood)
Duration: Instantaneous
Class: Blood praxis Vaala witch, blood sorcerer, druid, paladin, scion, summoner

Focusing your Will, you cause a creature's own blood to move away from you. The triggering creature must make a Constitution saving throw. On a failed save, if the triggering creature is Large or smaller, it is immediately pushed 5 feet away from you. If the creature's new position puts you beyond its reach, then the triggering attack misses.

Alejandro Maroto (Order #45815517)

Blood Rain
3rd-level illusion, Control (Id)

Casting Time: 1 action
Range: 240 feet
Components: V, S
Duration: Instantaneous
Class: Cleric, ranger, sorcerer, warlock, wizard

You create an illusion of blood pouring from the sky in a 15-foot radius, 40-foot-tall cylinder, the illusion looks, feels, and smells like real blood. Each creature in the cylinder must make a Wisdom saving throw. On a failed save, a creature takes 2d6 psychic damage and is frightened of you for one minute; on a successful save, the creature takes half as much damage and is not frightened. A frightened creature can repeat its saving throw at the end of its turn, ending the effect for itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Blood Rend
3rd-Level Necromancy, Blood (Id)

Casting Time: 1 bonus action
Range: Self
Components: S, M (a dose of awakened blood)
Duration: Concentration, 1 minute
Class: Sorcerer, warlock, wizard

You can draw out the blood of anyone within a 15-foot radius around you. Until the spell ends, this area moves with you, centered on you. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. When a creature enters the area for the first time on its turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature is vulnerable to necrotic damage until the start of its next turn. If a creature has immunity to necrotic damage, it instead has its necrotic immunity reduced to resistance.

Blood Puppetry
4th-Level Enchantment, Blood (Id)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Blood praxis Vaala witch, sorcerer, warlock, wizard

You can temporarily control the actions of others by bending their blood to your Will. One target creature that you can see within range must make a Constitution saving throw. On a failure, you take physical control of the target. For the duration, the target is restrained, and you can use your bonus action to force the target to move up to its speed or make a single melee weapon attack against a creature within its reach.

At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature within range for each slot level above 4th.

Bloodletting
3rd-Level Abjuration, Blood (Id)

Casting Time: 1 action
Range: Touch
Components: S, M (a vial of the target creature's blood, which the spell consumes)
Duration: Instantaneous
Class: Blood knight scion, blood praxis Vaala witch, blood sorcerer, cleric, druid, paladin

Your connection to blood purges ailments and rejuvenates life. A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier and is cured of either the poisoned condition or one disease affecting it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of hit points regained increases by 1d8 for each slot level above 3rd. You can cure both the poisoned condition and as many diseases as slot levels above 3rd that you use to cast this spell.

Bloodsong
3rd-Level Divination, Blood (Id, Ritual)

Casting Time: 1 action
Range: Self
Components: S, M (a vial of the target's blood)
Duration: Concentration, 10 minutes
Class: Bard, Vaala witch, blood sorcerer, druid, warlock, wizard

Blood calls to you. As an action, you can see through the eyes and hear through the ears of the creature whose blood you have a sample of. The target must make a Wisdom saving throw against this effect, though a willing creature can choose to fail this save. On a failure, you see through the eyes and hear through the ears of the affected creature. You are blind and deafened to your own surroundings until the spell ends or you choose to end it as an action. On a successful save, the target isn't affected and is aware someone attempted to spy on it. You can't use this spell against that target again for 24 hours.

Boils and Blemishes
1st-Level Illusion, Control (Id)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, cleric, sorcerer, Vaala witch, warlock, wizard

You create an illusion of boils and blemishes on a creature's skin. A creature of your choice that you can see within range must make a Wisdom saving throw. On a failed save, the target takes 2d4 psychic damage and becomes stunned until the end of its turn, when the spell ends. On a success, it takes half as much damage and is not stunned.

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Breath Weapon Abeyance

Breath Weapon Abeyance

5th-Level Transmutation, Covenant (Id)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a stone figurine of a dragon)
Duration: Concentration, up to 1 minute
Class: Cleric, druid, sorcerer, wizard

You channel Vaala to interrupt the flow of energy within a creature's body, disrupting its breath weapon. When you cast the spell, the target must make a successful Constitution saving throw or lose the ability to use its breath weapon, as if it was expended, for the spell's duration. A creature can't use legendary resistance to automatically succeed on the saving throw against this spell.

An affected creature can repeat the saving throw at the end of each of its turns, gaining a limited ability to recharge its breath weapon on a successful save. This begins with a recharge on a roll of a 6 on a d6. Each successful save beyond that improves the recharge rate by 1 until it regains its normal recharge rate or the spell ends. For example, a second successful save would allow the creature to recharge its breath weapon on a roll of 5 or 6 on a d6.

Confounding Shield

1st-Level Conjuration (Fai)

Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Components: V, M (a small bag of sand)
Duration: 1 round
Class: Arcanologist, bard, Paragon scion, Fell Crown warlock, wizard

You draw upon the whimsy of the Fell courts to protect you from harm. Until the start of your next turn, you have a +2 bonus to AC, including against the triggering attack. Additionally, the attacker must succeed on a Wisdom saving throw or immediately move 15 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Corrode Blood

3rd-Level Necromancy, Blood (Id)

Casting Time: 1 action
Range: 60 feet
Components: S, M (a vial of blood or a dose of awakened blood)
Duration: Concentration, 1 minute
Class: Druid, sorcerer, warlock, wizard

You cause a creature's blood to fester, destroying whatever it touches. Choose a creature within range. The creature must make a Constitution saving throw. On a failed save, the creature takes 3d8 necrotic damage and becomes corrosive. On a successful save, the creature takes half as much damage and does not become corrosive.

For the duration, a corrosive creature takes an additional 1d8 necrotic damage at the start of its turns, and if it is touching or wearing non-magical metal armor, the item takes a permanent and cumulative -1 penalty to the AC it offers each time it takes this damage. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A corrosive creature can repeat the saving throw at the end of its turns, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8, and the AC penalty is increased by 1 for each slot level above 3rd.

Covenant's Shield

1st-Level Abjuration, Covenant (Id)

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, 1 minute
Class: Druid, sorcerer, wizard

A shimmering field of force envelops the target. For the duration, each time the target takes damage, it reduces the total by an amount equal to your proficiency bonus.

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Damage is reduced after the results of any saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the amount of damage that can be reduced increases by 5 points for each slot level above 1st.

Create Fleshling

5th-Level Necromancy, Blood (Id)

Casting Time: 10 minutes
Range: Self
Components: S, M (a lump of flesh and three vials of awakened blood, which the spell consumes)
Duration: Instantaneous
Class: Arcanologist, sorcerer, warlock, wizard

This spell creates a servant made of assorted flesh and living blood. It becomes a flesh golem with the following changes:

- The Berserk trait is removed.
- The Lightning Absorption trait is changed to Necrotic Absorption.
- The following trait is added: Putrescent End. When the flesh golem reaches 0 hit points, it explodes. Each creature within a 10-foot radius of the flesh golem must succeed on a DC 16 Dexterity saving throw or take 36 (8d8) necrotic damage.

On each of your turns, you can use a bonus action to mentally command the flesh golem if it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The flesh golem is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the flesh golem for another 24 hours, you must cast this spell on it again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.



Create Fleshling

Crushing Fatigue

3rd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a raw egg)
Duration: Concentration, up to 1 minute
Class: Cleric, druid, paladin, ranger, scion, sorcerer, summoner, Vaala witch, warlock, wizard

The gravity intensifies in a 20-foot radius centered on a point you can see within range. For the duration, the area is difficult terrain. Each creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained as gravity pushes down on it. A creature restrained in this way can use its action to make a Strength saving throw. On a success, it frees itself.

For every 10 feet a creature moves within the space it must make a Constitution saving throw, taking one level of exhaustion on a failed save, up to a maximum of 5.

Damage Transference

3rd-Level Abjuration (Id)

Casting Time: 1 reaction, which you take when a creature within 30 feet of you that you can see takes damage.
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Cleric, druid, paladin, scion, Vaala witch

When a creature you can see takes damage, you magically siphon some of it off, taking it instead. The target takes half the damage, and you take the other half.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can distribute the total amount of damage taken as evenly as possible between the creature that triggered the reaction, yourself, and one additional willing creature within range for each slot level above 3rd.

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Dark Depths
5th-Level Conjuration (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a dried sailor's fingerbone)
Duration: Concentration, up to 1 minute
Class: Cleric, dragon herald, druid, ranger, scion, sorcerer, Vaala witch, warlock, wizard

A 15-foot-radius pool of murky liquid full of grasping, clawed hands appears, centered on a point that you can see within range. A creature in the area when you cast the spell, that starts its turn there, or that enters it for the first time on its turn, must succeed on a Strength saving throw or become grappled.

At the start of its turn, a grappled creature takes 4d6 slashing damage and 3d6 necrotic damage. It can repeat the saving throw at the end of each of its turns, ending the grapple on itself on a success.

Daydream
1st-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of cotton or wool)
Duration: 10 minutes
Class: Bard, Vaala witch, warlock, wizard

One creature you can see within range must make an Intelligence saving throw. A creature that is fighting or doing strenuous activity succeeds on this saving throw automatically. On a failed save, the target begins to daydream, making it unaware of its surroundings, of time passing, and that it has been affected by a spell. The target can repeat the saving throw at the end of each of its turns, ending the daydream on a success. The daydream ends early if the target takes damage or a creature uses an action to rouse it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Desiccate
8th-Level Enchantment (Id)

Casting Time: 1 action
Range: 15 feet
Components: V, S, M (pinch of salt)
Duration: Concentration, up to 1 minute
Class: Druid, sorcerer, Vaala witch, warlock, wizard

You target the mind of a creature you can see within range, causing it to believe all of the moisture within it has evaporated. The creature must make a Constitution saving throw. On a failed save, the creature takes 10d12 psychic damage, and, for the duration, the creature's movement speed is reduced to 0 and attack rolls against it have advantage. On a successful save, the creature takes half as much damage and does not suffer the additional effects. The target can make a Constitution saving throw at the end of each of its turns, ending the spell on a success.

Dream Logic
4th-Level Transmutation, Mindwalking (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour
Class: Bard, druid, sorcerer, wizard

One creature you can see within range is suffused with Fai magic that bleeds the strange logic of dreaming into waking reality. For the duration, when the target makes an ability check, attack roll, saving throw, or damage roll, it can choose which ability score modifier it uses as long as the caster can describe how bizarre dream logic makes it possible.

Dragonblood Infusion
3rd-Level Transmutation (Id)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small dragon scale)
Duration: Concentration, up to 1 minute
Class: Cleric, dragon herald, druid, ranger, paladin, scion, warlock

You touch a willing creature, infusing it with the powers of dragon blood. For the duration, at the start of each of its turns, the target can choose one of the following benefits:

- ***Draconic Ferocity.*** The target gains advantage on saving throws against being frightened. Additionally, its melee weapon attacks deal an extra 1d4 damage of a type of its choice (cold, fire, lightning, or thunder).
- ***Draconic Rejuvenation.*** The target gains temporary hit points equal to 1d8 + your spellcasting ability modifier for the duration.
- ***Dragon Senses.*** The target gains darkvision out to a range of 60 feet. If it already has darkvision, its range increases by an additional 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage from the Draconic Ferocity benefit increases by 1d4 for each slot level above 3rd.

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Dreamblade

Transmutation Cantrip (Fai)

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a pinch of sand)
Duration: Concentration, up to 1 minute
Class: Bard, Crimson Hawk spellblade rogue, Fell Crown warlock

You craft a blade out of pure Fai energy. This magic blade lasts until the spell ends. It counts as a simple melee weapon with which you are proficient, and it has the finesse, light, and thrown properties (range 20/60). On a hit, it deals an additional 1d4 psychic damage. If you drop the weapon or throw it, it dissipates at the end of the turn. The spell ends if you cast it again.

This spell's psychic damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



Dreamblade

Dreamstride

9th-Level Conjuration, Dreamshaping (Fai)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (shoes made of Fai glass encrusted with precious gems worth 2,500 gp)
Duration: Instantaneous
Class: Cleric, druid, sorcerer, Vaala witch, wizard

This spell allows you to teleport multiple creatures en masse through dreams. You touch a sleeping or unconscious creature and name a location. You and any number of creatures of your choice that are physically linked to you are instantly transported through the creature's dreams into Dreamspace, then emerge back into the waking world through whatever sleeping or unconscious creature is nearest to your target location. Each teleporting creature arrives in the nearest unoccupied space to the destination sleeping creature.

This spell can teleport you any distance, but it fails if either of the unconscious or sleeping creatures used to travel are incapable of dreaming.

You can cast this spell while in the Dreamspace. If you do, you can use yourself as the target creature. You become aware of all sleeping creatures within 1 mile of your destination and can choose which you arrive through.

Dreamweave

6th-level Transmutation, Dreamshaping (Fai)

Casting Time: 1 hour
Range: Self
Components: V, S, M (a needle made of willingly given feydh bone worth 300 gp)
Duration: Instantaneous
Class: Vaala witch, wizard

You pull threads of Dream and weave them into reality, creating new objects. You can Dreamweave a Medium or smaller object (contained within a 5-foot cube or equivalent space) that appears within 10 feet of you. The object is real, nonmagical, and lasts indefinitely, but has a strange property. When you finish creating an object, roll on the Strange Property table.

Strange Property

D6	PROPERTY
1	*The object is oddly difficult to hold.*
2	*The object is 25% lighter or heavier (determined randomly) than it should be.*
3	*The object is an abnormal color or texture.*
4	*The object is more or less transparent than it should be.*
5	*The object is often in a slightly different location than it was left.*
6	*The object is always warmer or colder (determined randomly) than it should be.*

If you attempt to dreamweave an item that ordinarily requires a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects you must make a DC 15 spellcasting ability check. On a success, you create the item and it is fully functional, but any craftsman can tell its details aren't correct. Otherwise, the spell fails and no object is created.

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Dreamweave

Additionally, this spell can create magic items of Common rarity. If you attempt to dreamweave a magic item, you must succeed on a DC 25 spellcasting ability check to successfully create the magic item. On a result of 10 or less, your needle is consumed by the spell.

You can cast this spell while in the Dreamspace. If you do, you have advantage on spellcasting ability checks made to cast the spell and must roll a second time on the Strange Property table and apply both properties to the item.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the size category of the object you can Dreamweave increases by one for each slot level above 6th.

Elemental Aspect

3rd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute
Class: Cleric, druid, ranger, sorcerer

You grant yourself the aspect of an element of your choice. Each element grants different benefits according to the table below.

ELEMENT	BENEFIT
Water	*You gain resistance to cold damage, and you have advantage on all ability checks made to grapple or escape being grappled. While grappled by you, a creature is restrained.*
Earth	*You gain resistance to lightning damage, and you have advantage on all Strength-based ability checks, attack rolls, and saving throws.*
Fire	*You gain resistance to fire damage, and a creature that touches you or hits you with a melee attack takes 1d10 fire damage.*
Air	*You gain resistance to thunder damage. Your movement speed also increases by 15 feet, and you do not provoke opportunity attacks.*

Elemental Repudiation

2nd-Level Abjuration, Covenant (K'aab)

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lighting, or thunder damage
Range: Self
Components: V, S,
Duration: Instantaneous
Class: Bard, cleric, paladin, ranger, sorcerer, wizard

When you take elemental damage (acid, cold, fire, lightning, or thunder), you can minimize its effects. When you do so, the total damage you take from the triggering effect is reduced by 1d6 + your proficiency bonus.

If you reduce the damage to 0, you can attempt to redirect some of the damage to another creature of your choice within 5 feet of you. That creature must succeed on a Dexterity saving throw or take damage equal to half the damage originally dealt to you.

At Higher Levels. If you cast this spell at 3rd-level or higher, the amount of damage you can reduce increases by 1d6 for each slot level above 2nd.

Embodiment of the Light

7th-Level Transmutation, Galadyan Light (K'aab)

Casting Time: 1 bonus action
Range: Self
Components: V, S,
Duration: Concentration, up to 1 minute
Class: Cleric, sorcerer

You open yourself to the Light and Vaala, infusing your entire body with endurance and power. For the duration, you gain the following benefits:

- Your Strength score increases to 19 unless it is already 19 or higher.
- You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks.
- When you hit a target with a weapon attack, that target takes extra force damage equal to your proficiency bonus.
- Light surrounds you forming into a weightless suit of magical, semi-transparent plate armor (AC 19) with which you are proficient. This armor supersedes any other armor you currently wear.
- You have proficiency with all simple and martial weapons.
- You have advantage on Constitution saving throws.

Empowered Vaala

3rd-Level Transmutation (Id)

Casting Time: 1 action
Range: Touch
Components: V, S,
Duration: Concentration, up to 1 minute
Class: Arcanologist, dragon herald, druid, sorcerer, Vaala witch, warlock, wizard

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You touch a creature and empower its connection to Vaala. For the duration, the target gains a +1 bonus to its spell save DC and spell attack rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases by +1 for every two slot levels above 3rd.

Enhance Potential

3rd-Level Transmutation (Id)

Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or a feather from a beast)
Duration: Concentration, up to 1 hour.
Class: Arcanologist, bard, cleric, dragon herald, druid, ranger, scion, sorcerer, warlock, wizard

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Fortitude. The target has advantage on Constitution saving throws.

Bull's Brawn. The target has advantage on Strength saving throws.

Cat's Agility. The target has advantage on Dexterity saving throws.

Eagle's Opulence. The target has advantage on Charisma saving throws.

Fox's Guile. The target has advantage on Intelligence saving throws.

Owl's Acuity. The target has advantage on Wisdom saving throws.

Enhance Reflexes

1st-Level Transmutation (Id)

Casting Time: 1 reaction, that you take when a creature within 60 feet of you that you can see makes a Dexterity saving throw
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Bard, sorcerer, warlock, wizard

You manipulate the strength of gravity around a creature allowing it to move easier. Until the start of their next turn, the creature can add your spellcasting ability modifier to its Dexterity saving throws, including the triggering save.



Exoskeleton

Equilibrium

3rd-Level Evocation (K'aab)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 hour
Class: Bard, cleric, druid, paladin, warlock

Choose up to three creatures you can see within range. Each creature must make a Constitution saving throw. All creatures that fail the saving throw have their current hit points totaled, pooled together, and redistributed evenly between them. If the hit points do not divide exactly evenly, you choose which creatures get the remainder. If dividing the hit points evenly would cause a creature's current hit points to be higher than its hit point maximum, the excess hit points are converted into temporary hit points.

Any targeted creature can choose to fail its Constitution saving throw to resist this effect. If one or fewer creatures fail their saving throw, the spell has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum number of creatures you can target increases by one for each slot level above 3rd.

Exoskeleton

2nd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of coral)
Duration: 10 minutes
Class: Arcanologist, druid, sorcerer, warlock, wizard

You channel the protective patterns of coral and shelled creatures to grow an exoskeleton. For the duration, your base AC becomes 14 + your Dexterity modifier, and you have vulnerability to bludgeoning damage. This spell has no effect if your base AC is already equal to or higher than this.

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Explosive Wounds
Conjuration Cantrip, Blood (Id)

Casting Time: 1 reaction, which you take when you are hit by an attack from a hostile creature
Range: Self
Components: M (a vial of your own blood)
Duration: Instantaneous
Class: blood praxis Vaala witch, blood sorcerer, warlock

Your own blood lashes out against any creature who would harm you. All creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d4 necrotic damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Eye of the Storm
2nd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, sorcerer, storm praxis Vaala witch, wizard

You choose a point within range that you can see and designate it as the eye of the storm. Cyclone winds begin to swirl around a 10-foot-diameter sphere centered on that point, creating a circular ring with a 15-foot radius of difficult terrain around the sphere as the winds buffet creatures that attempt to pass through it. Each creature and object within the sphere gains a +2 bonus to its AC from all attacks made by creatures outside of the sphere.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the diameter of the sphere by 5 feet for each slot level above 2nd.

Fai Diversion
2nd-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 reaction, which you take when a creature you can see within range hits with a melee attack
Range: 30 feet
Components: V, S, M (a small mirror)
Duration: Instantaneous
Class: Bard, warlock, wizard

You cause a burst of disorienting lights and sounds to flash before the triggering creature. The target must reroll its attack roll, using the new result.

False Sending
5th-level Illusion, Control (Id)

Casting Time: 1 action
Range: Self
Components: S, M (a sheet of parchment, a quill and ink)
Duration: 1 round
Class: Bard, cleric, Crimson Hawk spellblade rogue, warlock, wizard

You send a short message of twenty-five words or less to a creature with which you are familiar across any distance. The creature hears the message in its mind and must make a Wisdom saving throw. On a failure, the creature believes the message was sent by a person of your choosing and will act accordingly; on a success, it recognizes you as the sender. Either way, the target can answer in a like manner immediately. The spell enables a creature with an Intelligence score of at least 1 to understand the meaning of your message.

Familiarity
7th-level enchantment, Control (Id)

Casting Time: 1 action
Range: 60 feet
Components: V, M (a drop of djaati oil)
Duration: 24 hours
Class: Bard, cleric, sorcerer, Vaala witch, warlock

You introduce yourself to a group of up to twelve nonhostile creatures that can hear and understand you, and each target must make a Wisdom saving throw or be charmed for the duration of the spell. Each charmed creature will remember having been introduced to you earlier in its life at a moment of happiness and comfort, and treat you as an old friend or distant relative. The effects of this spell end for a creature if you or an ally attacks it. When the spell ends, the creatures know they were charmed by you.

If you cast this spell for seven consecutive days, any creature that fails all seven Wisdom checks will have its memory permanently altered, reversible only by a *greater restoration, heal,* or *wish* spell.

Favorable Odds
7th-Level Divination (Fai)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: College of nightmares bard, sorcerer, warlock, wizard

You are so familiar with the patterns of Vaala that you can almost predict a creature's next move. When you cast this spell, choose a creature you can see. The creature must succeed on a Charisma saving throw. On a failure, you know the next action it plans on taking and can attempt to force it to maintain that course of action. You cannot predict its bonus actions, movements, or reactions. If the creature takes any action instead of the one you predicted, the targeted creature takes 33 (6d10) psychic damage. If the creature takes multiple actions which include the predicted action, it takes no damage.

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Fell Imbuement
3rd-Level Transmutation (Fai)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, warlock

You imbue a nonmagical weapon with Fai power. Choose one of the following damage types: force, psychic, necrotic, or radiant. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2, and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3, and the extra damage increases to 3d4.



Fell Imbuement

Feydhfall
3rd-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 action
Range: 15 feet
Components: V, M (a magnet or a spinning top)
Duration: Concentration, up to 1 minute
Class: Druid, scion, sorcerer, Vaala witch, warlock, wizard

This spell suffuses a target with the fickle physics of the feydh. Choose a target you can see within range and a direction. The spell fails if the target weighs more than 300 lbs, or if the target is a creature and it succeeds on a Wisdom saving throw to resist the spell. The target experiences the chosen direction as down immediately "falls" 50 feet in that direction. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration, or until you use a bonus action to point in a different direction. At the end of each of its turns, the target can repeat the saving throw, ending the spell on itself a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, for each slot level above 3rd you can choose one of the following enhancements: affect one additional target, increase the weight limit by 100 lbs, or increase the distance a target can move away from you by 25 feet.

Fog of Memory
4th-level enchantment, Control (Id)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Class: Arcanologist, bard, cleric, wizard

You create a brief magical fog around one creature you can see within range that temporarily dissipates its memories. The targeted creature must succeed on a Wisdom saving throw or forget everything that happened in the past year. The affected creature continues to act in accordance with its alignment, personality, and experience, simply without the knowledge of the past year. When the spell ends, the memories return to the creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Form of the Visitant
5th-Level Transmutation (Fai)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of Humanoid blood and a topaz worth 500 gp)
Duration: Concentration, up to 1 minute
Class: Cleric, druid, scion, sorcerer, Vaala witch, warlock, wizard

You transform a willing creature you touch, along with everything it's wearing and carrying, into a translucent, dream-like form for the duration. The target gains advantage on Dexterity (Stealth) checks, and the ability to move through solid objects as if moving through difficult terrain. A creature in this form doesn't trigger corporeal traps, though magical barriers, wards, and traps still function normally.

Once on each of its turns, a creature in this form can pass through another creature; the target must make a Constitution saving throw vs your spell save DC, taking 3d6 necrotic damage on a failed save or half as much damage on a successful one. If the spell ends while the creature is within a solid object or another creature, it is shunted to the nearest unoccupied space and takes 3d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you may target one additional creature for each slot level above 5th.

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Fossil Fuel
4th-Level Necromancy (K'aab)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (corpse of a Medium or larger creature, which the spell consumes)
Duration: Instantaneous
Class: Cleric, druid, paladin, ranger, Vaala witch, warlock, wizard

You touch the corpse of a Medium or larger creature and channel the energies of time and decay to magically consume its energy. You gain the benefits of a short rest. The corpse is destroyed in the process.

Freezing Aura
2nd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute
Class: Druid, storm praxis Vaala witch, sorcerer

You touch one willing creature and grant it a freezing aura. For the duration, it is resistant to fire and cold damage.

Gale
5th-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: 150 ft (20 ft sphere)
Components: V, S
Duration: Instantaneous
Class: Druid, sorcerer, storm praxis Vaala witch, wizard

You choose a point you can see within range and summon a storm of gale-force winds. Each creature in a 20-foot-radius sphere centered on that point must succeed on a Constitution saving throw or take 4d10 bludgeoning damage and be thrown 30 feet in a random direction, falling prone. To determine the direction, roll a d8 and assign a direction to each die face. If this would cause the creature to hit another object or creature, it takes an additional 1d10 bludgeoning damage for every 10 feet it was thrown, and it falls prone at the point of contact. On a successful save, the creature takes half damage and is not thrown.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, increase the initial damage by 1d10 for each slot level above 5th.

Globe of Elemental Refuge
5th-Level Abjuration, Covenant (Id)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a glass marble)
Duration: Concentration, up to 1 minute
Class: Arcanologist, cleric, druid, sorcerer, wizard

An immobile, shimmering dome springs into existence in a 10-foot radius around a point of your choice that you can see within range and remains for the duration. When you create the dome you must choose one of the following damage types: acid, fire, cold, lightning, or thunder.

Any effect from the outside of the dome created by a creature's ability or a natural source that deals the damage type you selected can't affect creatures or objects within the dome. However, spells and magical effects that are not created by a creature's ability affect those within the dome as normal. For example, a globe of fire refuge would shield those within it from a dragon's fire breath but not from a fireball spell. Such effects can target creatures and objects within the barrier, but they have no effect on them. Similarly, the area within the dome is excluded from any areas of effect created by a creature's ability or from a natural source.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the dome increases by 10 feet for each slot level above 5th.

Guardian Tattoo
2nd-Level Enchantment, Covenant (K'aab)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ink pen)
Duration: 1 hour
Class: Arcanologist, bard, cleric, paladin, ranger, sorcerer, Vaala witch, wizard

Shaping Vaala into an arcane glyph, you tattoo a protective symbol onto the skin of a willing creature. A creature can only have one such tattoo active on it at one time. This tattoo automatically activates the next time another creature deals damage to the target with a weapon or spell attack, reducing the damage of the attack by 1d8 + the target's Dexterity modifier. After reducing the damage from one attack, the tattoo fades and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, add an additional 1d8 to the damage reduction for each slot level above 2nd to a maximum of 3d8. When you cast this spell using a spell slot of 6th level or higher, the tattoo also persists after the first attack against the target, reducing the damage of 1 additional attack for each slot level above 5th.

Hamper Mobility
1st-Level Transmutation (Id)

Casting Time: 1 reaction, taken when a creature within 60 feet of you that you can see makes a Dexterity saving throw
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, sorcerer, warlock, wizard

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You manipulate the strength of gravity around a creature making it harder to move. The creature must make a Constitution saving throw. On a failure, for the duration, the creature subtracts your spellcasting ability modifier from its Dexterity saving throws, including the triggering save.



Guardian Tattoo

Healing Boost

3rd-Level Abjuration (Id)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Cleric, druid, paladin, Vaala witch

This spell increases a creature's healing capability. Choose one creature you can see within range. For the duration, any spells restoring hit points to this creature apply their effects to this creature as if they were cast one level higher.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the affected spells are treated as if they were cast one additional level higher for each slot level above 3rd.

Hope

2nd-Level Abjuration (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
Class: Bard, cleric, paladin

You draw upon the power of dreams and hopes to embolden your allies. Choose a number of willing creatures you can see within range up to your proficiency bonus. Until the spell ends, the chosen creatures are immune to being charmed and cannot be frightened.

Howling Wind

2nd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: Unlimited
Components: V, S
Duration: Unlimited
Class: Bard, sorcerer, warlock

You direct the wind to deliver a short message of fifteen words or less to a living creature with which you are familiar. The wind moves from your location to the creature's location at a speed of 250 miles per hour. The wind arrives at the creature's location and howls through it, wailing your message. The target creature can reply in a like manner immediately, and the wind carries its reply back to you. All other creatures within 15 feet of the target also hear your message, but cannot reply. The wind does not transmit any identifying features of your voice, and the target does not automatically recognize you as the sender unless it has other reason to do so.

If the target is dead or dies before the wind reaches it, the spell ends. If the target is underwater, in the Dreamspace, or entombed in some other place where air cannot reach, the wind gets as close to its location as possible and waits, whipping around furiously until it can reach the target. There is no limit to how long the wind will wait.

At any time after you have cast this spell, you can sense whether the message has been delivered or is still traveling and whether the spell has ended.

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Icicle Spray
1st-Level Transmutation, Storm (K'aab)

Casting Time: 1 action
Range: Self (15-foot cone)
Components: S
Duration: Instantaneous
Class: Druid, ranger, sorcerer, storm praxis Vaala witch, wizard

You freeze the moisture of your breath into dozens of needle-like icicles and expel them in a blast of frigid darts. Each creature within range must make a Dexterity saving throw. On a failure, a creature takes 1d6 piercing damage and 2d6 cold damage. On a success, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of cold damage increases by 1d6 for each slot level above 1st.

Illumination
2nd-Level Divination, Galadyan Light (Fai)

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 round
Class: Bard, cleric, wizard

A shimmering radiance expands outward to briefly fill a 60-foot radius centered on you. Any illusions and any creatures or objects obscured by invisibility in that area are surrounded by a sparkling aura until the end of your next turn. Before the spell ends, creatures have advantage on checks to discern these marked illusions and to detect these marked invisible creatures or objects.

Illusory Horror
6th-level illusion, Control (Id)

Casting Time: 1 action
Range: 240 feet
Components: V, M (a vial of snake oil)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, wizard

You create an illusion that fills a 30-foot-radius circle centered at a point you can see within range. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a Wisdom saving throw. On a failed save, the creature imagines a source of fear, such as a writhing mass of snakes, filling the area, and the creature takes 6d8 psychic damage and becomes frightened until the start of their next turn. On a success, the creature takes half as much damage and isn't frightened.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Implant Thought
3rd-Level Enchantment (Id)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Class: bard, Vaala witch

You attempt to implant a thought in another creature's mind. One creature that you can see within range must make a Wisdom saving throw. If you are fighting the creature, this spell fails. On a failed save you plant a thought, no longer than ten words, into the creature's mind. Its mind fills in any gaps to explain and inconsistencies in the thought you implanted.

An implanted thought doesn't necessarily affect how a creature behaves, particularly if the thought contradicts the creature's natural inclinations, alignment, or beliefs. An illogical implanted thought, such as the idea of how much the creature enjoys dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem an implanted thought too nonsensical.

Magic such as the dispel magic, remove curse, or greater restoration spells removes the implanted thought, and the creature knows its mind was altered.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can target an additional creature with the same thought for every slot level above 3rd.

Increase/Decrease Gravity
2nd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Dragon herald, druid, ranger, sorcerer, Vaala witch, wizard

You increase or decrease gravity within a 10-foot-radius, 30-foot-high cylinder centered on a point you can see within range.

Increase. Melee attack rolls within the cylinder are made with disadvantage. Each flying creature has to make a Strength saving throw at the start of each of its turns or plummet to the ground. All falling damage dealt within the area is doubled, and the area counts as difficult terrain.

Decrease. Melee attack rolls within the cylinder are made with advantage. Each creature's fly speed is doubled. All falling damage dealt within the area is halved. Movement in the area costs half as much speed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius and height of the cylinder increase by 10 feet for each slot level above 2nd.

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Invisible Herald

3rd-Level Conjuration (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (an elegant invitation)
Duration: 8 hours
Class: Arcanologist, bard, Fell Crown warlock

You conjure a herald from the Fell Courts in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it. While you are within 30 feet of the herald, you gain resistance to psychic damage.

The herald is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it, the herald loudly announces its name and title, if any. If it is a creature with no name or title, it simply announces it by its creature name, such as "a cat" or "a lightwisp." The herald sees invisible creatures and can see into Dreamspace. It ignores illusions.

Invocation

2nd-Level Abjuration, Galadyan Light (Id)

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a symbol of faith or inspirational emblem)
Duration: 1 minute
Class: Bard, cleric, paladin

You call upon the Light to grace a number of creatures of your choice equal to your proficiency bonus that are within range and can hear you. For the duration, each target creature can use a reaction to reroll a failed saving throw or ability check, or use a bonus action to gain advantage on its first attack roll until the end of its turn. Once a creature has used its reaction or bonus action in this way, the spell ends for it.

Invoke Nightmare

2nd-Level Enchantment (Fai)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: 1 round
Class: Bard, dream praxis Vaala witch, sorcerer, Fell Crown warlock

You force a creature you can see within range to face its fear. The target must make a Wisdom saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Additionally, for its next turn, its speed is considered 0, and it must choose between taking either an action or a bonus action. On a successful save, the target takes half damage but suffers no other effect.

Lair of the Dragon Lord

7th-Level Transmutation (Id)

Casting Time: 1 action
Range: Self
Components: V, S, M (an object that used to belong to a dragon's hoard worth 500 gp)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, sorcerer, wizard

You infuse Vaala into a 150-foot-radius area, centered on you, linking yourself to the magical energies of the region as if it were a dragon's lair. Choose a brood or color of Dragon. The area of your lair adopts translucent, illusionary features to look, sound, and smell similar to features commonly found in that kind of Dragon's lair.

While the spell is active and you are within the area, you can choose to take one of the following lair actions on initiative count 20 (losing all initiative ties); you can't take the same lair action two rounds in a row. You can't use a lair action if you are incapacitated or otherwise unable to take actions. If surprised, you can't use a lair action until after your first turn in the combat.

Frightful Presence. Up to three creatures of your choice in the area must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Arcane Blast. You channel arcane energy, targeting up to three creatures you can see within the area. Make a separate ranged spell attack against each creature. On a hit, a target takes 1d10 force damage, plus 2d6 damage of the type most associated with the dragon you chose.

Sense Prey. You can make a Wisdom (Perception) check within the area to attempt to notice objects or creatures.

Earthwave. You create localized tremors, causing up to three creatures of your choice in the area to make Dexterity saving throws. On a failed save, a target is moved up to 15 feet in a direction of your choice and is knocked prone. On a successful save, the target is moved but not knocked prone.

Lesser Feeblemind

4th-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of smelling salts or crushed ice)
Duration: Concentration, up to 1 minute
Class: Bard, druid, warlock, wizard

You blast the mind of a creature that you can see within range, attempting to suppress its intellect and personality. The target takes 2d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

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At the end of each of its turns, the creature can repeat its saving throw against this spell, ending the spell on a success. The spell can also be ended by any spell or effect that removes the charmed condition.

Life's Blood

5th-Level Necromancy, Blood (Id)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, blood praxis Vaala witch, Blood knight scion, sorcerer, warlock

Drawing on the blood of your enemies, you give life to your allies around a point of your choice within range. Each creature of your choice in a 30-foot-radius sphere centered on that point must make a Constitution saving throw, taking 6d8 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, choose up to six creatures within the sphere to regain hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on constructs, oozes, and creatures without blood.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt and hit points regained both increase by 1d8 for each slot level above 5th.

Lightbridge

3rd-Level Conjuration, Galadyan Light (Fai)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour
Class: Arcanologist, bard, cleric, druid, sorcerer, wizard

You conjure a span of light between two points within range to create a bridge or pathway across a chasm or to bypass difficult terrain. Once established, the lightbridge resembles worked stone, a natural substance of your choice, or some material appropriate to the surroundings.

The lightbridge is 15 feet wide and up to 100 feet long. It can support up to 500 pounds of weight at a time. Any creatures or objects that exceed this threshold fall through the bridge as if it didn't exist.

The tactile characteristics of the bridge appear real, so creatures merely traversing it are unlikely to see the bridge's true nature. A creature carefully examining the bridge can make an Intelligence (Investigation) check against your spell save DC, discovering its magical nature on a success. A creature who discerns the bridge for what it is sees it as a semi-transparent span of light.

Mark of Retribution

Abjuration Cantrip, Blood (Id)

Casting Time: 1 bonus action
Range: Touch
Components: V, M (a dose of awakened blood)
Duration: 1 minute
Class: Blood knight scion, blood praxis Vaala witch, blood sorcerer, druid

You take 1d4 points of damage and touch your blood to one willing creature other than yourself. Once before the spell ends, the next creature to target the blood-touched creature with a melee attack takes 1d4 necrotic damage after completing its attack action.

This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Mass Sleep

6th-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (crushed poppy flowers or a handful of sand)
Duration: Concentration, up to 10 minutes
Class: Bard, Dream praxis Vaala witch, druid, sorcerer, warlock, wizard



Lightbridge

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Each creature within a 15-foot-radius sphere centered on a point you choose within range must succeed on a Constitution saving throw or fall unconscious until the spell ends, the sleeper takes damage, or someone touches the sleeper.

If you cast this spell while in the Dreamspace, the range is self and the spell is treated as having been cast at a spell level one higher than the spell slot you used to cast it.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the radius of its effect increases by 10 feet for each slot level above 6th.

Mindlock

2nd-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tangled knot)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, sorcerer, warlock, wizard

One creature you can see within range must succeed on an Intelligence saving throw or be stunned for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Creatures with an Intelligence score of 3 or less are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. Each target must be within 15 feet of each other target.

Mothlight

5th-Level Evocation (K'aab)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of wool)
Duration: Concentration, up to 1 minute
Class: Arcanologist, bard, Guardian scion, ranger, sorcerer, Vaala witch, warlock, wizard

You manifest a 5-foot-diameter orb of light at a point you can see within range. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. Creatures that cannot see are immune to this spell. For the duration, each affected creature within 60 feet of the orb has disadvantage on Wisdom (Perception) checks and must succeed on a Wisdom saving throw at the start of each of its turns or be charmed until the start of its next turn.

On its turn, a charmed creature must spend its full movement to move toward the orb. A charmed creature chooses the most direct path to the orb that does not take it through any obvious dangers, such as through fire or off a cliff. Once it has reached the orb, a charmed creature is unable to move away but can continue to use its action and bonus action as normal.

The orb is not a material object and cannot be targeted with attacks or damaging spells. The spell ends early if the orb is cloaked with the *darkness* spell or successfully dispelled with *dispel magic*.

Mystical Mimicry

Enchantment Cantrip (Fai)

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous
Class: Bard, Fell Crown warlock, Vaala witch

You can mimic the voice of any living being you've encountered while Dreamwalking. A creature that hears the sounds can determine that it is a mimicry with a successful Wisdom (Insight) check against your spell save DC.

Nightmare Cascade

8th-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: 60 feet
Components: S, M (an eye, a headless critter, or a grasping branch)
Duration: Instantaneous
Class: Bard, sorcerer, warlock, wizard

You cause a cascade of nightmares to emerge from a creature you can see within range. A nightmare cascade targets each creature in a 30-foot-radius sphere centered on the creature it's emerging from.



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Each target must make a Wisdom saving throw. On a failed save, a creature takes 10d6 psychic damage and emits another nightmare cascade centered on itself. On a successful save, a creature takes half as much damage and doesn't emit a nightmare cascade. A creature can only be targeted by a nightmare cascade once per turn.

At Higher Levels. When you cast this spell using a spell slot of 9th level or higher, the damage increases by 4d6 and each nightmare cascade's area increases to a 40-foot-radius sphere.

Nightmare Maw

7th-Level Transmutation, Dreamshaping (Fai)

Casting Time: 1 action
Range: Touch
Components: V, M (a snake's jawbone)
Duration: Instantaneous
Class: Dream praxis Vaala witch, druid, sorcerer, warlock, wizard

Your jaw distorts to an unreal size. Make a melee spell attack against a creature in range. On a hit, the target takes 4d6 piercing damage and you swallow it into a nightmare-infested pocket dimension for 1 minute. A swallowed creature is blinded and restrained, has total cover against attacks and other effects from outside you, and takes 6d6 psychic damage at the start of each of its turns. A swallowed creature can use its action to make an Intelligence saving throw and, on a success, you take 2d6 psychic damage and regurgitate the creature into a space within 5 feet of you and prone.

While in the Dreamspace, you can cast this spell as a reaction when a creature touches you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the psychic damage dealt to the target increases by 4d6 for each slot level above 7th.



Nightmare Cascade

Nightmare Surge

2nd-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: 60 feet
Components: S, M (a glass eye, a headless toy, or a snapped stick)
Duration: Instantaneous
Class: Bard, sorcerer, warlock, wizard

You pour a surge of nightmares into the mind of a creature you can see within range. The target and each creature within 10 feet of it must make a Wisdom saving throw, taking 4d6 psychic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Numbness

4th-Level Transmutation, Storm (K'aab)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute
Class: Druid, paladin, ranger, sorcerer, storm praxis Vaala witch

You welcome the icy pain of winter into your body and dull the sting of all other blows. For the duration, you gain resistance to all bludgeoning, piercing, and slashing damage from non-magical weapons. You also gain advantage on Constitution saving throws made to maintain concentration on a spell, but you suffer disadvantage on all Strength and Dexterity saving throws as your muscles stiffen.

Penumbra of Stars

2nd-Level Abjuration, Galadyan Light (Fai)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour
Class: Cleric, paladin, sorcerer, wizard

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Nightmare Maw

Three motes of pulsing light float in lazy orbits around you. When you are hit with a ranged attack, a mote intercepts the attack, reducing the damage by 20 points. If this reduces the damage to 0, you take no damage from the attack; otherwise, you take the remaining damage. Once a mote intercepts an attack, it vanishes.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage absorbed by a mote increases by 5 hit points for each slot level above 2nd.

Photosynthesize

1st-Level Transmutation (K'aab)

Casting Time: 1 hour
Range: Self
Components: S, M (1 gallon of water)
Duration: Instantaneous
Class: Druid, Guardian scion, ranger, sorcerer, Vaala witch, wizard

You must cast this spell while in the sun. You spend an uninterrupted hour transmuting sunlight and water into sustaining nutrients. For the next 24 hours, you require no food.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your sustenance becomes increasingly restorative. For each slot level above 1st, you can remove one level of exhaustion.

Poison Rash

1st-Level Evocation (K'aab)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a sprig of poison ivy)
Duration: 1 minute
Class: Arcanologist, bard, paladin, ranger, Vaala witch, warlock

You borrow from the defensive wisdom of plants and make your skin poisonous to touch. Each time you touch a creature or successfully hit it with a melee attack, the creature takes an additional 1d4 poison damage and must succeed on a Constitution saving throw or become poisoned until the end of its next turn. If you maintain physical contact, for example via a grapple, at the start of each of your turns while the target remains touched, it automatically takes 1d4 poison damage and must succeed on another Constitution saving throw or become poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Polarity

2nd-Level Evocation (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Arcanologist, bard, ranger, warlock, wizard

You choose one creature or object you can see within range other than yourself and disrupt its magnetic polarity. The target must make a Constitution saving throw. On a failure, it finds itself repelled from all other creatures. For the duration, the target's melee weapon and melee spell attacks are made at disadvantage, and all melee attacks against the target are also made at disadvantage. Spells with a range of touch that are cast on or by the target also automatically fail.

The spell ends early if the target takes 10 or more lightning damage during a single combat round.

Power Word Consume

7th-Level Enchantment (Id)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Blood sorcerer, enthraller cleric, Vaala witch, warlock

You speak a word of power that causes an unyielding hunger in one creature you can see within range. If the target has 100 hit points or fewer, it is subject to a need to consume. Otherwise, the spell has no effect on it.

While the target is affected by this unyielding hunger it must use all of its attacks to consume its own flesh. While doing so, its bite attack deals piercing damage equal to 1d12 + its Strength modifier as it tears into its own flesh ravenously.

A target feeling this hunger can make a Constitution saving throw at the end of each of its turns. On a successful save, this hunger ends.

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Penumbra of Stars

Power Word Crush

6th-Level Enchantment (Id)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Cleric, sorcerer, Vaala witch, warlock, wizard

You utter a word of power that causes the gravity around one creature you can see within range to condense its matter. If the creature has 100 hit points or fewer it immediately loses half its current hit points. At the start of each of its turns, the target must make a Constitution saving throw. On a failed save, it loses 10 hit points as gravity crushes it. On a successful save, the spell ends.

Power Word Plummet

7th-Level Enchantment, Covenant (Fai)

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous
Class: Bard, cleric, sorcerer, Vaala witch, warlock, wizard

You speak a word of power that causes gravity to radically increase for one creature you can see. If the target has 100 hit points or fewer, it is subject to increased gravity. Otherwise, the spell has no effect on it.

An affected target's speed is reduced to 0 and it is knocked prone. If the target is airborne, it immediately falls at a rate of 500 feet per round to the ground, taking 1d6 bludgeoning damage for every 10 feet it falls, to a maximum of 20d6, and lands prone. While prone, the target is also restrained. An affected creature can make a Constitution saving throw at the end of each of its turns, ending the spell on itself on a success.

Power Word Sleep

7th-Level Enchantment (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 10 minutes
Class: College of nightmares bard, sorcerer, Vaala witch, warlock, wizard

You whisper a soothing word and up to six willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The effect ends early for a target if it takes damage or someone uses an action to shake it awake. If a target remains unconscious for the full duration, that creature gains the benefit of a long rest, and it can't be affected by this spell again until it finishes a long rest.

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Power Word Crush

Premonition

1st-Level Divination (Fai)

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of yourself makes an attack roll, an ability check, or a saving throw
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Bard, cleric, Fell Crown warlock, Vaala witch

You've seen this in a dream and it didn't go down this way. The triggering creature must reroll the d20 and keep the result of the second roll.

You must then immediately grant the result of the triggering creature's initial roll to another creature you can see within range. The chosen creature uses this result in place of its next d20 roll. A creature can only be affected by one use of this spell at a time. If there is no other creature within range, you must grant the result of the triggering creature's initial roll to yourself.

Project Imagination

5th-Level Illusion, Dreamshaping (Fai)

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Class: Bard, scion, sorcerer, Dream praxis Vaala witch, warlock

This spell briefly allows imagination to affect reality. You hold up an object and loudly declare it to be a different object of similar shape, such as declaring a broomstick to be a magic sword. Each creature within 60 feet that hears your declaration and sees the held object must make a Wisdom saving throw. Children and feydh have disadvantage on this saving throw, and creatures that can't understand you automatically succeed.

You and each creature that fails the saving throw perceive the held object as the declared object for the duration of the spell, and the object affects these creatures as if it were the declared object. If a declared object would deal damage to a creature, it deals non-lethal psychic damage.

If all creatures in the affected area fail the saving throw against the spell, the held object truly becomes the declared object for the duration.

Protection from Dreams and Nightmares

3rd-Level Abjuration (Fai)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
Class: Bard, cleric, paladin, Paragon scion, Fell Crown warlock, Vaala witch, wizard

For the duration, the willing creature you touch has advantage on saving throws to resist fear or charm effects (your choice), as well as resistance to one of the following damage types: poison, psychic, necrotic, or radiant.

Adjudicating Imagination

The *project imagination* spell leaves much room for creativity and interpretation. The GM has final say over exactly how a declared object works, and can require a character to cast the spell at a higher level to achieve the desired effect, especially if that effect is beyond the ability of a 5th-level spell.

For example, a character casts *project imagination* and declares an apple to be an explosive. Three enemies fail their saves, one succeeds. When the "explosive" is thrown, the GM might decide that everyone in a 20-foot radius must make a Dexterity saving throw, taking 4d6 psychic damage on a failed save or half as much on a success. The three enemies that believe in the "explosive" take damage, but the enemy who succeeded on the spell's saving throw is unaffected and simply sees an apple hit the ground and its allies jump away with a pained shout.

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Psychic Blast

3rd-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: Self
Components: V, M (a cracked walnut)
Duration: Instantaneous
Class: Bard, sorcerer, warlock, wizard

You emit psychic energy in a 30-foot cone. Each creature in that area must succeed on an Intelligence saving throw or take 6d6 psychic damage and be stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Psychic Tether

3rd-Level Enchantment (Id)

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 minute
Class: Cleric, dragon herald, paladin, scion, sorcerer, Vaala witch, warlock, wizard

You assail the mind of a creature, tying it to your own psyche. The target must succeed on a Wisdom saving throw or, whenever you take damage for the duration, the target takes psychic damage equal to half the total damage. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Quell

2nd-level enchantment, Control (Id)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Bard, sorcerer, Vaala witch, warlock

You imbue a creature you touch with a curse that makes it more susceptible to your words and deeds. For the duration, the creature has disadvantage on Wisdom saving throws and your attacks against it deal an additional 1d4 psychic damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by an additional 1d4 for each slot level above 2nd.

Rain of Light

4th-Level Conjuration, Galadyan Light (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a golden ring worth at least 100 gp)
Duration: Concentration, up to 1 minute
Class: Cleric, paladin, ranger, sorcerer, warlock, wizard

You create a glowing 5-foot disk in the air above a point you choose within range. When you cast this spell, and as a bonus action on subsequent rounds, a flurry of radiant spears burst from the disk to strike at a point on the ground you can see within 30 feet of the disk. Each creature within 5 feet of that point must make a Dexterity saving throw, taking 4d8 radiant damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd.

Ravaging Maw of Force

6th-Level Evocation (Fai)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a dragon tooth in a glass vial)
Duration: Instantaneous
Class: Druid, sorcerer, warlock, wizard

You create a spectral dragon's maw that attacks a 20-foot cube within range. Each creature in the area must make a Wisdom saving throw. On a failed save, a creature takes 4d6 force damage and is restrained by the maw until the start of your next turn. On a successful save, a creature takes half as much damage and isn't restrained.

On the same turn that you cast this spell, you can use a bonus action to move the maw up to 15 feet. Any creature restrained by the maw moves with it.



Reconstruct

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Reconstruct

2nd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: Touch
Components: V, M (material remains of the object to be reconstructed)
Duration: Instantaneous
Class: Arcanologist

You reconstruct a destroyed nonliving object of size Small or smaller from its component parts. For example, reconstructing a letter from its ashes or a statue from its ruins. If you are missing some of the item's component parts, the spell still reconstructs the item but with those parts missing. If the object was enchanted, this spell reconstructs the object but does not restore the enchantment. The spell can also be used to reconstruct the form of a once-living object or the body of a creature but does not restore it to life.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum size of the target increases by one size category for each slot level above 2nd.

Reflect Magic



Reflect Magic

5th-Level Abjuration (Id)

Casting Time: 1 reaction, which you use when a creature targets you with a spell
Range: 60 feet
Components: S
Duration: Instantaneous
Class: Bard, cleric, dragon herald, scion, sorcerer, Vaala witch, warlock, wizard

You magically bend a spell targeting you, causing it to rebound on its caster. If the creature is casting a spell of 2nd level or lower, the spell is reflected onto the caster as though it cast the spell on itself. If the creature is casting a spell of 3rd level or higher, make an ability check using your spellcasting ability against a DC of 10 + the spell's level. On a success, the spell is reflected onto the caster as though it cast the spell on itself.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell is automatically reflected if its level is less than or equal to the level of the spell slot you used minus 1.

Regal Transformation

7th-Level Transmutation (Fai)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour
Class: College of nightmares bard, sorcerer, Vaala witch, warlock

You draw upon the Fell Courts to transform your appearance. You gain the following benefits until the spell ends.

Bean Sidhe's Scream. When you cast this spell, and as a bonus action on each of your turns after this one for the duration, you can let out an unearthly wail in a 60-foot cone. Each creature in that area must make a Charisma saving throw, taking 6d8 psychic damage on a failed save, or half as much damage on a successful one.

Courtly Dance. As a bonus action on your turn, you can take the Disengage action and immediately teleport to a location you can see within 30 feet of you. Creatures within 5 feet of where you teleport to must succeed on a Wisdom saving throw or be charmed by you for the duration. A creature that takes damage can repeat the saving throw, ending the effect on themselves on a success.

Wings. Gossamer Fai wings sprout from your back, giving you a flying speed of 60 feet.

Regression

6th-Level Transmutation (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Until the target completes a short or long rest
Class: Cleric, sorcerer, Vaala witch, warlock, wizard

You choose one creature you can see within range and choose one of its ability scores. The target must succeed on a saving throw using that ability score or have it

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reduced to 8 for the duration, as that part of its body or mind regresses to childlike status. This spell has no effect on Constructs or other creatures that do not age.

The spell ends early if the target is affected by a *remove curse* or *greater restoration* spell.

Rekindle

4th-Level Transmutation, Dreamshaping (Fai)

Casting Time: 1 minute
Range: Touch
Components: S, M (a small loop of Fai glass worth 50 gp)
Duration: Instantaneous
Class: Bard, cleric, Vaala witch

The target creature regains one expended use of a class feature or ancestral trait. When you do so, the creature can't benefit from this same spell for 24 hours.

Repel Strike

1st-Level Abjuration (Id)

Casting Time: 1 reaction, which you take when you are targeted with a melee attack
Range: 30 feet
Components: V, S
Duration: Instantaneous
Class: Cleric, dragon herald, paladin, ranger, scion, Vaala witch

The attacking creature must make a Wisdom saving throw. On a failed save, the creature must choose a new target within reach or lose the attack.

Request

2nd-level evocation, Control (Id)

Casting Time: 1 bonus action
Range: 60 feet
Components: V, M (a brass bell)
Duration: 1 round
Class: Bard, cleric, warlock

You speak a simple command to a creature that can understand you within range. The target becomes aware that following the command will result in positive reinforcement, and if it chooses to follow the command, it regains hit points equal to 1d6 + your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of hit points the target regains increases by 1d6 for each slot level above 2nd.

Restless Sleep

2nd-Level Enchantment (Fai)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of sand)
Duration: 1 minute
Class: Bard, sorcerer, Vaala witch, warlock, wizard

This spell sends creatures into a nightmarish sleep. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends or someone uses an action to shake the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Each creature rendered unconscious by this spell takes 1d4 psychic damage at the start of its next turn and every following turn it remains asleep. It can make a Wisdom saving throw to wake up on its own at the end of each of its turns.

Undead, Constructs, Plants, and creatures immune to being charmed or frightened, as well as creatures who cannot be put to sleep, aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll an additional 2d8 for each slot level above 2nd. Each affected creature takes an additional 1d4 psychic damage for each slot level above 2nd.

Reveal Dream

5th-Level Divination, Dreamshaping (Fai)

Casting Time: 1 action
Range: 10 feet
Components: S, M (a lens made of Fai glass worth 25gp)
Duration: Instantaneous
Class: Vaala witch

You target one creature you can see within range and attempt to reveal their goals and ambitions. On a failed save, you glimpse a vision of the target's foremost dream for itself, such as becoming a renowned hero, achieving ultimate power, adopting a cat, solving a mystery, or building a happy home. The target knows that you have seen its dream, and might react with hostility.

Roothold

2nd-Level Transmutation (K'aab)

Casting Time: 1 action
Range: Self
Components: S
Duration: 10 minutes
Class: Druid, sorcerer, Vaala witch, wizard

You channel the anchored stillness of trees in order to stand your ground. For the duration, roots grow from your legs and burrow into the surrounding terrain. You are anchored to that surface and cannot be forced to move against your will, even by gravity. You can resist up to 5,000 pounds of force before you are uprooted and the spell ends prematurely.

When you choose to move, the roots retract and allow you to move normally, regrowing once you stop. If something would interrupt you during your own movement to move you against your will, the roots do not prevent this. However, the spell remains active and anchors you again when you next cease moving.

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Rough Seas

3rd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: Self (20 ft. radius)
Components: V, S
Duration: Concentration, up to 1 minute
Class: Druid, sorcerer, Vaala witch

Stormy waves repeatedly burst from you, radiating outward and slamming into surrounding foes. Each creature within a 20-foot radius of you must make a Constitution saving throw. On a failure, a creature takes 2d4 bludgeoning damage and is pushed back 10 feet. On a success, it takes half as much damage and is not pushed back. For the duration, at the start of each of your turns, each creature within range must make the saving throw. The damage dealt increases by 1d4 for each round you maintain concentration as the waves swell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dice increase by one die step for each spell slot above 3rd, according to the following table.

SPELL SLOT LEVEL	STARTING DAMAGE	DAMAGE INCREASE
4	*2d6*	*+1d6*
5	*2d8*	*+1d8*
6	*2d10*	*+1d10*
7+	*2d12*	*+1d12*

Sacrificial Transmogrification

3rd-Level Necromancy, Covenant (K'aab)

Casting Time: 1 reaction, which you take when you take damage from a creature you can see
Range: Self
Components: V, S, M (a jagged metal shard)
Duration: Instantaneous
Class: Cleric, paladin, sorcerer, warlock, wizard

When a creature that you can see damages you with an attack, spell, or other effect, you can use your reaction to make a Constitution saving throw with a DC equal to 10 or half of the damage dealt, whichever is higher. On a success, you only take half of the damage from the triggering attack, and you restore hit points equal to half the damage you took to a creature of your choice that you can see within 30 feet of you.

Sanguine Storm

6th-Level Evocation, Blood (Id)

Casting Time: 1 action
Range: 120 feet
Components: S, M (a vial of blood or a dose of awakened blood)
Duration: Concentration, up to 1 minute
Class: Blood praxis Vaala witch, sorcerer, warlock, wizard

You turn the blood of your enemies into a maelstrom of vengeance. You create a 60-foot-radius sphere centered on a point you can see within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save, the creature takes 6d8 piercing damage and becomes vulnerable to necrotic damage for the duration. On a successful save, it takes half as much damage and no other effect.

You can move the sphere to another point you can see within range as a bonus action on any turn until the spell ends.

Seasonal Change

1st-Level Transmutation (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours
Class: Druid, ranger, sorcerer, Vaala witch

You target a living creature or plant and magically adjust its seasonal growth cycle. The target must make a Wisdom saving throw. On a failure, you choose a season (spring, summer, fall, or winter) and the target immediately shifts as appropriate for that season, for example growing fruit, shedding a winter coat, or hibernating. The target maintains this seasonal form for the duration of the spell. When the spell ends, the target returns to its typical seasonal form.

If you choose the current season, no change occurs and the spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or plant for each slot level above 1st, as long as each additional target is within 5 feet of at least one other target.

Shadow Speed

7th-Level Abjuration (Fai)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, Vaala witch, Fell Crown warlock

You cloak yourself and your allies in swift shadows of Dream. Each creature you choose within 30 feet of you (including you) doubles its movement speed and turns invisible, remaining so until it attacks or casts a spell. Anything a targeted creature is wearing or carrying is invisible as long as it is on the target's person. Until the spell ends, targeted creatures can only be tracked by magical means and leave no physical trace of their passage.

Shedu Battle-Flow

5th-Level Divination, Mindwalking (Fai)

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
Class: Bard, druid, sorcerer, wizard

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This spell lets you mimic the intention-reading of the shedu-akhani. For the duration, you gain a bonus when dealing with creatures that you can see and that understand at least one language. You can add your spellcasting ability modifier to your attack rolls, ability checks, and saving throws made against these creatures, and you can also add it as a bonus to your Armor Class when these creatures make an attack roll against you.

You don't gain these benefits against creatures that have legendary actions or that cannot have their minds read, such as via the *mind blank* spell.

Shieldstorm

4th-Level Evocation, Covenant (Fai)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (paper or fabric cut into a spiral)
Duration: Concentration, up to 1 minute
Class: Arcanologist, cleric, paladin, ranger, Vaala witch, warlock

You create a whirling, spectral vortex of Vaala that surrounds a creature of your choice that you can see within range. The field extends out to a 10-foot radius around the target and doesn't inhibit its vision or actions.

While surrounded by the vortex, ranged weapon attack rolls against the target are made with disadvantage, and any creature within the area of the vortex that hits the target for the first time in a turn must make a Dexterity saving throw. The attacking creature takes 3d10 radiant damage on a failed save, or half as much damage on a successful one.

Sleepwalk

4th-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 minute
Range: Sight
Components: V, S, M (nine pieces of braided string worth 10 gp total, which the spell consumes)
Duration: Concentration, up to 10 minutes
Class: Bard, Dream praxis Vaala witch, warlock, wizard

You attempt to take bodily control of an unconscious creature you can see. The target must make a Wisdom saving throw, and has disadvantage on this save if you are holding a piece of its body such as a lock of hair, drop of blood, or nail clipping. On a successful save, the target isn't affected and it can't be targeted by this spell again for 24 hours.

On a failed save, you take control of the target's body for the duration. It remains unconscious, but you can use your action to make it move clumsily, murmur, and take its own actions. It has disadvantage on all ability checks, saving throws, and attack rolls. An unconscious target controlled with this spell can't cast spells, use traits, feats, or other class features.

Each time the target takes damage, it repeats the Wisdom saving throw. On a success, the spell ends and the target wakes up. If the spell ends for any reason other than taking damage, it falls prone and remains unconscious.

A target of this spell isn't aware it has been affected by magic.

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At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Smell Fear

Divination Cantrip (Fai)

Casting Time: 1 action
Range: Self
Components: V, S, M (a vial of sweat)
Duration: Concentration, up to 1 minute
Class: Bard, scion, sorcerer, Vaala witch, warlock, wizard

You are deeply connected to the world of fears and nightmares. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on a creature you can see within 30 feet of you and force it to make a Wisdom saving throw. On a failure, you learn its deepest fear and gain advantage on any ability checks made to frighten it until the spell ends. On a success, the spell ends. Either way, the creature is aware you examined its nightmares. Creatures immune to being frightened aren't affected by this spell.

Smoak's Ascending Balloon

4th-Level Transmutation (K'aab)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (an empty waterskin, a small woven basket, a length of rope)
Duration: Concentration, up to 1 hour
Class: Bard, druid, warlock, wizard

You magically transform the material components into a Huge-sized gondola attached to a Gargantuan-sized balloon inflated with buoyant vapors. The balloon has a 25-foot radius and is 80 feet high. It has AC 10, HP 10, and a flying speed of 50 feet. The gondola is capable of carrying up to 1,000 pounds with space for up to five Medium sized creatures.

When you stand in the gondola you can use a bonus action to move the balloon up to its speed in any direction.

When the spell ends or the balloon is reduced to 0 hit points, the deflating balloon and gondola (and any contents) float gently to the ground at a rate of 60 feet per round for 1 minute. After 1 minute, the balloon, gondola, and everything inside begin to fall. When the balloon and gondola reach the ground after the spell ends, they revert to their material component forms.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, for each slot level above 4th, the duration increases by up to 1 additional hour, the balloon's AC increases by 2, and its HP increases by 10.

Snake's Fangs

1st-level Transmutation, Control (Id)

Casting Time: 1 action
Range: Touch
Components: V, S, M (snake scales)
Duration: Concentration, up to 1 minute
Class: Cleric, druid, ranger, warlock

You touch one willing creature, causing it to grow snake's fangs. For the duration of the spell, the creature's unarmed strikes deal an additional 1d10 poison damage. In addition, on a hit, a target must succeed on a Constitution saving throw vs your spell save DC or it is poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d10 for each slot level above 1st.

Snowblind

3rd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 minute
Class: Cleric, druid, sorcerer, storm praxis Vaala witch, wizard

You choose one creature you can see within range and summon a rush of blizzard winds to afflict it. The creature must succeed on a Constitution saving throw or take 1d4 cold damage and become blinded for the duration. At the start of each of its turns, a blinded target takes an additional 1d4 cold damage. At the end of each of its turns, the target can repeat the saving throw, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d4 for each slot level above 3rd.

Solar Ray

7th-Level Evocation, Galadyan Light (K'aab)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a flake of obsidian and a glass lens)
Duration: Instantaneous
Class: Cleric, sorcerer, Vaala witch, wizard

An incandescent ray of blinding light springs from your hand toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, it takes 8d10 radiant damage, and it must succeed on a Dexterity saving throw or be wreathed in searing magical light. At the beginning of each of its turns, the burning target takes 2d10 radiant damage and then can repeat the saving throw. On a successful save, the spell ends. If the damage from this spell kills a target, its body is turned to ash.

The damage dealt by this spell bypasses the damage resistances and immunities of Null creatures.

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Spectral Rend

1st-Level Conjuration (Fai)

Casting Time: 1 action
Range: 60 feet
Components: S, M (an ornate glass and metal sphere worth 20 gp, consumed by the spell)
Duration: Instantaneous
Class: Cleric, druid, scion, sorcerer, Vaala witch, warlock, wizard

You momentarily call forth a spectral ally, which appears at a point you can see within range. You choose the ally's appearance, though it doesn't take up any physical space.

The spectral ally makes a melee spell attack against one creature within 5 feet of it using your spellcasting attack modifier, ignoring cover. On a hit, the target takes force damage equal to 1d6 + your spell casting modifier and is pushed 10 feet directly away from the spectral ally. Regardless of whether it hits or misses, the spiritual ally disappears after completing its attack.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you conjure an additional ally at a different point you can see within range for each slot level above 1st.

Split Psyche

6th-Level Illusion, Mindwalking (Fai)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a rune-inscribed two-way mirror worth 1,000 gp)
Duration: Concentration, up to 1 hour
Class: Wizard

You carefully split your psyche and invest it into a corporeal illusion woven from the essence of dreams. Your hit point maximum and proficiency bonus are reduced by half (rounded up), and a duplicate of you appears in an unoccupied space you can see within 10 feet of you.

The duplicate uses your game statistics (including the reduction in your hit point maximum and proficiency bonus). It has your appearance, personality, memories, and abilities, but none of your equipment other than your clothes. You can communicate telepathically with the duplicate as long as it remains on the same world as you. The duplicate rolls its own initiative, and can act on its own without commands, but shares the same resource pools as you, except for hit points. When the spell ends, the duplicate dissipates into nothingness, your hit point maximum and proficiency bonus return to normal, and you regain any hit points the duplicate had when the spell ended, as well as any memories the duplicate gained while separated from you. The spell ends early if the duplicate is reduced to 0 hit points.



Stunning Saber

Stunning Saber

9th-Level Conjuration (Fai)

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: College of nightmares bard, sorcerer, warlock, wizard

You summon a legendary saber of myth at a point you can see within range. The saber lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the saber, each one against a creature within 5 feet of the saber. On a hit, the target takes 4d12 psychic damage. This attack scores a critical hit on a roll of 18, 19, or 20. On a critical hit from this saber, the target is also stunned.

As a bonus action on your turn, you can move the saber up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it. Alternatively, You can use your bonus action to force each creature within 30 feet of the saber to make a Charisma saving throw. On a failure, the creature falls prone and is pulled to within 5 feet of the saber. On a success, the creature falls prone but is not pulled.

Summon Vaala Spirit

1st-Level Conjuration (Any Aspect)

Casting Time: 1 action (ritual)
Range: 30 feet
Components: V, S, M
Duration: Concentration, up to 1 hour
Class: Summoner, Vaala witch

You summon forth a Vaala spirit with a challenge rating of 1 or lower to appear in an unoccupied space you can see within range. You can only summon a spirit if you have at least one mote of affinity in its aspect.

The spirit vanishes when it drops to 0 hit points or when the spell ends.

The summoned spirit is friendly to you and your allies. Roll initiative for the summoned spirit, which takes its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, the spirit defends itself from hostile creatures but otherwise takes no actions.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum challenge rating of the spirit you summon increases by 1 for each spell slot level above 1st.

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Sweet Dreams

3rd-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 minute
Range: Touch
Components: V
Duration: 8 hours
Class: Bard, cleric, druid, paladin, ranger, Dream praxis Vaala witch

During a short or long rest, you fill a sleeping creature's mind with pleasant dreams. When the target wakes up, it gains one of the following benefits until the spell ends.

- The target gains temporary hit points equal to 5 × your proficiency bonus.
- Choose one ability. Whenever the target makes a saving throw using that ability, it can roll a d4 and add the result to the total.
- The effects of one poison, disease, or curse affecting the target are paused for the duration. Alternatively, you can pause the effects of one spell that was cast at the same level or lower as this spell.
- The target gains one extra spell slot of a level equal to or less than your proficiency bonus.
- Once per turn when the target deals damage with a weapon attack, it can deal additional damage equal to half your proficiency bonus.

Symmetry

3rd-Level Necromancy (K'aab)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a shard of mirror)
Duration: 1 hour
Class: Cleric, Guardian Scion, paladin, sorcerer, Vaala witch, warlock

You choose two creatures within range to link together through a pattern of symmetry. Each targeted creature must succeed on a Charisma saving throw to resist the effect. It can also choose to fail the save. If at least one of the targeted creatures succeeds on the saving throw, the spell has no effect.

For the duration, each time one of the linked creatures takes damage or restores hit points through healing, the other linked creature takes the same amount of damage or restores the same number of hit points. The link persists while one or both creatures is unconscious, but ends if one or both creatures die. Taking damage as a result of this link while unconscious counts as failing one death saving throw. If symmetrical healing would increase a creature's total hit points to above its maximum, the creature is instead restored to maximum hit points.

Synaptic Theft

9th-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: Touch
Components: S, M (a lockpick made of Fai glass worth 2,500 gp, which the spell consumes)
Duration: Instantaneous
Class: Bard, Vaala witch, wizard

You tap into a creature's mind, where its experiences and memories intermingle, and try to steal what it knows. A creature you touch must succeed on an Intelligence saving throw or you steal from it your choice of one known spell or one use of a feature or action that has a limited number of uses and is not a lair action or legendary action. An unconscious creature has disadvantage on this save.

If you steal a spell, the target forgets how to cast that spell and you learn it. The spell doesn't count against your number of known or prepared spells, and you can cast it using your spell slots and spellcasting ability.

If you steal a feature or action, the target loses one use of that feature or action and you gain one use of it per long rest. If you lack the physiology to use a stolen feature or action, this spell briefly provides a semi-real version of the required anatomy, formed from pure Fai magic, whenever you use it.

After 7 days, you must roll an ability check using your spellcasting ability for each of your stolen spells, features, and actions to determine if you keep it for another 7 days.

The DC for this check is 10 + the challenge rating or half the level (rounded down) of the creature the ability was stolen from, and the DC increases by 2 each subsequent time you make this ability check.

On a failed check, you lose the stolen spell, feature, or action, and the creature regains it.

Thunderburst

3rd-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 round
Class: Arcanologist, storm praxis Vaala witch, sorcerer, wizard

Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d6 lightning damage. At the beginning of its next turn, a thunderclap explodes from the target dealing 4d6 thunder damage to it, and each creature within 15 feet of the target must make a Constitution saving throw. On a failure, it also takes 4d6 thunder damage and is pushed 5 feet away from the target. On a success, it takes half as much damage and is not pushed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of thunder damage increases by 1d6 for each slot level above 3rd. The distance affected creatures are pushed on a failed saving throw also increases by 5 feet for each slot level above 3rd.

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Torrent
6th-Level Evocation, Storm (K'aab)

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: 1 minute
Class: Druid, storm praxis Vaala witch, sorcerer

A torrential downpour appears in a location you choose within range. The area of the torrent consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. All non-magical fires in the area are immediately doused. For the duration, all magical fires deal half damage, and the area counts as difficult terrain. Any creature that starts its turn in the torrent takes 2d10 bludgeoning damage and has disadvantage on its next attack roll.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, increase the damage dealt by 1d10 for each slot level above 6th.

Unnerve
4th-Level Enchantment, Mindwalking (Fai)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute
Class: Bard, cleric, sorcerer, warlock, wizard

One creature of your choice that you can see within range must succeed on a Charisma saving throw or be unnerved for the duration. An unnerved creature's proficiency bonus becomes +0.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Waking
1st-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 action
Range: Self
Components: V, M (a small bell)
Duration: 1 Hour
Class: Bard, cleric, druid, warlock, Vaala witch

You rouse those around you from their slumber, and end the unconscious condition on all creatures in a 20-foot radius of you that have at least 1 hit point. Furthermore, creatures in the area cannot go to sleep, and cannot be put to sleep by magic, for 1 hour.

If this spell is cast while you are traversing a dream, you and all creatures currently within that dream immediately wake up, regardless of proximity in the dream or the location of their physical bodies.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the radius of the spell increases by 5 feet for each slot level above 1st.

Warding Pavis
2nd-Level Abjuration, Galadyan Light (Id)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: Arcanologist, bard, cleric, paladin, ranger, sorcerer, wizard

You create a large, shimmering shield of light that floats beside you, moves with you, and changes position at your command. When you cast the spell, and as a bonus action on subsequent turns, the shield interposes itself between you and a creature of your choice until you give the shield a different command. The shield moves to stay between you and the chosen target, providing you with half cover against the target.

Weightless
3rd-Level Transmutation (Id)

Casting Time: 1 action
Range: Touch
Components: S
Duration: Concentration, up to 1 hour
Class: Arcanologist, cleric, druid, sorcerer, Vaala witch, wizard

You touch a creature or object of your choice of Large size or smaller. For the duration, the target becomes weightless. If the target is an unwilling creature, it must make a Constitution saving throw. On a success, the spell has no effect. A weightless creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

A weightless object or creature floats 1 foot off of the ground and is subject to environmental conditions such as wind. A floating creature cannot move itself, but can be moved in any direction by another creature without reducing that creature's movement speed. A falling, weightless creature falls as if under the effect of a feather fall spell.

At Higher Levels. When you cast this spell at 5th level or higher, you can affect a creature or object of a larger size, depending on the level cast: Huge at 5th level or higher, Gargantuan at 8th level or higher.

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Weightless

Wish List

3rd-Level Conjuration (Fai)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes
Class: Arcanologist, bard, sorcerer, Vaala witch, warlock, wizard

You can bring into the waking world a unique object you have witnessed while Dreamwalking, as long as the item can fit in your hand. When you do so, you create a replica of the item out of Fai. For the duration, the replica functions as a normal, non-magical version of the item would function; for example, a replica of a legendary magical longsword would function as a standard longsword. A creature can tell that the item is a replica with a successful Intelligence (Investigation) check against your spell save DC; if the creature is familiar with the original item, the DC for the check is reduced by 5. When the spell ends, the replica dissipates into fine black dust.

Yawn

1st-Level Enchantment, Dreamshaping (Fai)

Casting Time: 1 reaction, which you take when a creature you can see makes an ability check or damage roll
Range: 30 feet
Components: V
Duration: Instantaneous
Class: College of nightmares bard, Dream praxis Vaala witch, druid, scion, sorcerer, warlock

The target must roll a d4 and subtract the result from the triggering roll. This spell has no effect on creatures that don't need sleep or are immune to exhaustion.

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Alchemy

Alchemy in Valerna consists of combining multiple components—often herbs, minerals, or processed parts of creatures such as horns and hooves—to create consumable concoctions such as potions, poisons, or explosives. Some of these concoctions may be magical, but many of them are mundane, and none of them require the creator to be a spellcaster. To use the alchemy rules found here, a crafter must utilize one of the following tools, which they must also be proficient in: alchemist's supplies, an herbalism kit, or a poisoner's kit.

Anyone with the right training can combine herbs and other components to create concoctions. Some other sources, like the Vaala witch class, bestow bonuses or other benefits to the character using alchemy, as their training is more in-depth and makes them more efficient at their craft.

A potion, poison, explosive, or other consumable created through the use of these alchemy rules is called a concoction.

Crafting Concoctions

You can craft a magical or nonmagical concoction by combining one or more components from the Bases and Components table. The more components added to a concoction, the more difficult it is to craft, but they grant additional properties to the concoction. You can only add a total of three components to any one concoction.

Crafting Nonmagical Concoctions

You can craft a nonmagical concoction by combining one or more components. Crafting a basic concoction—a concoction made with only one component—requires 2 hours and a successful DC 10 Intelligence or Wisdom check with the appropriate tools. If you fail your ability check, the concoction is inert and useless, and the components are wasted. If you fail your ability check while combining one or more components with the volatile tag, roll on the Catastrophic Failure table and consult the Result (Nonmagical) column.

Crafting Magical Concoctions

Some items in the Bases and Components table list an *essence* in the Properties column (see appendix A for more on *essence*). In this case, crafting a concoction with that property follows the same guidelines as crafting nonmagical components but also requires the use of an essence of equal or greater rarity, resulting in a magical concoction. When crafting a concoction with multiple properties that all require *essences*, only one essence of the highest rarity is required. For example, if one property requires a *frail essence* and another requires a *potent essence*, only *potent essence* is needed. If you fail your ability check to successfully craft a concoction with an *essence*, or both an *essence* and a component with the volatile tag, roll on the Catastrophic Failure table and consult the Result (Magical) column.

Adding Additional Components

Adding additional components can create more complex concoctions, but they also become more difficult—and more volatile. For each additional component you add to your concoction, the time required increases by 1 hour, the DC for the ability check increases by 2, and you add a +2 modifier to your Catastrophic Failure roll (if applicable). A concoction can only have a maximum of three components.

Component Properties

The Bases and Components table lists many components and their details. If a component lists multiple properties, you must pick one from the properties listed when including that component. Some properties or concoction types include DC and time modifiers. These modifiers are cumulative, meaning if you add multiple components to the same concoction, you add together the DC and time modifiers for each component, as well as the additional DC and time modifiers applied by adding additional components, to find the total amount of time required and the final DC of the check needed to successfully craft the concoction.

For example, crafting a potion with imp ears for the basic healing property requires 2 hours and a successful DC 10 ability check with the appropriate tools. Alternatively, crafting a potion with imps ears to produce the superior healing property would take 8 hours and a successful DC 16 check. Crafting that same superior healing potion but also adding magma grub scales for immunity to fire damage would take 15 hours and require a successful DC 24 ability check. If instead, I wanted to make a salve with imps ears that conveyed the same properties (superior healing and fire immunity), I would add an additional +2 to the DC, resulting in 15 hours of work and requiring a successful DC 26 ability check.

Component Harvesting and Refining

In some cases, retrieving a component from a plant or a creature is a difficult task. To determine the DC for harvesting a component, see the "Harvesting Rules" section of appendix A.

However, some components listed in the Bases and Components table have an associated DC. In such a case, this is the DC for successfully harvesting the component or processing the component into a more usable form, such as refining tyvalite into a powder. Harvesting a component means extracting the component from the larger base, like removing the scales from a magma grub

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or the thorns from a bloodrose. To successfully harvest a component, you must succeed on an Intelligence (Nature) or Wisdom (Survival) check, at the GM's discretion, with the listed DC. To refine a component, you must succeed on an Intelligence or Wisdom check, at the GM's discretion, using the appropriate tools.

Cost

The Bases and Components table also includes a Cost column. This is the typical cost of the associated component if it were purchased at a shop. Some components may be more expensive in regions of Valerna where the components are not as common. For instance, finding magma grub scales for sale in the Northerlands may prove difficult, and the adjusted cost should reflect the scarcity.

Concoction Types

There are numerous types of concoctions. The most common are listed in the Common Concoction Types table, along with the number of doses of each concoction type produced by a single crafting session.

Dust. A dust is made of dried and powdered components. A dust can be added to food or drink, inhaled, blown in the face of a creature, or even tossed in the air to coat an area with a 10-foot radius. Using a dust takes an action.

Explosive. An explosive is a concoction crafted to explode, either on impact or when triggered. The explosion can be caused by mixing certain volatile components or by introducing a spark to the contents of the concoction. A typical explosive causes a blast with a 10-foot radius. Crafting an explosive requires the use of at least one component with the explosive property. Detonating an explosive or throwing it up to 30 feet takes an action.

Gas. A gas creates a cloud or vapor that conveys effects when inhaled or when it comes into contact with a creature or object. A gas is often formed by combining components in a pressurized container that can be broken or punctured to release the gas. When released, a typical gas has a 5-foot radius, expands by 5 feet each round to a maximum of a 15-foot radius, and has a duration of 1 minute. Puncturing a container of gas or throwing it up to 30 feet takes an action.

Oil. Oils are applied to slashing or piercing weapons and their effects are conveyed when a creature is damaged by the anointed weapon. The effects conveyed by an oil are usually detrimental, such as those conveyed by a poison. Applying an oil to a weapon or piece of ammunition takes an action.

Potion. Potions are liquids that typically—though not always—bestow helpful effects upon the drinker.

Salve. A salve is a thick liquid, like a lotion or grease, that is applied to a creature to convey effects. These are often used as balms or repellents. Applying a salve takes an action.

Common Concoction Types

CONCOCTION TYPE	DOSES PRODUCED
Dust	1d6 + 4
Explosive	1
Gas	1
Oil	1
Potion	1
Salve	1d6 + 4





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Material

Many types of materials found across Valerna are used to craft concoctions. The Bases and Components table lists a number of them, and their descriptions are listed below.

Abyssgazer Teeth. Aberrations from the bowels of the Hollowdepths, abyssgazers have a natural ability to channel Vaala into devastating effects. Their teeth in particular can be powdered and added to potions and are valuable to adventurers for their anti-fear and resilience-boosting effects.

Anūre. This tree grows in the oases of the Jeweled Desert. With a tall, straight trunk and umbrella-like fronds, the anūre offers shade in the sun-baked landscape. It grows long clusters of pink flowers that become sweet oblong fruits of a pale golden brown. The fruits are prized for their flavor, similar to honey, and they're sold both fresh and dried in markets throughout Enkhara.

Awakened Blood. Created only by the maghyri, *awakened blood* is blood that has been infused with potent Id. Though it is consumed by both the maghyri and the vampyri, the maghyri require it to fuel their magics—and themselves—making it highly valued.

Bakka. Bakka is a honey-colored resin formed from the lava created by the elemental djaat. Consisting of pure K'aab, Bakka amber is sacred to the obakkar of the Southorn and often crafted into trinkets, weapons, or armor. It can be powdered and added to concoctions.

Bloodroot. This plant grows primarily in the Clotmarshes of Tyveria. It has thick, fibrous leaves and stems, delicate white blossoms, and thick roots.

Bloodrose. This vicious plant is found in the swampy regions of Tyveria, including within the Clotmarshes and the Oriashi Jungles. Its shallow roots grow in a circular formation at the surface of the soil. Each bloodrose grows a singular bud in the center of the root cluster that blooms into a rose-like flower in shades of red, purple, or black. Razor-sharp thorns grow from the base of the blossom, making harvesting difficult.

Djaati Oil. A byproduct of refining djaati lava into bakka, this tar-like substance is pure Id and used by the boaab in their sacred rites.

Emperor's Blessing. This vivid orange flower grows only on the banks of the Frostboil in the Glass Mountains of Tyveria. The heat from the waters of the lake produces the ideal environment for this plant, which has fleshy, succulent-like leaves and a single central stalk from which a wide blossom emerges. The thick, dense root is made into a sweet flour that is often used in pastries and other desserts.

Fellberry. Primarily found in the Fell Courts, this strange plant is a combination of bush and vine. Its oblong leaves are usually shades of blue or purple, though some varieties feature marbling or contrasting borders in other colors. Star-shaped blossoms in white, gold, or silver dot the branches and vines. The fruits are berries the size of a marble that glow softly with blue, white, or purple light. The plants typically grow near Crossings or, sometimes, anywhere a mortal has vanished into the Dreamspace.



Anūre



Awakened Blood



Bakka



Bloodroot



Bloodrose



Djaati Oil



Emperor's Blessing



Fellberry

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Feydh's Brain. This fungus grows from rotting wood in the deep forests of the Westerlands. Round, pale, and wrinkly, it resembles a brain. It has a sweet scent and oozes red when cut. When cooked properly, feydh's brain loses its poisonous properties, and it is sold as a delicacy in the City of Crimson Spires.

Flycatcher. Found in the forests of Allaria, this fan-like fungus resembles delicate lace when fully mature. At dawn and dusk, it secretes a sweet-smelling sap which attracts nearby insects.

Frostbrush. This dense shrub grows in the forests of Ysval, particularly in the Fogwood itself. It typically grows only to about two feet in height, with broad, pale leaves and tiny white flowers. The flowers develop into clusters of tart, frost-blue berries that are jarred and made into jams, jellies, and preserves.

Gem Gargoyle Shards. Gem gargoyles can be located across the Enkharan Desert. While their anatomy varies, their crystalline forms are infused with the Fai magics of the desert and are often powdered and used in many alchemical creations.

Hua Bird. The hua bird is a tiny landfowl living primarily in Nahuac. Small in stature and with brilliant plumage, the hua bird may look harmless, but its venomous spit and poisoned tail barbs can petrify the fiercest predators. The blood of the hua bird is prized by wizards and alchemists as a potent magical reagent. As harvesting it is risky, the blood sells for top coin on the open market.

Imp Ears. A common plant found in the forests of Allaria and the surrounding regions, imp ears earned its name from its long, fuzzy leaves that resemble the pointed ears of dream imps.

Jawahm Crystal. Growing only in the Enkharan Desert, jawahm crystals are rich in Fai and are used by the nwoda in crafting their weapons and armor. It can be powdered and used in concoctions.

K'aabstone. Located primarily in Nahuac, this green stone is pure Source. It is sacred to the Náhuinn peoples, used by their weavers and other magic users to channel Vaala.

Magma Grub. Living at active volcanic sites within the Magma Mountains, these tiny grubs burrow through the volcanic rock and create nests in the hot earth. While pale and fleshy on their underside, magma grubs extrude the consumed rock through their skin, forming thick, scale-like plating that protects them from predators.

Magnifex's Breath Coral. Also known simply as dragon's breath, this coral is named for its geometric shapes and bright metallic colors that resemble the bismuth breath of the Magnifex brood. It grows in the cold waters of the Sikarian Dominion, and it does not tolerate warm water well, making it difficult to cultivate outside of the northern Valernian Sea.

Manticora Tail Barbs. Manticora are fierce creatures with massive claws and teeth and a tail bristling with poisonous barbs. Their habitat ranges from the Ogerron



Feydh's Brain



Flycatcher



Frostbrush



Hua Bird Blood



Imp Ears



Jawahm Crystal



K'aabstone



Magma Grub

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Plains of Tyveria to the Lower Primalians and even into the Jeweled Desert. Their tail barbs—large, wicked spikes of thick, hardened keratin—can be powdered and refined to create potent poisons. The Crimson Hawks Syndicate in particular values these barbs and uses them often in their work.

Milkweed. Milkweed grows in tall, thick stalks with short, narrow leaves. Its small flowers grow in orb-like clusters and can vary in color from reds and pinks to white, orange, purple, or yellow. In the autumn, each flower cluster becomes a large seed pod that splits open and releases downy seeds that float on the wind. The stalk, when broken or cut, seeps a viscous, white sap. It is found across most of Valerna, though rarely in the Jeweled Desert or the Northerlands.

Pink Creeper. This pale pink slime mold can be found clinging to rocks and trees in the Primalians and the Clotmarshes, where they border the Bloodsalt. Slightly sticky to the touch, it reacts to stimuli by vibrating its sporangium at a high frequency, resulting in a piercing shriek intended to frighten away predators.

Qirin Horn. The horn of the qirin is said to hold many wondrous qualities. However, the harvest and sale of qirin horns has been outlawed in the Dragon Kingdom of Allaria for quite some time now. Regardless, there still exists a black market for them, and plenty of charlatans and counterfeiters hope to swindle ignorant buyers.

Skorpikon. Skorpikons are found in Tyveria, both domesticated in the Tyverian military and wild in the Oriashi Jungles. Their venom is a potent poison, useful on the battlefield and in espionage.

Sphinx Feather. Those who come into possession of a sphinx feather usually do so with the blessing of the sphinx itself. Occasionally, a thief will manage to steal a few from inside a sphinx's lair, and even rarer still, a hunting party will take down a sphinx and harvest its feathers. Killing these wise creatures is generally frowned upon in polite Enkharan society, however, so those with feathers to sell often do so on the black market or through back channels.

Sneak Core. A sneak is a small Id spirit that excels in remaining unseen. While much of their bodies dissipates upon being killed, they occasionally leave behind remnants of Vaala that can be used to empower others.

Tyvalite. A soft red metal from Tyveria, tyvalite is a key component used in some magic rituals, its high malleability making it easy to shape and scribe. The alchemists of Tyveria have discovered ways to refine it with Id magic to create a potent explosive.

Vespida Stinger. The vespidai of Tyveria are trained and ridden by the Tyverian military but also found wild in hives in the Oriashi Jungles and elsewhere across the Blood Empire. Their sting packs a nasty punch, and swarms can easily take down larger creatures.



Magnifex's Breath Coral



Milkweed



Pink Creeper



Qirin Horn



Skorpikon Venom



Sphinx Feather



Tyvalite



Vespida Stinger

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BASE	USABLE COMPONENTS	PROPERTY	CONCOCTION TYPES	COST
Abyssgazer teeth	Refined powder (DC 20)	Bolster save (Intelligence, Wisdom, or Charisma), greater; condition immunity, frightened	Potion, salve	200 gp
Anūre	Seeds	Illusion, appearance (*frail Fai essence*); restoration, lesser	Potion	10 gp
Awakened blood**	Awakened blood	Refresh Vaala (+6 DC, +8 hours); vitality, greater (+8 DC, +12 hours)	Potion	200 gp
Bakka**	Refined powder (DC 25, volatile)	Enhance ability (Strength); refresh Vaala (+6 DC, +8 hours)	Potion	100 gp
Bloodroot	Roots	Vitality, lesser	Potion	50 gp
Bloodrose	Flower (DC 20)	Enchantment, dazed	Dust, explosive,* gas (+4 DC)	75 gp
	Thorns (DC 25)	Poison, paralytic	Explosive,* gas (+4 DC), oil	100 gp
Djaati oil	Oil (volatile)	Refresh Vaala (+6 DC, +8 hours)	Potion	100 gp
Emperor's blessing	Flower	Damage resistance, psychic (+8 DC, +24 hours)	Potion	75 gp
	Leaves	Damage resistance, all (+10 DC, +48 hours); healing, greater	Salve	300 gp
	Root	Vitality, greater (+3 DC, +4 hours)	Potion	100 gp
Fellberry	Berries	Truesight (+5 DC, +12 hours)	Potion, Salve (+4 DC)	
	Flower	Sleep (+6 DC, +14 hours)	Dust	
	Leaves	Damage resistance, psychic (+3 DC, +4 hours)	Potion	
Feydh brain	Flesh	Poison, paralytic	Oil, potion	50 gp
	Spores (DC 15)	Poison, debilitating (+6 DC, +6 hours)	Dust, gas, oil	75 gp
Flycatcher	Sap	Anticoagulant (+5 DC, +2 hours)	Explosive,* oil	25 gp
Frostbrush	Berries	Damage resistance, cold	Salve	10 gp
Gem gargoyle	Powdered shards (DC 15, volatile)	Condition immunity, petrified; damage resistance, bludgeoning, slashing, and piercing from nonmagical attacks (+6 DC, +6 hours)	Potion, salve	50 gp
Hua bird**	Powdered beak (DC 18)	Poison, petrifying (+8 DC, + 8 hours)	Oil	100 gp
	Refined blood (DC 25, volatile)	Synergize (+10 DC, +24 hours)	Any	500 gp
Imp ears	Leaves	Healing, basic; healing, superior (+6 DC, +6 hours)	Potion, salve (+2 DC)	25 gp
Jawahm crystal**	Refined powder (DC 20, volatile)	Bolster save (Wisdom), lesser; explosive, lesser; fly (*robust Fai essence*, +6 DC, +12 hours); refresh Vaala (+6 DC, +8 hours)	Explosive, potion, salve (+2 DC)	100 gp
K'aabstone	Refined powder (DC 20, volatile)	Refresh Vaala (+6 DC, +8 hours); restoration, greater (*potent K'aab essence*, +3 DC, +8 hours)	Potion	100 gp
Magma grub	Scales (DC 17)	Damage immunity, fire (*potent K'aab essence*, +6 DC, +6 hours); damage resistance, fire (*frail K'aab essence*)	Salve	50 gp
Magnifex's breath coral	Exoskeleton	Waterbreathing (*frail K'aab essence*)	Potion	50 gp
Manticora tail barb	Refined powder (DC 14)	Poison, greater (+4 DC, +4 hours); sleep (+8 DC, +16 hours)	Oil	25 gp
Milkweed	Sap	Antitoxin	Potion	10 gp
Pink creeper	Plasmodium	Poison, basic (+2 DC, +3 hours)	Dust, gas (+2 DC)	10 gp
Qirin horn, black**	Refined powder (DC 10)	Healing, greater; telepathy	Potion	150 gp
Qirin horn, gold**	Refined powder (DC 10)	Healing, supreme; vitality, greater	Potion	300 gp
Qirin horn, silver**	Refined powder (DC 10)	Healing, superior; restoration, greater	Potion	200 gp
Skorpikon stinger**	Venom	Poison, basic; poison, paralytic (+2 DC, +2 hours); poison, debilitating (+3 DC, +3 hours)	Oil	25 gp
Sneak core	Core of Id	Invisibility, basic; invisibility, extended (*potent Id essence*, +4 DC, + 4 hours); invisibility, greater (*mythic Id essence*, +8 DC, +12 hours)	Potion	100 gp
Sphinx feather	Feather	Foresight (*potent Fai essence*, +8 DC, +48 hours)	Potion	500 gp
Tyvalite**	Refined powder (DC 25, Volatile)	Explosive, lesser; explosive, greater (*robust Id essence*, +6 DC, +12 hours)	Explosive	25 gp
Vespida stinger**	Venom	Poison, basic	Explosive,* oil	10 gp

*These components can be added to explosives but still require a component with the explosive property (such as refined tyvalite powder) to detonate.
**More information on this creature or material can be found in *Itza's Guide to Dragonbonding*.

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Property

This section lists the effects of each component.

Anticoagulant. The target must succeed on a DC 14 Constitution saving throw or it is poisoned for the next 24 hours. When poisoned in this way, if the target takes slashing or piercing damage, it begins bleeding for the next minute. A bleeding target takes 1d4 necrotic damage at the start of each of its turns. A bleeding target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Antitoxin. The target removes the poisoned condition.

Bolster Save, Lesser. The target gains advantage on saving throws with the listed ability for 1 minute.

Bolster Save, Greater. The target gains advantage on saving throws with the listed ability for 1 hour.

Condition Immunity. The target gains immunity to the listed condition for 1 hour.

Damage Immunity. The target gains immunity to the listed damage type for 1 hour.

Damage Resistance. The target gains resistance to the listed damage type for 1 hour.

Damage Vulnerability. The target is vulnerable to the listed damage type for 1 hour.

Enchantment, Dazed. The target must succeed on a DC 18 Wisdom saving throw or suffer disadvantage on Charisma checks, Charisma saving throws, and Wisdom saving throws for the next hour.

Enhance Ability. The target gains advantage on all ability checks made with the listed ability score for 1 hour.

Explosive, Lesser. Each target in the area must make a DC 12 Dexterity saving throw, taking 2d6 fire damage and 2d6 bludgeoning damage on a failed save or half as much damage on a successful one.

Explosive, Greater. The radius of the explosion increases by 20 feet. Each target in the area must make a DC 18 Dexterity saving throw, taking 3d6 fire damage and 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Fly. The target gains a fly speed of 60 feet for 1 hour.

Foresight. The target gains a limited ability to see into the immediate future for 8 hours. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

Healing, Basic. The target regains 2d4 + 2 hit points.

Healing, Greater. The target regains 4d4 + 4 hit points.

Healing, Superior. The target regains 8d4 + 8 hit points.

Healing, Supreme. The target regains 10d4 + 20 hit points.

Illusion, Appearance. The target's appearance changes as per the *disguise self* spell for 1 hour.

Invisibility, Basic. The target becomes invisible for 1 minute. Anything the target is wearing or carrying is also invisible as long as it is on the target's person. The effect ends if the target attacks or casts a spell.

Invisibility, Extended. The target becomes invisible for 1 hour. Anything the target is wearing or carrying is also invisible as long as it is on the target's person. The effect ends if the target attacks or casts a spell.

Invisibility, Greater. The target becomes invisible for 1 hour. Anything the target is wearing or carrying is also invisible as long as it is on the target's person.

Poison, Basic. The target must make a DC 10 Constitution saving throw. On a failed save, it takes 1d10 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each hour, ending the poisoned condition on a success.

Poison, Greater. The target must make a DC 15 Constitution saving throw. On a failed save, it takes 4d10 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Poison, Debilitating. The target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 hour. The poisoned creature also has disadvantage on saving throws.

Poison, Paralytic. The target must succeed on a DC 15 Constitution saving throw or be poisoned and paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Poison, Petrifying. The target must succeed on a DC 13 Constitution saving throw or take 1d8 poison damage and become poisoned for 1 minute. While poisoned, at the start of each of its turns, the creature must repeat the saving throw, taking an additional 1d8 poison damage on a failed save. A successful save ends the condition. A creature reduced to 0 hit points from this damage immediately turns to stone and is petrified.

Refresh Vaala. The target regains 2d4 Vaala points.

Restoration, Lesser. One disease or condition afflicting the target is removed. The condition can be blinded, deafened, paralyzed, or poisoned.

Restoration, Greater. One of the following effects afflicting the target is removed: One effect that charmed or petrified the target; one curse, including the target's attunement to a cursed magic item; any reduction to one of the target's ability scores; or one effect reducing the target's hit point maximum.

Sleep. The target must succeed on a Wisdom saving throw (dust: DC 15, potion: DC 18; oil: DC 20) or fall unconscious for 1 hour. The effect ends early if the sleeper takes damage or someone uses an action to shake the sleeper awake.

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Synergize. When added to a concoction during creation, this component allows the crafter to ignore all DC increases due to the number of components and due to the properties of the components themselves, with the exception of the DC increase for this property. In addition, if a component lists more than one property, the crafter does not have to choose one property and can instead imbue the concoction with any and all properties listed.

Telepathy. For 8 hours, the target gains the ability to mentally communicate with another creature it can see within 300 feet, as long as that creature has an Intelligence score of at least 2.

Truesight. The target gains truesight for 1 hour.

Vitality, Lesser. The target gains 2d4 temporary hit points for 8 hours.

Vitality, Greater. The target gains 2d6 temporary hit points and has advantage on Constitution saving throws for 24 hours.

Waterbreathing. The target can breathe underwater for 1 hour.

Catastrophic Failure

D100	RESULT (NONMAGICAL)	RESULT (MAGICAL)
1–50	No adverse effects.	No adverse effects.
51–75	No adverse effects.	The concoction fails with a flash and a bang. Each creature within 10 feet must succeed on a DC 16 Constitution saving throw or be blinded and deafened for the next minute.
76–77	The concoction fails with a flash and a bang. Each creature within 10 feet must succeed on a DC 14 Constitution saving throw or be blinded and deafened for the next minute.	The concoction sizzles and pops. Your skin turns a vibrant green, requiring a *remove curse* spell to reverse.
78–79	The concoction overflows with a caustic fluid. The fluid eats a 1-foot-wide, 5-foot-deep hole into the ground directly below the concoction.	The concoction releases a toxic gas. Each creature within 5 feet must succeed on a DC 16 Constitution saving throw or become poisoned for 1 hour. Creatures that don't need to breathe automatically succeed on this saving throw.
80–81	The concoction releases a toxic gas. Each creature within 5 feet must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. Creatures that don't need to breathe automatically succeed on this saving throw.	Twinkling lights explode into existence, hovering in the space up to 20 feet above the concoction. They shed bright light for 20 feet and dim light for another 20 feet. They remain for 1 hour.
82–83	The concoction freezes over. It radiates a sphere of icy cold in a 5-foot radius for the next hour. Each creature that enters the area for the first time on its turn or starts its turn there takes 1d4 cold damage.	The concoction freezes over. It radiates a sphere of icy cold in a 5-foot radius for the next hour. Each creature that enters the area for the first time on its turn or starts its turn there takes 4d4 cold damage and must succeed on a DC 17 Constitution saving throw or become frozen for the next minute. A frozen creature has its movement speed halved, and it can only take an action or a bonus action on its turn, not both.
84–85	The concoction explodes. Each creature within 15 feet must make a DC 18 Dexterity saving throw, taking 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.	The concoction explodes. Each creature within 15 feet must make a DC 20 Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.
86–87	The concoction releases a high-pitched squeal for 1 minute. The sound can be heard up to 500 feet away.	The concoction burbles, blorps, and shudders, then emerges from its container as a **murk** and attacks.
88–89	A gout of fire erupts from the concoction in a 5-foot radius. Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 2d6 fire damage. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.	A gout of fire erupts from the concoction in a 5-foot radius. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 2d6 fire damage. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.
90	The concoction gurgles and lets out an absolutely vile-smelling vapor. The scent clings to you. For the next 7 days, each creature within 10 feet of you can smell it, and you have disadvantage on all Charisma checks for the duration.	A puff of smoke spews from the concoction. A pink, insectoid eye appears in the middle of your forehead and remains for 7 days. For the duration, you have advantage on Wisdom (Perception) checks involving sight and disadvantage on all Charisma checks.
91	The concoction boils over. The area in a 10-foot radius becomes difficult terrain. Each creature that enters the area for the first time on its turn or starts its turn there takes 4d6 acid damage.	The concoction boils over. The area in a 20-foot radius becomes difficult terrain. Each creature that enters the area for the first time on its turn or starts its turn there takes 4d8 acid damage. The acid also damages all objects in the area.
92	The concoction bursts into burning ash. The skin on your hands and lower arms becomes stiff and coarse, marred with strange scarring. This effect lasts for a week, and you have disadvantage on all Dexterity checks and saving throws that involve the use of your fingers or hands for the duration.	The concoction implodes with a muffled thump, and you feel a portion of yourself drawn into it. You lose 2d4 Vaala points and two 1st-level spell slots, if applicable, and cannot regain them for 24 hours.
93	A strange, staccato hiss emerges from the concoction, and then it goes quiet. Your eyes change to a color determined by the GM.	Lightning envelopes the concoction and then shoots out toward you and three other randomly determined targets, as per the *chain lightning* spell.

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94	The concoction emits a green fog that burns your eyes, nose, and throat. You cannot speak until you finish a long rest.	The concoction fizzes and sparks. Then the gravity in a 50-foot radius centered on the concoction is reversed, as per the *reverse gravity* spell, for 1 minute.
95	The concoction explodes. Make a DC 25 Dexterity saving throw. On a failure, you lose a randomly determined finger. If you fail the saving throw with a result of 5 or lower, you lose a randomly determined hand. Work with your GM to determine what the consequences of this are, if any.	Black smoke pours from the concoction and forms terrifying shapes. You are frightened for 24 hours. While frightened, you have disadvantage on all ability checks and saving throws.
96	The concoction explodes in a sticky mess in a 20-foot radius. Each creature in the area must succeed on a DC 25 Dexterity saving throw or become restrained for 48 hours (escape DC 25).	The concoction fails with a puff of blue smoke. Each creature within 15 feet must succeed on a DC 20 Constitution saving throw or turn into a frog as per the polymorph spell.
97	The concoction gives off a flash of white-hot light. You are blinded until you finish a long rest.	The concoction gives off a flash of white-hot light. You are blinded.
98	The concoction releases a hazy purple gas in a 5-foot radius. The gas expands by 5 feet each round to a maximum of a 20-foot radius. The gas spreads around corners, and the area is heavily obscured. Each creature within the gas at the start of its turn must succeed on a DC 25 Constitution saving throw or take 6d6 poison damage. Creatures that don't need to breathe automatically succeed on this saving throw.	The concoction releases a hazy purple gas in a 5-foot radius. The gas expands by 5 feet each round to a maximum of a 20-foot radius. The gas spreads around corners, and the area is heavily obscured. Each creature within the gas at the start of its turn must succeed on a DC 25 Constitution saving throw or take 12d6 poison damage. Creatures that don't need to breathe automatically succeed on this saving throw.
99	The concoction flares red-hot. Your tools are unusable for 8 hours while they cool.	The concoction flares red-hot. Your tools are unusable for 24 hours while they cool.
100	The concoction explodes. Each creature within a 20-foot radius must make a DC 25 Dexterity saving throw, taking 6d8 bludgeoning damage and 6d8 piercing damage on a failed save, or half as much damage on a successful one.	There is a flash and a bang. Your body is changed as per the *reincarnate* spell. If you are in Valerna, use the Transmogrification table below instead.

Transmogrification

D100	ANCESTRY
1–7	allai half-elf*
8–13	nwoda dwarf*
14–19	akhani elf
10–23	ellari elf*
24–29	sikari elf
30–35	godao gnome*
36–39	púka halfling*
40–44	tánaid*
45–50	maghyr*
51–58	obakkar orc*
59–63	orlar orc
64–68	boaab saurian
69–73	bendavee saurian
74–78	buunkun saurian
79–81	Allarian human*
82–84	Ysvalian human*
85–87	Enkharan human
88–90	Gellan human
91–93	Náhuinn human*
94–95	Sikarian human
96–98	Tyverian human*
99–100	Aunai human

*Found in *Itza's Guide to Dragonbonding*



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Runecrafting

Runecrafting is a rare art that was originally created by the Dragonbonded Covenant. Runecrafters empower nonmagical items with glyphs that channel Vaala, imbuing the items with enchanted qualities that fade over time.

The crafting runes currently known were derived from ancient lore left by the original Dragonbonded Covenant. For a time, the group's most recent incarnation kept this lore a secret, but despite their best efforts, the knowledge of runecrafting has spread beyond their control.

Similar to the runes used by dragons, dragon heralds, and others, crafting runes are another method used to channel Vaala. Crafting runes only function for the purposes of runecrafting and can't be used interchangeably with other types of runes.

Runes in Dragonbond

In Dragonbond, "rune" is a general term referring to various methods of channeling the power of Vaala into a written or inscribed form. All of these methods involve making magical glyphs, but the mechanics of how they function differ for each specific type of rune. For example, both dragons and Way of the Covenant monks can inscribe runes, but their runes function differently. These runes are mostly limited to the lineage, class, or creature type explicitly given access to them. So, even though a dragon herald's runes are derived from true dragon runes, a dragon can't use them, nor can a dragon herald use dragon runes.

Runecrafted Items and Magic Items

Creating permanent magical items involves a great deal of study, materials, and time. Those who learn the art of runecrafting shortcut the typical means of creating magic items by learning to sketch runes into ordinary items, temporarily giving them enchantments. Ancient runic items and relics engraved with permanent magical runes exist (see "Legendary Runic Items" in the Items chapter in this book), but the knowledge of how to craft these powerful artifacts has been lost to time.

Making a Runic Item

To use crafting runes, you must know at least one crafting rune. The most common way to learn a rune is through the Runecrafter feat (see the Peoples of Valerna chapter of this book), though your GM may provide you with other avenues.

Whenever you finish a long rest, you can inscribe a rune you know onto a nonmagical weapon, armor, piece of clothing, or other object you can touch. You can only inscribe each rune you know once per long rest in this way. When you finish another long rest, or if you die, your runes fade, ending their effects.

You can inscribe multiple runes on the same item. However, item runes can't be inscribed on magic items or items enhanced by class features that grant items magical or spell-like effects, such as the summoner's Fettercraft or the dragon herald's Runecasting.

Using the Runecrafter Feat and Crafting Runes in Other Settings

If you aren't using the Vaala rules (found in the Magic chapter of this book), here are some options for implementing the Runecrafter feat and crafting runes in your games.

- Instead of spending Vaala points, each rune's major power gains a number of uses per long rest equal to 1 + half of your proficiency bonus.
- Additionally, the GM can choose to allow characters to spend spell slots to invoke a rune's major power. When you do so, you must expend a combined number of spell slot levels equal to 1 + the number of times the major power has been invoked previously that day. For example, the first time you invoke the major power, you must spend a 1st-level spell slot. The second time, you must spend a 2nd-level spell slot or two 1st-level slots.

Crafting Runes

Crafting runes each grant a minor and major power to the item they are inscribed upon. A minor power provides a small benefit that is active until the rune fades. A major power can be activated by spending Vaala points while wielding, wearing, or holding a rune-inscribed item. The cost for invoking a rune's major power and the duration of the effect are indicated in each rune's description. A rune's minor power remains in effect during the major power's duration unless stated otherwise.

Admixture Rune (Vispa)

Prerequisite: 6th level, a Spellcasting Focus

Minor Power: When you cast a spell while carrying or wearing a spellcasting focus inscribed with this rune, you can choose to change the type of damage it deals to one of the following types: cold, fire, lightning, or thunder. For example, while holding a focus inscribed with this rune, you could cast a *fireball* spell that deals cold damage.

Major Power (Fai): As a bonus action, you can spend 4 Vaala points to invoke this rune's major power. For 1 minute, when you damage a creature with a spell that targets only them, you deal an extra 1d6 damage of a type you select. At 12th level, this extra damage increases to 2d6.

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Brood's Bastion Rune (Atana)

Prerequisite: 9th level, a Suit of Armor or an Article of Clothing

Minor Power: When you inscribe an item with this rune, choose a type of damage inspired by the draconic broods. While you wear this item, you gain resistance to that damage type.

- Force (Coatl)
- Fire (Ehrlya)
- Lightning (Exor)
- Psychic (Fulgen)
- Poison (Magnifex)
- Necrotic (Nix)
- Thunder (Tempesta)

Major Power (K'aab): As a bonus action, you can spend 5 Vaala points to invoke this rune's major power. For 1 minute, you gain immunity to the damage type you selected for your minor power.

Dragon Breath Rune (Utsra)

Prerequisite: 9th-level Spellcasting Class, a Spellcasting Focus

Minor Power: When you take damage from a dragon's breath weapon while you carry or wear a spellcasting focus inscribed with this rune, you can use your reaction to gain immunity to that type of damage until the start of your next round.

Major Power (Id): As a bonus action, you can spend 5 Vaala points to invoke this rune's major power. For 1 minute, you can use an action to exhale a blast of magical energy. Choose acid, cold, fire, lightning, or poison. Each creature in a 30-foot cone must make a Dexterity saving throw against your spell save DC, taking 6d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

Eldritch Monsoon Rune (Katyr)

Prerequisite: 6th level, a Ranged Weapon

Minor Power: While you hold a ranged weapon inscribed with this rune, ranged weapon attacks made with it ignore half cover and treat three-quarters cover as if it was half cover.

Major Power (Fai): If you hit with an attack using a ranged weapon inscribed with this rune, you can spend 4 Vaala points to mark the target for 1 minute. The first time you successfully hit the target each round with the same ranged weapon, a number of bolts of energy equal to your Charisma modifier also strike the target. Each bolt deals 1d4 force damage.

Eldritch Rune (Udda)

Prerequisite: 3rd level, a Spellcasting Focus

Minor Power: While you hold a spellcasting focus inscribed with this rune on your person, you gain a +1 bonus to your spell save DC.

Major Power (Fai): As a bonus action, you can spend 3 Vaala points to invoke this rune's major power and regain one expended spell slot up to 3rd level. At 12th level, you can regain an expended slot up to 5th level. Once you use this function to regain a spell slot, you can't do so again until the next dawn.

Elemental Burst Rune (Sudith)

Prerequisite: 6th level, a Melee Weapon

Minor Power: When you inscribe this rune, choose acid, cold, fire, lightning, poison, or thunder. When you hit a target with a weapon inscribed with this rune, you can choose one other creature within 5 feet of your target. The chosen creature takes damage of the type you selected equal to half your proficiency bonus.

Major Power (K'aab): As a bonus action, you can spend 4 Vaala points to invoke this rune's major power. For 1 minute, a weapon inscribed with this rune deals 1d6 extra damage of the type you selected. At 12th level, this extra damage increases to 2d6.

Empower Rune (Strum)

Prerequisite: 3rd Level, a Weapon, a Suit of Armor, or Shield

Minor Power: While you wield a weapon inscribed with this rune, you gain a +1 bonus to attack rolls made with it. While you hold a shield or wear armor inscribed with this rune, you gain a +1 bonus to your Armor Class. At 12th level, these bonuses increase to +2.

Major Power (K'aab): As a bonus action, you can spend 3 Vaala points to invoke this rune's major power. For 1 minute, at the beginning of each of your turns, you can choose to suppress the bonus from this rune's minor power (requires no action). When you do so, you can apply your proficiency bonus to the weapon's damage, or the Armor Class bonus of the armor or shield, until the beginning of your next turn, when the rune's minor power returns.

Expertise Rune (Talang)

Prerequisite: 3rd level, a Book, Scroll, Tablet, or Other Object Containing Writing or Knowledge.

Minor Power: When you inscribe this rune, choose a skill. While you hold an item inscribed with this rune, you gain proficiency in the chosen skill. If you are already proficient in that skill, you double your proficiency bonus for any ability check you make that uses the chosen skill. At 12th level, you can gain proficiency in two skills.

Major Power (Id): As a bonus action, you can spend 3 Vaala points to invoke this rune's major power. For 1 minute, if you fail a check using the skill you chose for this rune, you can immediately reroll the check. You must use the new result even if it is worse.

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Keenstrike Rune (Syfte)

Prerequisite: 3rd level, a Weapon

Minor Power: While you wield a weapon inscribed with this rune in at least one hand, you gain advantage on Wisdom (Perception) checks.

Major Power (Id): As a bonus action, you can spend 3 Vaala points to invoke this rune's major power. For 1 minute, once on each of your turns when you hit a creature with a weapon attack, the damage from certain martial class features increase, as indicated below.

Barbarian. Double your bonus damage from raging.

Fighter. Your weapon attacks deal an extra 1d6 damage.

Monk. Your Martial Arts weapon attacks deal an additional die of damage.

Paladin. Your Divine Smite weapon attacks deal an extra 1d8 damage.

Ranger. Your weapon attacks made against a Favored Enemy deal an extra 1d6 damage.

Rogue. Your Sneak Attacks deal an extra 1d6 damage.

Martial Transmutation Rune (Omavdle)

Prerequisite: 9th level, a Melee Weapon

Minor Power: While you wield a weapon inscribed with this rune, once on each of your turns, as part of an Attack action, this weapon gains special properties depending on its type:

Lunge (Piercing Weapons). Your weapon adds 10 feet to your reach when you attack with it.

Reposition (Bludgeoning Weapons). If you hit with your attack, you can move the target 10 feet in a direction of your choice to an unoccupied space that you can see. If the target is a larger size than you, make a Strength (Athletics) check contested by the target's Strength (Athletics) check. If you lose, the target does not move.

Return (Thrown Weapons). Your thrown weapon returns to your hand after the attack is finished.

Sweep (Slashing Weapons). You swing the weapon in a large arc, making the same attack against up to two targets of your choice within range.

Major Power (Fai): While wielding a weapon inscribed with this rune, you can use a bonus action to spend 5 Vaala points to invoke the rune's major power. For 1 minute, the weapon deals an extra 3d8 damage on a critical hit.

Paragon Rune (Basta)

Prerequisite: 12th level, a Weapon

Minor Power: Choose one ability score when you inscribe this rune onto a weapon. While you hold that weapon, you gain a +2 bonus to your modifier for that ability score. The benefits of this rune don't stack with magical items that grant a similar bonus to the same ability score.

Major Power (K'aab): You can use a bonus action to spend 6 Vaala points to invoke the rune's major power. For 1 minute, the bonus granted by this rune's minor power increases to +4. However, when the duration of this major power expires, you gain one level of exhaustion.

Restorative Well Rune (Voolige)

Prerequisite: 6th level, an Article of Clothing

Minor Power: While you wear clothing inscribed with this rune, you gain a reservoir of healing energy. As a bonus action, you can regain 1d6 hit points or restore 1d6 hit points to a creature of your choice that you can see within 10 feet of you. You can use this healing power a number of times equal to your proficiency bonus. At 12th level, the number of hit points restored by this rune increases to 2d6.

Major Power (Id): As a bonus action, you can spend 4 Vaala points to invoke this rune's major power. You restore hit points equal to 1d6 times your proficiency bonus to a creature of your choice that you can see within 30 feet of you. Then this rune immediately fades.

Transposition Rune (Slira)

Prerequisite: 12th level, a Pair of Shoes or Boots

Minor Power: While you wear the footwear inscribed with this rune, you always float 1 inch above the ground, ignoring difficult terrain. This does not impede your normal movement. You can still be knocked prone and even lay down "on" the ground, though you always remain 1 inch above the actual surface.

Major Power (Fai): You can use a bonus action to spend 6 Vaala points to invoke the rune's major power. For 1 minute, on each of your turns, you can use all of your speed to instead magically teleport up to 30 feet to an unoccupied space that you can see.

Vaala's Shelter Rune (Tak)

Prerequisite: 12th level, a Suit of Armor or an Article of Clothing

Minor Power: While you wear armor or clothing inscribed with this rune, you gain advantage on saving throws against spells and magical effects.

Major Power (Id): You can use a bonus action to spend 6 Vaala points to invoke the rune's major power. For 1 minute, you have resistance to all damage from spells or magical effects.

Windshadow Rune (Moln)

Prerequisite: 3rd level, an Article of Clothing

Minor Power: While you wear an item inscribed with this rune, your speed increases by 10 feet. At 12th level, your speed increases by 20 feet.

Major Power (Fai): As a bonus action, you can spend 3 Vaala points to invoke this rune's major power. For 1 minute, if you wear this item, you gain advantage on all Dexterity (Acrobatics or Stealth) checks.

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Spellcrafting

A spell typically consists of a set formula of gestures, components, and other arcana, which produces a particular effect when performed correctly. These spells were developed because their rote procedures allowed spellcasters to replicate identical effects with each casting. However, systems of magic have always preceded these predictable spells.

Spellcrafting reflects the earliest way mortals learned to harness the power of Vaala, shaping it with their will, intellect, and desire to create magic. While perhaps more complicated than just choosing a spell from your spell list, this system is ultimately more flexible, allowing you to create your own effects on the fly and even allowing multiple spellcasters to combine their powers to produce titanic or miraculous effects.

Spellcrafting Basics

Spellcrafting requires you to combine a set of foundational spell parameters, called the spell base, with other elements (alterations, effects, and codas) and pay a cost in the form of Vaala points. The act of crafting a spell in this way does not require an action; it is instead considered part of the action, bonus action, or reaction used to cast the spell, as indicated by the crafted spell's details.

The basic parts of spellcrafting are the spell base, primary effect, secondary effect, coda, and cost.

The spell base is a collection of set statistics, such as range, duration, etc., that limit and direct the effects of the spell. You can adjust the specifics of the spell base by spending Vaala points on alterations and reduce the Vaala point cost by including spell base reductions.

The primary effect is the main effect of the spell. The primary effect typically occurs first and costs a set amount of Vaala points. A crafted spell can only have one primary effect from each caster contributing to it.

The secondary effect is an additional effect that occurs after the primary effect is resolved and costs a set amount of points. You add as many secondary effects as you wish, as long as you can pay the costs to add them.

A coda alters or adjusts a primary effect or secondary effect. You can have multiple codas as long as you can pay the costs to add them, each one altering a specific effect and costing a set amount of points.

The total amount of Vaala points you must spend to cast the spell is known as the cost.

How to Construct A Spell

Use the following steps when you create a spell with spellcrafting. While you do so, it is important to keep track of the Vaala point cost of the crafted spell.

Step One

Begin with the spell base, the specifics of which can be found in the "Spell Base and Spell Base Alterations" section later in this chapter. Adjust the mechanics of the spell base, such as range, duration, etc., as you wish using the tables in that section. Note down the cost of any alterations you make.

Step Two

Choose a primary effect from the tables at the end of this chapter or create your own effect using the guidelines provided there. Note down the cost of your primary effect, including any additional costs in the description of the chosen effect. You can only add one primary effect to a crafted spell, though when using multiple casters, each one can contribute a primary effect (see the "Multiple Casters" section below).

Step Three

Choose one or more secondary effects and codas from the tables at the end of this chapter. Note down the total cost of all selected secondary effects and codas, including any additional costs in their descriptions.

Step Four

Once you have chosen the parts of your spell, calculate the total cost of your spell as follows.

Total Vaala point cost = spell base cost + primary effect cost + secondary effect(s) cost + coda(s) cost – motes of affinity (if any)

Spend a number of Vaala points equal to the total point cost (minimum of 1). If you have motes of affinity in the Vaala aspect associated with the crafted spell's primary effect, you can reduce the total Vaala point cost by the number of motes you have in that aspect.

Step Five

Choose to cast the spell or use an action to hold it.

If you decide to hold the spell, it remains on the cusp of being cast while you maintain concentration on it. During this time, other creatures can add to your held spell by spending their own Vaala points to add effects and codas.

When you cast the spell, you make a spellcrafting Constitution saving throw to determine if you successfully handle the power of the spell. On a success, you cast the spell. On a failure, the spell is not cast, and it triggers a backlash, a random effect you suffer as the magic rebounds upon you. It's important to keep in mind that the chance of triggering a backlash increases with the spell's total cost, how many contributions other spellcasters have made to it, and how many Vaala aspects are involved in its effects and codas.

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Spellcasting Ability

If you can already cast spells, your spellcasting ability remains the same for any spell you create with this system.

If you are not a spellcaster, your spellcasting ability is your ability with the highest score among Intelligence, Wisdom, or Charisma (you choose if two abilities have the same score).

You use your spellcasting ability's modifier when setting the saving throw DC to resist your crafted spell's effects and when making an attack roll with one.

Spell save DC = 8 + your spellcasting ability modifier + your proficiency bonus + any modifier from your chosen spellcraft effects

Spell attack modifier = your spellcasting ability modifier + your proficiency bonus + any modifier from your chosen spellcraft effects

Casting and Holding a Spellcrafted Spell

Once you have crafted the spell, you can cast it as normal, or you can use an action to hold the spell. If you opt to hold the spell, you can keep the spell on the verge of being cast up to a number of rounds equal to your proficiency bonus. You must maintain concentration on the held spell until it is cast, and you use the formula in the "Spellcrafting Constitution Save" section if you have to make a saving throw to maintain that concentration.

On your subsequent turns, you must use a bonus action to continue to maintain your held spell. You can continue to add to your held spell if you wish. If you cast or craft another spell while holding a spell, your currently held spell vanishes, and the spent Vaala points are wasted.

When a held spell is cast, it uses the casting time determined by the spell base options chosen.

Multiple Casters

Multiple characters can contribute to a single crafted spell. The character who begins the spellcrafting is called the original caster, and the others who contribute additional effects are called *additional casters.*

As a bonus action on their turns, a character within 15 feet of the creature holding a crafted spell can add one primary effect, combined with multiple secondary effects and codas, to the held spell, or they can alter the held spell's effects by adding secondary effects and codas.

When a crafted spell is cast, the original caster's primary effect triggers first, modified by any secondary effects and codas applied to it, before any additional casters' primary effects trigger, in the order in which they were added to the spell. If effects or codas change an effect in a way that is contradictory, such as changing the type of damage dealt multiple times, the last contradictory effect to be added is the one that applies to the final casting of the spell.

Adding effects or codas with differing Vaala aspects increases the chance of the original caster failing to cast the spell and suffering backlash (see the "Spellcrafting Constitution Save" section).

Vaala Point Cost. An additional caster must pay the total cost in Vaala points for the elements they contribute. If they add a new primary effect and have motes of affinity in the Vaala aspect associated with that primary effect, they can reduce the total Vaala point cost by the number of motes they have in that aspect.

If they instead alter the primary or secondary effects of the held spell with their own secondary effects or codas, they can reduce the total cost they pay if all of the elements they add have the same aspect affinity. If so, they reduce the total cost by the number of motes they have in that aspect.

Additional Cost for Noncasters. Nonspellcasting characters can add effects or codas to a held spell, though they must spend twice the normal cost for each primary effect, secondary effect, or coda.

Outside Influence

While a character is holding a crafted spell, any creature with Vaala points may attempt to alter or overload the character's spell. For example, if the character is crafting a spell that deals cold damage, a fire-resistant creature may spend Vaala points to apply a coda to the spell to change its primary effect to deal fire damage instead. Alternatively, a creature might increase the size of a sphere to engulf the caster and their allies as well as their enemies. Devious villains may use this to achieve an even greater advantage!

Spellcrafting Constitution Save

The more complicated a crafted spell becomes, the harder it is to keep the power focused and shaped. When you cast a crafted spell or take damage while holding a crafted spell, you must roll a spellcrafting Constitution saving throw. On a failure, you lose control of the spell and suffer backlash (see the "Backlash" section of this chapter for more information).

Spellcrafting Constitution save DC = 5 + the current total Vaala point cost + complexity increases (if any) + affinity increases (if any)

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Complexity Increases. Crafted spells become harder to control as additional casters add effects or codas and as you hold the spell before casting it. When you roll a spellcrafting Constitution save, the DC increases by 1 for every additional caster, and 1 for each round the crafted spell has been held.

Affinity Increases. During spellcrafting, combining primary and secondary effects with different aspect affinities creates discordance and increases the complexity of the spellcraft. However, for those who can control the weaving, spells with multiple aspects gain benefits beyond those with only one.

If you add effects or codas with different aspect affinities to your crafted spell, the DC of its spellcrafting Constitution save increases, but the spell also gains special benefits when cast. Effects or codas with no specific aspect can be added without incurring any conflict penalties.

Spellcrafting Affinity Conflicts

NUMBER OF VAALA ASPECTS IN THE SPELL	SPELLCRAFTING CONSTITUTION SAVE DC	BENEFIT
1	+0	None
2	+3	The duration of the spell doubles, or you can reroll a number of damage dice up to your proficiency bonus (your choice).
3	+6	The duration of the spell lasts until you finish a long rest, or you use the highest number possible for each damage die (your choice).

Vaala and Spellcrafting

The vast scope of Vaala is too great for mortal minds to fully comprehend, so most divide it into three distinct parts in order to access, manipulate, and utilize its power. These mental divisions extend into spellcrafting as well, with each effect and coda having an affinity to one of the three Vaala aspects.

Fai (Dream). The aspect of raw ideas, of unlimited potential and unbound imagination, through which things come from nothing.

Id (Will). The aspect of raw power, of plans and politics, through which individuals change the world with their efforts or feelings.

K'aab (Source). The aspect of raw materials, of elements and nature, of life and death, through which the world evolves and seasons pass.

Motes of Affinity

If you have one or more motes of affinity in a particular Vaala aspect that matches the aspect of the crafted spell's primary effect, you can reduce the total Vaala point cost of the crafted spell by the number of motes you have in that aspect. For example, if you have two motes of affinity in Id and you are crafting a spell with the Control the Mind primary effect, the total cost of the crafted spell would be reduced by 2.

Converting Spell Slots

If you have spell slots, you can use a bonus action to convert a spell slot into temporary Vaala points that can be spent on spellcrafting. When you do so, you gain a number of temporary Vaala points equal to the level of spell slot you converted.

You can exceed your Vaala point maximum in this manner, but these temporary Vaala points can only be used to cast crafted spells. These temporary Vaala points last for a number of rounds equal to your proficiency bonus.

You do not need to use these temporary Vaala points on the same turn that you cast a crafted spell. For example, you may wish to craft a new spell on your next turn. But when the duration expires, the unused temporary Vaala points are wasted.

Spellcrafting As a Noncaster

Vaala is within everything, and every living creature has the potential to use Vaala if they are strong enough. A nonspellcaster can instinctively channel Vaala to cast crafted spells; however, both the costs and the risk of backlash increase for those not trained to handle magic. Nonspellcasters crafting a spell must spend twice the listed cost for effects and codas, and the DC of their spellcrafting Constitution saving throws is increased by 2.

Effective Spell Level and Base Damage

Though you do not spend spell slots to cast a crafted spell, there are still certain effects that require you to know the level of a spell, for example, when a foe attempts to counterspell a crafted spell. The effective level of a crafted spell, for the purposes of such effects, is based on your character level.

Primary and secondary effects determine if a crafted spell deals damage, but if it does, the amount of damage dealt is indicated by the Base Damage column in the Crafted Spell Effective Level table. The Damage Increase coda, detailed in the cCoda descriptions later in this chapter, allows you to further increase the damage of a crafted spell above the base damage.

When a crafted spell has multiple casters, each caster's character level determines the effective spell level and base damage of their own contributions to the spell.

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Crafted Spell Effective Level

CHARACTER LEVEL	EFFECTIVE SPELL LEVEL	BASE DAMAGE (SINGLE TARGET)	BASE DAMAGE (MULTIPLE TARGETS)
1st–2nd	1st	2d10	2d6
3rd–4th	2nd	3d10	4d6
5th–6th	3rd	5d10	6d6
7th–8th	4th	6d10	7d6
9th–10th	5th	8d10	8d6
11th–12th	6th	10d10	11d6
13th–14th	7th	11d10	12d6
15th–16th	8th	12d10	13d6
17th–20th	9th	15d10	14d6

Spell Base and Spell Base Alterations

You can choose from among the parameters listed in the Spell Base table and Spell Base Alterations table to define your crafted spell. The Spell Base table indicates the basic starting point of the spell, which doesn't have any associated costs. A spell must have a casting time, a range, a duration, and either a number of targets or an area of effect.

The Spell Base Alterations table indicates the cost of altering various parameters of the spell base. When you spend Vaala points equal to a specific row on the table, you gain access to all of the options indicated in that row, and any of the options of lower-priced rows, to apply to the spell you're currently crafting.

So, if you spend 2 Vaala points on the table, you can alter the base spell by any of the mechanics listed in the +2 row, or the +1 row, or even retain the base spell mechanics if you prefer. For example, you can increase the range of the spell to 60 feet and increase the area to 30 feet, but keep the duration as instantaneous.

The Base Spell Reduction table indicates some options that reduce the cost of a crafted spell, but you can never reduce the cost of your alterations below 1 Vaala point.



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Target or Shape

The options under this heading in the Spell Base table determine the number of targets affected by a crafted spell, presenting you with a choice of either selecting individual targets or all targets in an area with a certain shape. In the primary and secondary effects, references to targets rely on the choice you make for this category when you begin to craft the spell to determine eligible targets. An area of effect spell with a duration longer than instantaneous affects any creature in the area when the spell is cast and any creature that begins its turn in that area.

Duration

All durations other than instantaneous require you to maintain concentration on the spell unless a chosen effect or coda says otherwise.

Spell Base

POINT COST	CASTING TIME	RANGE	TARGET OR SHAPE (CHOOSE ONE)			DURATION
			TARGET	SHAPE		
			# OF TARGETS	AREA OF EFFECT*	AREA SIZE	
0	Action	15 ft. or self	1	Cone, Line, Sphere, or one 5-ft cube	15 ft.	Instantaneous, or 1d4 rounds

Spell Base Alterations

POINT COST	CASTING TIME	RANGE	TARGET OR SHAPE (CHOOSE ONE)			DURATION
			TARGET	SHAPE		
			# OF TARGETS	AREA OF EFFECT*	AREA SIZE	
+1	Bonus Action	30 ft.	2	Cylinder or two 5-ft. cubes	20 ft.	1 Minute
+2	Reaction	60 ft.	3	Four 5-ft. cubes	30 ft.	10 Minutes
+3	–	90 ft.	4	Four nonadjacent 5-ft cubes	60 ft.	1 Hour
+4	–	120 ft.	5	Six nonadjacent 5-ft cubes	–	8 Hours
+5	–	1 mile	6		90 ft.	24 Hours
+6	–	10 miles	7		–	

*A shaped spell affects all targets within its area. Cones and lines, by necessity, have a range of self, but other shapes, such as a sphere, may be centered on you or can be placed anywhere within the spell's range.

Cones have a maximum length equal to the spell's area size.
Lines are 5 feet wide with a maximum length equal to the spell's area size.
Spheres have a maximum radius equal to the spell's area size.
Cylinders have a maximum radius and a maximum height equal to the spell's area size.
5-ft cubes have a set size, regardless of the area size selected by the spell. Multiple 5-ft cubes must each have one face adjacent to the face of another cube unless labeled as nonadjacent.

Spell Base Reductions

VAALA POINT REDUCTION	CASTING TIME	RANGE
–2	1 Hour	–
–1	1 Minute	Touch

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Spell Effect Tables

Spellcrafting comprises a combination of primary, secondary, and coda effects. This section describes these effects and lists their Vaala point costs. If an effect or coda has a negative cost, it indicates the number of points to subtract from the total Vaala point cost of the crafted spell or from the total cost spent by an additional caster to add elements to a held spell.

Primary Effects

PRIMARY EFFECT	ASPECT	DESCRIPTION	COST
Beguile the Mind	Id	Each target creature within range must make a Wisdom saving throw or become charmed by you for the duration. A charmed creature is easily distracted, susceptible to your influence, or otherwise emotionally manipulatable. While charmed, and even after the spell ends, the target doesn't know it was charmed by you. A charmed creature might believe you are a friendly acquaintance, not notice you or your companions, have its feelings about another creature changed, or suffer a similar effect of your choice. The GM determines how this affects the target's behavior. If a charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success.	1
Control the Mind	Id	Each target creature within range must succeed on a Wisdom saving throw or you take over its mind, directly controlling it for the duration. On its turn, a controlled creature takes only the actions you choose and doesn't do anything that you don't allow it to do. The target is aware of your mind control. If a controlled creature takes damage, it can repeat the saving throw, ending the effect on itself on a success.	3
Direct Energy	K'aab	When you cast the spell, make a ranged spell attack against each target creature or object within range. On a hit, the spell deals acid, cold, fire, lightning, or thunder damage (your choice) equal to the effect's base damage.	1
Boost or Curtail Capacity	Id	You can increase or decrease one of the ability scores (your choice) of each target creature within range by 2 for the duration. All targets increase or decrease the same attribute. For every 1 additional Vaala point you spend, you can increase or decrease the attribute score by 1 additional point. An unwilling target can make a Constitution saving throw to resist the effect. At the end of each of its turns, a target can repeat the save, ending the effect on itself on a success.	1
Feral Transformation	K'aab	For the duration, each target creature within range gains one trait or feature of your choice from any Beast with a challenge rating equal to or less than the target's challenge rating (or the target's level if it doesn't have a challenge rating). At the GM's discretion, you can craft a Beast-like feature that doesn't appear in any stat block. If you do so, the GM determines the exact results of the transformation. An unwilling target can make a Constitution saving throw to resist the effect. At the end of each of its turns, a target can repeat the save, ending the effect on itself on a success.	1
Indirect Energy	K'aab	When you cast the spell, each target creature or object within range must make a Dexterity saving throw. A target takes acid, cold, fire, lightning, or thunder damage (your choice) equal to the effect's base damage on a failed save, or half as much damage on a successful one.	1
Temporary Feat	Fai	Each target creature within range gains a feat of your choice for the duration. If you don't possess the feat yourself, the cost of this effect is doubled.	2
Transposition	Fai	Select a number of target creatures or objects of the same size within range (can include yourself). You magically swap the positions of the targets. Objects moved in this way must be unattended. An unwilling creature can make a Constitution saving throw to resist the effect.	2
Transmogrify Object	Fai	Select a number of nonmagical objects within range and change them into a different type of nonmagical object for the duration. The original object must be made of the same material as the one you wish it to become. For example, you can change a longsword into a dagger. A creature holding an object targeted by this effect can make a Wisdom saving throw to resist the change. The object is transformed back at the end of the spell's duration, retaining any damage it may have suffered.	1
Vaala Healing	Any	For the duration, at the start of each of your turns, choose a Vaala aspect, a number of Vaala points to spend up to 5, and a number of creatures you can see up to your proficiency bonus. For each Vaala point you spent, each target creature regains a number of hit points equal to how many motes of affinity you have in the chosen aspect.	1-5

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Secondary Effects

SECONDARY EFFECT	ASPECT	DESCRIPTION	COST
Assist or Hinder	Id	Choose an ability. A creature targeted by the primary effect of the spell has advantage or disadvantage (your choice) on ability checks using that ability until the start of your next turn. An unwilling creature can make a Wisdom saving throw to resist this effect.	1
Elemental Flare	K'aab	Choose a source of acid, fire, ice, or lightning within 10 feet of one target of the primary effect. The target must succeed on a Dexterity saving throw or immediately take damage, of a type appropriate to that element, equal to half of the effect's base damage. The source must be either something that is generating the element, such as a torch, or a pool of the element, such as a puddle of acid, at least 5 feet long or wide.	1
Expansion or Reduction	K'aab	A creature of your choice targeted by the primary effect of the spell increases or decreases its size (your choice) by one category for the duration. An unwilling creature can make a Wisdom saving throw to resist the effect. A target gains advantage or disadvantage on Strength checks, its weapon attacks deal +1d4 or –1d4 damage, and its weight changes accordingly, depending on if it was made larger or smaller.	1
Inhibit	Fai	Choose a creature within 30 feet of one target of the primary effect. The target must succeed on a Constitution saving throw or have disadvantage on a saving throw of your choice for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	1
Hobble	Fai	Each target of the spell must also succeed on a Constitution saving throw or its speed is halved for the duration.	1
Repulsion	Id	Choose one target of the primary effect within range. The target is surrounded by a translucent barrier in a 10-foot radius that moves with them for the duration. The barrier prevents creatures other than Constructs, Null, and Undead from passing through. Creatures can cast spells or attack with ranged or reach weapons through the barrier.	2
Shape Repression	Id	Choose one creature targeted by the primary effect. The creature must succeed on a Wisdom saving throw or be forced to return to its natural form until the end of its next turn.	1
Shockwave	K'aab	Choose one creature targeted by the primary effect. Each creature within 5 feet of the chosen creature must succeed on a Dexterity saving throw or take acid, cold, fire, lightning, or thunder damage (your choice) equal to half of the effect's base damage.	1

Codas

CODA	ASPECT	DESCRIPTION	COST
Alter Aspect	No Specific Aspect	Choose a primary effect, secondary effect, or coda and change the affinity for that effect or coda to a different aspect.	2
Alter Saving Throw	Fai	Choose a primary or secondary effect and change which ability is used for saving throws made to resist it. The GM can increase the cost of this coda if there doesn't seem to be a logical way to avoid or resist the spell using the chosen ability.	1
Autonomous	Id	The crafted spell does not require you to maintain concentration for its duration.	3
Damage Increase	Any	Choose a damage-dealing primary or secondary effect and increase its base damage. If you spend 1 Vaala point, you increase the damage of the chosen effect by one die. For example, an effect that deals 2d6 would increase to 3d6. However, each increase also increases the DC of the spellcrafting Constitution save by 1.	1
Damage Substitution	K'aab	Choose a damage-dealing primary or secondary effect and change the type of damage the effect deals according to the following guidelines. If you spend 1 Vaala point, you can change the damage type to acid, bludgeoning, cold, fire, lightning, piercing, slashing, or thunder. If you spend 2 Vaala points, you can change the damage type to force, necrotic, poison, psychic, or radiant.	1–2
Echoed	Id	Choose a primary or secondary effect. One round after your crafted spell is cast, the chosen effect triggers again, using the same target and base spell adjustments of the original crafted spell. If the duration of the effect was 1d4 rounds or longer, the echo lasts until the start of your next turn. Otherwise, its duration is instantaneous.	2

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Persistent	Any	A primary or secondary spell effect of your choice that does not deal damage has its duration extended to unlimited and no longer requires concentration to maintain. However, at the end of each long rest, you must succeed on a DC 20 Constitution saving throw to continue the effect.	4
Power Word	Any	A primary or secondary effect of your choice no longer allows its target to make a saving throw to avoid or prevent it from affecting them. If the effect has multiple targets, only one is automatically affected. You can pay an additional 2 Vaala points per additional target to affect other creatures targeted by the spell. If the effect has a duration longer than instantaneous, a target can roll a Wisdom saving throw at the end of each of its turns, ending the effect on a success.	4
Reactive Trigger	Any	All effects of this spell are held in stasis for the duration. The first time the target of the spell is targeted with either an attack or a spell or effect that requires a saving throw, the target can use its reaction to activate this spell. All effects and codas immediately trigger as normal upon activation.	2
Ricochet	K'aab	Choose a primary or secondary effect. If a target creature fails the saving throw against that effect, the effect ricochets to another creature of your choice within 30 feet of the first target. The new target must make the same saving throw, and the effect continues to ricochet to additional targets, each within 30 feet of the previous target, until a target succeeds on its saving throw. Each creature can only be targeted by the effect once. You can only have one ricochet coda on a crafted spell.	2
Stealthed	Fai	Choose a primary or secondary effect. The effect becomes both silent and invisible. For example, a stealthed indirect energy effect will still deal damage, and the injuries and destruction it causes are still clearly visible. However, it makes no noise and creates no light.	1
Tenuous Matrix	No Specific Aspect	Choose a primary or secondary effect with a duration longer than instantaneous. Each target of the effect must repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. This coda cannot be added to a spell that already allows a target to roll a saving throw at the end of each of its turns.	–1
Trigger Point	Id	Choose one point you can see within range. The spell lingers at that location as a tiny mote of energy, visible only to you, until the start of your next turn or, if you increase the duration of the spell base, until the end of the spell's duration. You must maintain concentration during this time. The first creature that moves within 5 feet of the chosen point triggers the spell and becomes the target of the primary effect. Otherwise, the spell ends when the duration expires, your concentration ends, or if you didn't alter the spell base's duration, at the start of your next turn.	1

Backlash

Directly channeling Vaala is undoubtedly powerful, but it is also difficult, draining, and dangerous. Upon losing control of a crafted spell, the arcane matrix the caster attempted to form collapses, the Vaala points they spent are wasted, and the energy recoils into their bodies and minds in a backlash.

Unless otherwise stated, a backlash targets the character who cast the crafted spell, and if multiple characters added effects to a crafted spell, they are all targets of the backlash.

When a character suffers a backlash, the GM can choose one of the options on the Backlash table or roll a d20 to determine a random result.

Backlash

D20	BACKLASH
1	**Poof!** The caster produces a puff of colored smoke and a few sparkles but no other effect. Nonetheless, it manages to regain half the number of Vaala points it wasted on the failed spell.
2	**Babble!** For 1 minute, when the caster speaks, it speaks in gibberish. This doesn't prevent it from casting spells with verbal components, but it is unintelligible to all other creatures for the duration.
3	**Swallowed!** A 15-foot-deep extra-dimensional pit opens up beneath the caster's feet. The caster must succeed on a DC 15 Dexterity saving throw or fall into the pit. The sides of the pit are vertically sheer and require a DC 15 Strength (Athletics) check to climb. After 1 minute, the pit vanishes. Any creature in the pit when it vanishes is magically cast into a Dreamspace.
4	**Poisoned!** The caster is poisoned until the end of its next turn. When a creature poisoned in this way casts a spell, it must make a DC 12 Intelligence or Wisdom saving throw (caster's choice). On a failed save, the spell fails, and the spell slot is wasted.
5	**Illusion!** The spell appears to work, but it is an illusion that only the caster sees and believes until the start of its next turn.

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6	**Phased!** At the start of each of its next 1d4 turns, the caster must succeed on a DC Wisdom saving throw or become partially stuck in the Dreambleed, as if under the effect of the etherealness spell. While in the Dreambleed, the caster can see the physical world but not interact with it. Magical attacks still harm the caster, but the caster's spells and attacks don't affect the physical world.
7	**Barrier!** The energy from the failed spell creates a *wall of force* (as per the spell). If there is only one caster, the wall appears in a 5-foot radius around the original caster. If there are more than one caster, individual walls appear around each caster. The wall of force is immobile and lasts until the end of the original caster's next turn.
8	**Vaala Drain!** The caster must make a DC 15 Intelligence or Wisdom saving throw (caster's choice). On a failed save, the caster loses a number of Vaala points equal to the amount it spent on the failed spell, or half as much on a successful one.
9	**Reposition!** The caster magically changes places with one of the targets of its failed spell (GM's choice). If the failed spell has no targets, the caster magically teleports to a random unoccupied space within 60 feet.
10	**Invulnerable!** For 1 minute, the caster's speed becomes 0, and it can't take any actions, bonus actions, or reactions. During this time, it is immune to all damage. At the end of each of the caster's turns, it can make a DC 15 Intelligence, Wisdom, or Charisma saving throw (caster's choice), ending the effect on itself on a success.
11	**Detonation!** A wave of energy explodes outward in a 15-foot radius from the caster. Each creature in the area must make a DC 15 Dexterity saving throw, taking force damage equal to the base damage for the effective level of the caster's contributions to the spell on a failed saving throw, or half as much damage on a successful save.
12	**Tangled!** Plants erupt beneath the feet of the caster, regardless of the type of ground. The caster must succeed on a DC 15 Dexterity saving throw or be restrained for 1 minute. At the end of each of the restrained caster's subsequent turns, it can repeat the saving throw, ending the effect on itself on a success.
13	**Dazed!** The caster is stunned until the end of its next turn.
14	**Reduction!** A 15-foot radius wave of magic erupts from the caster. Each creature in the area must make a DC 15 Constitution saving throw or be reduced as per the *enlarge/reduce* spell for 1 minute.
15	**Friends!** The caster is charmed for 1 minute. While charmed, the caster believes its allies are its enemies and its enemies are its allies. At the end of each of the caster's subsequent turns, it can make a DC 15 Charisma saving throw, ending the effect on itself on a success.
16	**Banishment!** The caster must make a DC 15 Wisdom saving throw or be shunted to a Dreamspace labyrinth (as per the *maze* spell) for 1 minute. The caster can use an action to try to find the way out, making a DC 15 Intelligence check and returning to the exact space it left from on a success.
17	**Baleful Aid!** Each creature targeted by the failed spell gains a number of temporary hit points equal to 5 plus the number of Vaala points the caster spent on the failed spell.
18	**Blinded!** The caster must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. At the end of each of the caster's subsequent turns, it can repeat the saving throw, ending the effect on itself on a success.
19	**Amnesia!** The caster immediately loses its memories of the last 5 years for 1 minute. This doesn't affect its skills, abilities, or spellcasting. However, it loses memories such as contacts, friends, family, missions, events and quests.
20	**Recovery!** If the caster spends additional Vaala points equal to half the amount it wasted on the failed spell, it still manages to cast the spell.

Example #1: Reconstructing Fireball
Using the spellcrafting system, a 5th-level character with 2 motes of affinity in K'aab could construct a spell that is similar to a standard fireball spell. They would construct the spell in the following way:

Spell Base (0 points) + **Spell Base Alterations**: Range to 120 feet, Sphere 20 feet (4 points) + **Primary**: Indirect Energy, fire (1 point) + **Coda**: Damage Increase, applied twice (2 points) – 2 motes of affinity = 5 Vaala Points

All creatures within a 20-foot sphere at a point within range of the caster's choosing must make a Dexterity save against this spell, taking 8d6 fire damage on a failure, or half as much damage on a success.

Before a character casts this spell, they need to succeed on a DC 12 Constitution saving throw (5 + total cost + 2 from Damage Increase codas) to successfully cast the spell. Otherwise, the spell fails, and they suffer backlash.

Example #2: High-Level Spell
Using the spellcrafting system, a 15th-level character with 3 motes of affinity in K'aab could construct a spell that includes thunder bolts with shockwave ricochets. They would construct the spell in the following way:

Spell Base (0 points) + **Spell Base Alteration**: Range to 90 feet (3 points) + **Primary**: Indirect Energy, thunder (1 point) + **Secondary**: Shockwave (1 point)+ **Coda**: Damage Increase, applied three times (3 points) + **Coda**: Ricochet (2 points) – 3 motes of affinity = 7 Vaala Points

One creature within 90 feet must make a Dexterity save against this spell, taking 16d6 thunder damage on a failure, or half as much damage on a success. Creatures within 5 feet must also succeed on a Dexterity saving throw or take 8d6 thunder damage.

Moreover, if the first target fails the save, the spell leaps to another creature of the character's choice within 30 feet of the first target where the primary effect repeats, until a creature succeeds on the saving throw or the Ricochet coda cannot reach a new target of the character's choice.

Before a character casts this spell, they need to roll a DC 15 Constitution saving throw (5 + total cost) to successfully cast the spell. Otherwise, the spell fails, and they suffer backlash.

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CHAPTER 5:

MAGIC ITEMS

This chapter provides a multitude of magic items for any campaign, as well as legendary runic items and spirit items found within Valerna.

Amulet of Light's Blessing

Wondrous Item, Rare (Requires Attunement)

Components: Robest Essence (Any Aspect), Five Drops of Your Own Blood

This amulet is made of silver, with a precise etching of a small triangle at its center surrounded by five dots. An etched beam of light radiates out from the triangle to each of the dots.



When an ally within 30 feet makes any saving throw, you can use your reaction to expend a charge and take 1d4 radiant damage. If you do, you can add your Charisma modifier to your ally's saving throw. This benefit can stack with other abilities or features that provide a similar benefit, such as the paladin's Aura of Protection. This amulet has five charges and regains all expended charges daily at dawn.

Chocolate Mouse

Wonderous Item, Common

Components: Frail Essence (Fai)

This tiny piece of mouse-shaped candy features a delicious chocolate body filled with chocolate cream, ears made from chocolate-covered nuts, and a golden string with a knot on the end for a tail. When purchased or found, the treat sits inside a small cloth pouch. Often these candies are sold individually, or in lots of three or six.

When the chocolate mouse is removed from its pouch and placed on a table or other flat surface, it magically animates and acts like a real mouse for 1 hour. If the chocolate mouse takes any damage, melts, or is consumed by a creature, the magical animation ends.

You regain 4 hit points when you consume the chocolate mouse. The mouse loses its potency if it has not been consumed within 1 hour of removing it from its pouch.

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Blanket of Snuggles

Wondrous Item, Uncommon

Components: Robus Essence (Id)

One side of this patchwork blanket is constructed of a hardy, weather-proof material, while the other side is lined with a particularly soft and warm cloth. Up to two Medium-sized or three Small-sized creatures can fit underneath the blanket. The creatures resting under the blanket receive the following benefits:

- If a creature spends Hit Dice to regain hit points during a short rest, it can roll 1d6 and add the result to its total hit points regained.
- If a creature takes a long rest, it gains 1d6 temporary hit points when it completes the long rest.
- If a creature completes a long rest, it removes one extra level of exhaustion.

If the blanket receives any damage, it becomes inert and cannot be used again until it has been mended by a loving parent.

Blood Armor

Armor (Any), Rarity Varies (Requires Attunement)

Components: Armor, Essence (Id) Determined by Rarity: Frail Essence (Uncommon), Robust Essence (Rare), Potent Essence (Very Rare)

This armor looks as if it's covered in dried blood. Once attuned to this armor, you have a bonus to your AC while wearing it, as determined by its rarity.

You can sacrifice some of your own hit points to empower the armor. To do so, you must spend 10 minutes in a ritual, during which you spill your own blood on it; when you do so, you can spend one or more Hit Dice, and the armor gains a number of Hit Dice equal to the number you spent. While this armor has at least one Hit Dice stored within it, blood spikes protrude from it; when a creature within 5 feet of you makes a melee attack against you, you can choose to deal necrotic damage equal to a roll of one of your Hit Dice to the attacker. Doing so reduces the number of Hit Dice stored in the armor by 1.

1D4	RARITY	BONUS
1–2	Uncommon	+1 AC
3	Rare	+2 AC
4	Very rare	+3 AC

Boots of Repositioning

Wondrous Item, Rare (Requires Attunement)

Components: Robust Essence (Fai)

While wearing these simple black leather boots, you can attempt to reposition yourself when hit. These boots have three charges and regain all expended charges daily at dawn. As a reaction to being hit with a melee attack, you can spend one charge from the boots to make a Dexterity (Acrobatics) check against a DC equal to the result from the attack roll that hit you. On a success, you can move to an empty space within 5 feet of you. If this puts you out of range of the triggering attack, the attack misses.

Circlet of Interruption

Wondrous Item, Legendary (Requires Attunement)

Components: Potent Essence (Fai)

This circlet is made of light gold chains linking five blue sapphires. Tiny needles bristle on the underside of each sapphire's setting.

Circlet Attunement. To attune to this circlet, you must press the sapphires' needled settings into your skull. Once the circlet is donned and at the start of every turn, you take 4d6 psychic damage until you become unconscious. At the end of your third consecutive turn while unconscious, the circlet automatically restores you to consciousness with 1 hit point. The circlet is not capable of causing death. If you fail a third death saving throw, you instead remain unconscious but stable, and characters who succeed on a DC 10 Intelligence (Nature) check can take notice of the discrepancy. If you return to consciousness without spending three consecutive turns unconscious, the circlet resumes dealing damage to you at the start of every turn until you are unconscious. You take 4d6 psychic damage when you remove the circlet.

Illuminated Resistance. While attuned to the circlet, you have resistance to psychic damage and advantage on Wisdom and Charisma saving throws. The circlet casts dim light in a 5-foot radius.

Acromental Interrupt. Additionally, while attuned to the circlet, you may use a bonus action to target a creature you can see within 120 feet. The target must make a DC 17 Wisdom saving throw. On a failure, the target creature immediately declares its intentions for its next turn, including any intended action, movement, bonus action, and one legendary action (if applicable), as well as its intended target(s). On its turn, the target must fulfill its previously stated intentions; if any of its stated intentions are no longer possible, the creature instead uses the associated action, movement, bonus action, or legendary action to do nothing. If you use this feature again before the next dawn, you gain one level of exhaustion.



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Dragon Shadow Cloak

Wondrous Item, Uncommon

Components: Frail Essence (Fai)

While wearing this cloak, you can use an action to flourish the cloak and speak the command word. When you do so, the illusion of a shadow appears at a point you choose within 120 feet as if a massive dragon flies overhead, accompanied by the dragon's roar. All creatures within 30 feet of that point must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use the cloak, you must finish a long rest before you can use it again.

Dreamguard Pendant

Wondrous Item, Very Rare (Requires Attunement)

Components: Potent Essence (Fai)

Fashioned with threads gathered from dreams, this woven amulet appears fragile but is surprisingly sturdy.

While wearing the amulet, you can't be put to sleep through magical means and you have advantage on all saving throws made to resist Dreamshaping spells and the traits and actions of Fai creatures. Spells or abilities that contact or influence you in your sleep automatically fail unless you place a feather on the amulet before sleeping. When you do so, the creature attempting to contact or influence you must succeed on a DC 12 Wisdom saving throw or its attempt fails.

Dreamworm Draught

Potion, Rare

Components: Gem Grub Liver, Robust Essence (Fai)

This opalescent haze made from the aerated innards of a gem grub is infamous for its abuse by those trying to escape reality.

When you inhale this draught, you fall into a deep sleep for 1 hour and can't be awakened. While asleep, your mind fills with wondrous lucid dreams that seep into reality as vague, swirling illusions around your head. At the end of 1 hour, you wake up and gain the benefits of a long rest.



Division

Weapon (Longbow), Legendary (Requires Attunement)

Crafted from the pieces of an ornate crossbow broken long ago, this magical longbow is decorated with gold plating and screws, and a thin chain functions as the weapon's string. A large, v-shaped gem is soldered into the handle, guiding arrows toward their destination. You have a +3 bonus to ranged attack and damage rolls made with this magic weapon. In addition, this bow has the following additional features.

High-Tensile String. When you hit with a ranged attack made with this weapon, you deal an additional 1d8 force damage. The bonus damage increases to 2d8 if you are attacking a target beyond normal range.

Split the Frame. This weapon has 3 charges. You can expend 1 charge as an action to cast the wall of force spell. A number of creatures of your choice, up to your proficiency bonus, can treat the wall as if it didn't exist. You don't need to concentrate on the spell, but you can only have 1 wall active at a time. You regain all expended charges daily at dawn.

Eidolon Journal

Wondrous, Very Rare

The eidolon journal is a modest, handbound leather book of medium weight and size. Its cover is crafted from a supple, dark leather that seems to absorb light, giving it a slightly mystical appearance. Upon careful inspection, the cover bears intricate, embossed runes. The pages within are blank when first discovered.

You may use an action to speak the command word and direct the eidolon journal to archive the experiences of any Humanoid or Dragon creature within 1,000 feet, at the GM's discretion. The runes on the journal's cover glow faintly as its contents transform into a comprehensive chronicle, written in the language most familiar to you, recounting the life story of the target, from a pivotal moment in the individual's life until the present, and continuing to record significant events in the individual's life until their final death. An eidolon journal can only ever record the life of one individual.

As time passes, the journal fills with elegant script and vivid, moving illustrations, capturing key moments from the subject's life. These are not just any moments but those of profound emotional or personal significance—triumphs, heartbreaks, turning points, and revelations; a story of a life. The journal must remain in close proximity to the target to function effectively. The closer the journal is kept to the subject, the more detailed and complete the entries become. If the journal is too far away, it will produce fragmented or incomplete accounts, possibly missing crucial events, circumstances, or nuances of the target's life.

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When a target bound to the eidolon journal is in a critical state, such as falling unconscious, the journal's recording process intensifies. As the character's consciousness fades, the script that appears is more erratic, the illustrations more vivid and surreal, as if attempting to capture the essence of experiences that teeter on the edge of the mortal realm.

During periods of unconsciousness or near-death experiences, the GM may choose to make additional narrative entries in the journal. These entries can include flashbacks of important life events, subconscious fears or desires, and symbolic or prophetic visions relevant to the character's journey.

If the character dies, the journal concludes their story with a final entry. This entry encapsulates the essence of the character's journey and serves as a lasting legacy of their life and adventures. If the character is resurrected, the journal resumes its record.



Essence of the Null

Potion, Very Rare

Components: Brain, Pouch of Teeth, and a Tentacle from a Null Creature

When you drink this potion, you are transformed into a Null Aberration with a CR equal to or lower than your level for 1 hour. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen creature. You retain your alignment and personality. At the end of the hour, you must make a DC 20 Wisdom saving throw. On a failed save, you gain one level of exhaustion, one permanent Null corruption point, and three temporary Null corruption points. On a successful save, you gain three temporary Null corruption points but do not gain exhaustion or permanent Null corruption points.

If you are a druid, instead of transforming for 1 hour, you can expend a Wild Shape charge to turn into a Null Aberration. You can ignore the Max CR column of the Beast Shapes table but must abide by the other limitations there. At the end of the duration, you must make the Wisdom saving throw, as explained above.

Dodger's Strike

Weapon (Shortsword), Rare (Requires Attunement by a Rogue)

Components: Shortsword, Robust Essence (Id)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you use the Evasion class feature, you can make an attack with this weapon as a reaction. For the duration of the attack, this weapon gains the thrown property (range 30/60 feet). If you make a ranged attack with this weapon, it teleports back to your hand as soon as the attack and damage are resolved. You also deal additional damage with this extra attack depending on your character level: +1d6 at 5th level, +2d6 at 9th level, +3d6 at 13th level, and +4d6 at 17th level.

Eye of the Abyss

Wondrous Item, Legendary

Components: Wuga Hag Eye, Mythic Essence (Fai)

This eye hangs from a simple black chain. Each day at dawn, roll a d6 to determine which effect you have access to for the day. You can activate this effect as an action, targeting a creature you can see within 120 feet of you. You can use this effect a number of times equal to half your proficiency bonus, rounded down, and regain all expended uses daily at dawn.

D6	EFFECT
1	**Conjure.** The target must succeed on a DC 20 Dexterity saving throw or take 3d8 damage of your choice from these types: acid, cold, fire, lightning, necrotic, or poison.
2	**Darkness.** The target must succeed on a DC 20 Constitution saving throw or be blinded for 1 minute as a cloud of darkness fills its eyes. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
3	**Hypnosis.** The target creature must succeed on a DC 20 Wisdom saving throw or be incapacitated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success, or another creature can use an action to shake the creature out of its stupor.
4	**Silence.** The target must succeed on a DC 20 Constitution saving throw or be unable to speak for 1 minute as fleshly tendrils stitch its mouth shut. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
5	**Summon.** The target must succeed on a DC 20 Charisma saving throw or be banished to a nightmare pocket in the Dreamspace for 1 minute. In the space previously occupied by the target, a CR 6 or lower Feydh creature appears under your control. The target takes 2d6 psychic damage each round it is in Dreamspace, and it can repeat the save at the end of each of its turns, ending the effect and banishing the Feydh on a success.
6	**Petrify.** The target must succeed on a DC 20 Wisdom saving throw or be petrified as it's transformed into a Fai glass statue of itself for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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Fortune's Eye

Wondrous Item, Uncommon

Components: Frail Essence (Fai)

When this pair of ordinary-seeming spectacles is worn, it allows the wearer to see a faint outline around items worth 100 gp or more. This effect works through barriers and objects that block your sight, but 2 feet of rock, 2 inches of metal, or a thin sheet of lead blocks the effect.

Flute of the Westward Path

Wondrous Item, Very Rare (Requires Attunement)

Components: Flute, Potent Essence (K'aab)

This flute has glyphs filled with a hardened yellow pigment carved into it in the makaab tradition.

While attuned to the flute, you are immune to the charmed and frightened conditions, and can cast *dancing lights* and *sacred flame* at will while holding it. If you are proficient with a wind instrument, you can use the flute as a spellcasting focus, and gain a +1 bonus to your spell attack rolls and spell save DC while doing so.



The flute has 8 charges which can be used for the following properties. It regains 1d6 + 2 expended charges daily at dawn.

Spells. As an action, you can play the flute and expend 1 or more charges to cast one of the following spells from it without requiring material components (spell attack +9, spell save DC 17): *bless* (1 charge), *cleansing rune**(2 charges), *continual flame* (3 charges), *daylight* (3 charges), *divine favor* (1 charge), *enhance ability* (2 charges), *heroism* (1 charge), *mass cure wounds* (5 charges), *spirit guardians* (3 charges), *sunbeam* (6 charges), *sweet dreams** (3 charges), *vaala infusion** (1 charge).

*This spell can be found in *Itza's Guide to Dragonbonding.*

Glinting Pole

Wondrous Item, Rare

Components: Robust Essence (Fai)

This hand-width bronze tube is a glint - an object or gadget created by a gnome using the Spark. With geometric segments and multiple shallow buttons, it tends to emit a barely-audible clicking sound.

While holding the glinting pole, you can use a bonus action to press one of its buttons and activate one of the following functions. Only one function can be activated at a time; pressing button while another function is active causes that function to end.

Collapse. The pole collapses back to its basic tube form.

Extend. The pole extends up to 30 feet long but will extend only as far as the surrounding space allows.

Lockpick. The tube extends a set of automated lockpicks. If you try to pick a lock with it, you can replace your Skill modifier during the ability check with a +8 bonus. If you fail the check by 5 or more, the autopicks jam and can't be used for 24 hours.

Polearm. The pole expands and reshapes itself into your choice of a glaive, halberd, pike, quarterstaff, or spear. The weapon is perfectly sized and balanced for you, losing the heavy property if you are Small.

Propeller. The pole extends and flattens into a 5-foot-wide propeller that spins rapidly around a central handle with an audible whirring sound. Holding the propeller in front of you gives you the benefits of half cover and disperses gasses and vapors that are 5 feet in front of you. Holding the propeller above you doubles your jump distance and gives you the benefits of the *feather fall* spell.



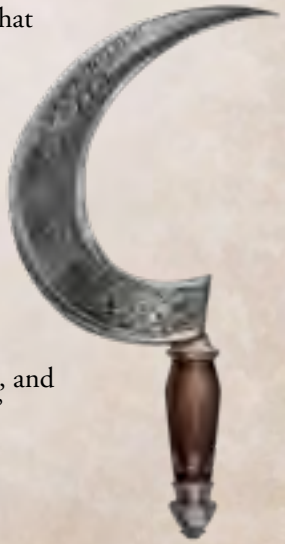
Halder's Fable-Blade

Weapon (Sickle), Uncommon (Requires Attunement)

Fable weapons are an old púka tradition that has spread afar, combining their love for stories, smithing, and family. Each fable weapon is unique, celebrating a notable person by inscribing a tale of their defining deed into a suitable weapon and enchanting it to invoke the spirit of their deed. They're kept as treasured heirlooms until needed.

This particular fable weapon is a sickle marked with the deeds of a young farmer woman called Halder who brought hope to a hopeless place, if just for a moment.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you roll a 4 on the damage die with this weapon, you or one friendly creature within 60 feet that can hear you gain temporary hit points equal to double your proficiency bonus.



Once between long rests, while holding this weapon, you can use your action and read this line aloud from its blade to cast *entangle* (save DC 14) without requiring concentration: "Halder planted her feet and rolled up her sleeves, and called the lost green to their aid."

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Harbinger Flesh

Armor (Light, Bones), Legendary (Requires Attunement)

Crafted by a maghyr dragon hunter and a maghyr blood sorcerer, this cuirass is said to divine the future. Both blood sorcerer and dragon hunter passed away in unknown circumstances, their names forgotten by time. They were found embracing one another in a pool of their blood in a cavern that reeked with weeks of death. The armor was discovered at the center of a pedestal of rot and maggots, overlooking its makers.

The *harbinger flesh* is forged from a set of Nix dragon bones, cracked and crafted to fit around a human torso, acting like a second rib cage. While there are remnants of Nix runes etched on the periosteum, a majority of the decorative carvings were made by human hands. It is inlaid with dried human blood, which is speculated to be the blood of its creators.

When the armor is donned, the bones tighten around the wearer's waist, as the dried blood coagulates and seeps out of the carvings, forming a protective layer of muscle and tissue over the wearer's torso.

When wearing and attuned to the *harbinger flesh,* it functions as studded leather armor, you gain a +3 bonus to your AC, and you have advantage on saving throws against effects from Nix dragons, as you hear their thoughts moments before they strike.

Curse. This armor is cursed, a fact that is only revealed when you attune to it. When attuning to the *harbinger flesh,* the armor asks the question "Whose downfall do you wish to see?" If you refuse to answer the question, the armor slips from your body, unattuned.

If you respond with yourself or another party member, the GM chooses a description from the Party Member Omen table or determines one randomly. If you respond with any other creature, the GM chooses a description from the Monster and NPC Omen table or determines one randomly. The GM may add more to the description, or leave it vague. Whoever you name is cursed with an omen, and you successfully attune to the armor.

Once the question has been answered and the armor has been attuned, the armor cannot be removed until the determined omen has come to pass or the *remove curse* spell is cast on the target of the omen. Removing the curse in this way ends your attunement to the armor, and it slips from your body.



Once the determined omen has come to fruition, at the next dawn, the armor will repeat the question to you. If you refuse to answer the question, the armor slips from your body, unattuned.

Party Member Omen

D4	DESCRIPTION
1	"Someone important will forget who you/they are."
2	"The next time you/they are followed, you/they will fail to notice your/their pursuer."
3	"You/they will be stricken with disease."
4	"You/they will be lost."

Monster and NPC Omen

D4	DESCRIPTION
1	"They will be consumed by their own family."
2	"They will be buried by their enemies."
3	"They will drown by their lover's hand."
4	"They will be impaled by their closest friend."

GM Guidance: Harbinger Flesh Omens

While the cursed omens relayed by the *harbinger flesh* armor have no direct mechanical effects, they should nonetheless be impactful and detrimental to the target and the wearer. For instance, the Party Member omen "Someone important will forget who you are." could cause a trusted ally to forget them at a key moment, keep them from accessing important resources, or prevent them from entering a restricted area they would otherwise have access to. A player who attempts to defeat their enemies by naming—and therefore cursing—them may find the omen does not play out as expected, or it may take years to come to pass. Feel free to get creative and remember, a curse should not be taken lightly.

Lantern of Unveiled Truths

Wondrous Item, Rare

Components: Eye from a Kaimerai Creature, Robust Essence (Fai)



This ancient, iridescent metal lantern is shaped like a fluted bulb: narrow at the top, and widening down to bulbous, with a flat bottom. A simple metal handle is affixed near the top. An outline of a dragon is etched into the metal sides, winding its way around the lantern.

The lantern contains 3 charges. You can use your action to expend a charge and cause this lantern to emit a flash

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of magical light that reveals all hidden truths to the holder in a 60-foot radius. When you do, roll a d20 and add your Intelligence modifier, then consult the Revelations table to determine what truths you notice in that brief flash. If your result is a 16 or higher, you also gain all results from rows above what you rolled.

At dawn the day after using it, roll a d6. On a result of 1–3, the lantern regains all expended charges. On a result of 4 or 5, the lantern regains 1 charge. And on a 6, the lantern shines so brightly that it explodes into a ball of light that dissipates into the air, never to be used again.

Revelations

1D20	RESULT
15 or lower	You can see any invisible creatures or objects in the area until the start of your next turn.
16–20	You see through any illusions in the area until the end of your next turn. If an illusory effect requires a saving throw to end the effect, you can immediately repeat the saving throw.
21-25	You can see into the Dreamspace in the area until the start of your next turn.
26 and higher	You experience a ghostly vision of any important events that occurred in the area in the past. For instance, if a great battle occurred here, you see a glimpse of the fight.

Living Metal

Wondrous Item, Uncommon

Components: Hair from a Confounding Cat, Frail Essence (Fai)

Suspended inside of a glass vial hanging from a thin silver chain, this liquid metal can shape itself into small objects. Once between long rests, you can use an action to turn this liquid into a mundane item you've handled before that can fit in the palm of your hand. The item lasts for 8 hours, or until you use an action to revert it to liquid form, upon which it returns to the vial as long as the vial is within 300 feet of it.

Necrosis

Weapon (Any Slashing Weapon), Very Rare

Components: Weapon, Potent Essence (Id)

This black-bladed weapon has a sickly sheen to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Once per long rest, when you hit a creature with this weapon you can cause its flesh to necrotize. If you do so, the target must make a DC 19 Constitution saving throw. On a failure, the target takes 5d6 necrotic damage and takes an additional 3d6 necrotic damage at the end of each of its turns. On a success, the target takes half as much initial damage and suffers no other effect. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Ravenbrand

Ring, Legendary (Requires Attunement)

Components: Ring, Diamond Worth at Least 1,500 gp, Mythic Essence (Id)

This obsidian ring, decorated at its crest with five adamantine skulls biting down on a diamond, offers great power at great cost.

While the wearer is attuned to this ring, when a creature with an Intelligence of 6 or higher dies within 10 feet of the wearer, its soul is absorbed within one of the skulls. Up to five souls can be stored in this manner. Creatures whose souls are trapped within the ring cannot be resurrected by means other than a *wish* spell.

When found, ravenbrand will contain 1d6 – 1 souls (minimum of 1). While wearing the ring, you can use the captive souls to fuel up to three effects.

Soul Siphon (1–5 Souls). As an action, you can consume souls to recover an expended spell slot. The level of the recovered spell slot is equal to the number of souls consumed. No more than five souls can be used this way per long rest.

Rebirth (5 Souls). If you are reduced to 0 hit points or killed and there are five souls trapped within the ring, it immediately consumes them, and you are returned to life with 1 hit point. Once you use the Rebirth feature, you can't use it again until you finish a long rest.

New Life (1–5 Souls). As a bonus action, you can consume souls to recover your life energy. You regain 2d8 hit points for each soul you consume. No more than five souls can be used this way per long rest.

Curse. The ring is cursed and automatically attunes to any creature that places it upon a finger. If a creature already has the maximum number of attuned items, ravenbrand first ends the creature's attunement with a randomly chosen magic item.

As long as you remain cursed, you can't remove the ring. While cursed in this way, if the wielder falls to 0 hit points while the Rebirth feature is unavailable, the wielder's soul is trapped in the ring.

Realmshaker

Weapon (Maul), Legendary (Requires Attunement)

Components: Maul, Mythic Essence (K'aab)

Realmshaker is a maul whose head is fashioned from two large engraved stones bound in steel and affixed to the leather-wrapped steel shaft.

While attuned to the maul, you know the *mold earth* cantrip. Additionally, if you take the Attack action with this maul, you can create a localized tremor through the ground, oriented in the direction of your attack. You can choose for this tremor to be a 15-foot cone or a line that is 30 feet long and 5 feet wide. Each creature on the ground in the area must make a DC 18 Dexterity saving throw, taking Xd6 bludgeoning damage on a failed save,

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where X is equal to your proficiency bonus, or half as much damage on a successful one. The area of the tremor permanently becomes difficult terrain. You can use this maul to create a tremor a number of times equal to your proficiency bonus, recovering all expended uses when you finish a long rest.

Ring of Elemental Transmutation

Ring, Rare (Requires Attunement by a Spellcaster)

Components: Ring, Gemstone, Robust Essence (K'aab)

This mithril ring can be found in several different settings, each set with a different gemstone carved with an arcane glyph. The type of gemstone determines the ring's damage type.

The ring has 6 charges and regains 1d6 + 1 charges daily at dawn. When you cast a spell while attuned to this ring, you can expend 1 charge to change the spell's normal damage type to the one represented by the ring's gemstone: fire (ruby), cold (clear quartz), lightning (opal), acid (chrysoberyl), poison (pyrite), or thunder (sapphire).

1D6	GEMSTONE	DAMAGE TYPE
1	Chrysoberyl	Acid
2	Clear Quartz	Cold
3	Opal	Lightning
4	Pyrite	Poison
5	Ruby	Fire
6	Sapphire	Thunder

Ring of the Elusive Blade

Wondrous Item, Very Rare (Requires Attunement)

Components: Ring, Tongue from a Sneak, Potent Essence (Id)

This stylish ring is engraved with intertwined swords and decorative scarves. While attuned to this ring, you have advantage on Dexterity (Stealth) checks.

The ring has 7 charges. The ring regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, the ring becomes nonmagical for 7 days, regaining 1 charge the morning of the eighth day. While attuned to this ring, once on each of your turns, you can use the charges in the following ways.

Evade (1 Charge). Take the Dodge or Hide action (no action required).

Precision (1 Charge). As a bonus action, gain advantage on your next melee weapon attack before your turn ends.

Swift Strike (2 Charges). When you take the Attack action, make an extra attack.

Ring of Ravenous Charging

Ring, Rare (Requires Attunement)

Components: Ring, Robust Essence (Id), Phial of Blood Each from a Fai, Id, and K'aab Creature

These magical rings are most often found amongst those who deal in blood magic, necromancy, or barbaric rites.

When attuned to this item, you can use your action to cause a small needle inside the ring to draw your blood, dealing 1d4 necrotic damage. When you do, you are filled with a desire to charge your foe and devour them. You may immediately move up to twice your speed in a straight line towards a target you can see.

If you moved at least 25 feet with your charge, you can make a melee weapon attack against the chosen target if it is within your reach. On a successful hit, you deal your normal damage, and the target must make a Constitution saving throw against a DC equal to 10 + your proficiency bonus + your Strength modifier, taking 3d6 necrotic damage on a failed save, or half as much damage on a successful one. You immediately regain an amount of hit points equal to the necrotic damage dealt to the target.

If you roll a critical hit with this attack, the ring stores 1 Vaala point within itself. The ring can hold up to 3 Vaala points at the same time. You can use an action to recover the stored Vaala points, adding them to your Vaala pool if they do not cause you to exceed your Vaala point maximum.

Ring of Solidarity

Ring, Rare (Requires Attunement)

Components: Ring, Black Diamond Worth at Least 500 gp, Robust Essence (Id)

When you use an action to touch the black diamond on this ornately carved silver ring, up to 6 steel rings appear in your hand. A creatures can wear one of these steel rings without requiring attunement, mystically binding them to you and to one another.

Until you finish a long rest, creatures bound in this way have the following benefits:

- When a creature wearing a ring (including you) takes damage, the damage is divided evenly among the ring-wearers (rounded down).
- When you're the target of a healing spell, the wearers of the steel rings also regain a number of hit points equal to 10 or half the amount you received, whichever is lower.

In addition, you can use your action to break the black diamond in the *ring of solidarity.* If you do so, the wearers of the steel rings regain a total number of hit points equal to your hit point maximum, divided among them as you wish, after which, the *ring of solidarity* is destroyed and the mystic bonds are immediately ended.

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Sanguine Aegis

Armor (Shield), Very Rare (Requires Attunement)

Components: Shield, Potent Essence (Id), Phial of Awakened Blood

Crafted by Tyverian arcanologists, the *sanguine aegis* captures a fraction of the violent power of the Empire's blood sorcerers and harnesses it for their warriors' defense. This shield has the texture of a warm, crusted scab, ready to burst with sourceless gore at the slightest nick.

When you are hit by a melee attack while wielding this shield, you can choose to use one of the following features as a reaction.

Escharotic Ward. You can sacrifice some of your own life to add a bonus to your AC. You take an amount of necrotic damage of your choice, up to 10 damage, and gain a bonus to your AC equal to half that amount. This bonus to your AC applies to the triggering attack and lasts until the start of your next turn.



Retributive Hemorrhage. After your attacker hits you and deals damage, you deal necrotic damage back to your attacker equal to half that much damage. Once you use this feature, you cannot use it again until the next dawn.

Shadowdrinker

Weapon (Dagger), Legendary (Requires Attunement)

Components: Dagger, Mythic Essence (Id), Volatile Mote of Id

This elegant dagger is made from a mysterious black metal, and it never reflects light. It functions as a nonmagical dagger unless its wielder is attuned to it.

When you are attuned, you gain a +2 bonus to attack and damage rolls on attacks made with this dagger. On a successful hit, it deals an extra 1d4 necrotic damage. If you throw the dagger, it magically appears in your hand at the end of your turn.

The dagger has 5 charges, and it regains 1d4 expended charges daily at dawn. You can use your action to expend one or more charges from the dagger to activate one of the following features. You can have multiple features active at the same time.

Shadow's Sting (1 Charge). Choose necrotic or psychic damage. Until you finish a short or long rest, Shadowdrinker deals this type of damage instead of piercing.

Swift Cut (1 Charge). Until you finish a short or long rest, you can make an additional attack when you take the Attack action. You ignore this feature if you already have this benefit from another feature, such as Extra Attack.

Vital Striker (1 Charge). Until you finish a short or long rest, you can reroll all 1s and 2s while rolling damage for this weapon. You must use the new result.

Whispered Walker (2 Charges). You cast the *greater invisibility* spell on yourself.

Shard-Stave

Staff, Uncommon (Requires Attunement)

Components: Staff, Frail Essence (Fai), Jawahm Crystal

Shard-staves are a signature weapon of the nwoda, a wonderfully easy-to-use piece of magical technology that draws the magic from jawahm crystals to attack enemies at range.

The staff has a socket for an elemental-infused *jawahm* to be inserted as an energy source. Each *jawahm* is associated with one element from acid, cold, fire, lightning, or thunder, and has 20 charges that cannot be regained once expended. It takes an action to insert or remove a *jawahm*.

Gemburst. When you hit with a melee attack with this staff, you can expend one charge to deal an additional 1d10 damage of the *jawahm's* type.

Gemshot. While holding the staff with two hands, you can use an action and expend a number of charges up to your proficiency bonus to fire that many beams of elemental energy. For each charge spent, make a ranged weapon attack roll, with an attack bonus equal to your Dexterity modifier plus your proficiency bonus, against a target you can see within 120 feet of you. Each beam can target the same or different targets. On a hit, a target takes 1d10 damage of the jawahm's type.

Shield of the Burrows

Armor (Shield), Very Rare (Requires attunement)

Components: Shield, Potent Essence (K'aab)

Once a common sight amongst an old mercenary group called the Burrows, this magical shield has now fallen to obscurity. The face of the shield is adorned with images of the phases of the moons. In the center are two rabbit figureheads. The hare on the left has eyes set with topaz, reminiscent of a harvest moon. The other has eyes set with silvery blue aquamarines, from a cold winter's night.

When not attuned, the eyes of the rabbits remain closed and the shield has a dull cold appearance. Once attuned, the shield radiates a warm aura as the cold appearance fades.

While attuned to this shield, you gain a +2 bonus to your AC, and you have resistance to radiant and cold damage. Additionally, you no longer feel the effects of extreme cold or hot temperatures.

The shield has 4 charges and regains all expended charges daily at dawn. As a bonus action, you can awaken the shield until the end of your next turn, causing the rabbits to open their gemstone eyes. While the shield is awakened, when you successfully shove a creature, you can expend 2 charges to deal 3d6 radiant or cold damage (your choice) to your target in addition to the shove.

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Shieldbreaker

Weapon (Maul or Warhammer), Rare

Components: Maul or Warhammer, Robust Essence (Id)

This weapon has platinum cracks running through it. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

In addition, this weapon has three charges and regains all expended charges daily at dusk. When you hit a creature wielding a shield with this weapon, you can expend 1 charge to empower the blow. When you do this the target must make a DC 20 Strength saving throw. On a failed save, either the target's shield is knocked out of its hand up to 15 feet away or you instead expend 2 additional charges to break the target's mundane shield.

Spectral Arrow

Weapon (Arrow or Bolt), Uncommon

Components: Arrow or Bolt, Frail Essence (Fai)

This ammunition is semi-incorporeal. Ranged attack rolls made using this ammunition ignore the target's armor.

Songsword

Weapon (Any Sword), Rare (Requires Attunement)

Components: Any Sword, Robust Essence (Id)

The blade of this sword is inlaid with a pattern of musical notations. You have a +1 bonus to attack and damage rolls made with this magic weapon.

The first time you deal damage to a hostile creature with this sword on each of your turns, it hums a magical tune until the start of your next turn. The song imparts different benefits depending on your health:

If you have more than half of your hit point maximum, the sword hums an inspiring song. You gain 1d8 temporary hit points when the song begins.

If you have less than half of your hit point maximum, the sword hums a soothing song. You regain 1d6 hit points when the song begins.

Tome of Twisting Paths

Wondrous Item, Legendary (Requires Attunement)

The cover of this thin book is embossed with a complex labyrinthine pattern. Inside is the story of the Infinite Archive, a library lost in the Dreambleed that holds countless accounts of what was and could be. When you attune to it, you realize that the tome is a portal, capable of drawing on all the knowledge of this Dream library. The tome has a curator, a simple spirit that helps you navigate the maze to find the information you seek. It is easy for the tome to offer immediate guidance, but the farther you dig into past or present, the greater the strain that it places on the curator.



The Tome contains 6 charges and regains all expended charges at dawn. When attuned to this item, you can cast the *guidance* cantrip at will; the tome analyzes the immediate future and offers advice. Additionally, you can expend charges to cast the following spells: *augury* (2 charges), *divination* (4 charges), or *legend lore* (5 charges); in each case, the knowledge you seek appears on the pages of the tome. Alternatively, you can expend charges to cast a divination spell you know. To do so, you must expend a number of charges equal to the spell slot level; for instance, to cast *tongues*, a 3rd-level divination spell, you must expend 3 charges from the book.

Tundra's Bite

Wondrous Item, Legendary (Requires Attunement by a Monk)

Components: Pair of Gloves, Mythic Essence (K'aab), Pouch of Scales from a Tempesta Dragon

Once worn by a sage from the north, this pair of dragon scale and metal gloves has a claw-like appearance, seemingly more for slashing than gripping. The exterior of the gloves is cold to the touch and frost perpetually forms on them.

While attuned to and wearing these gloves, you have a +3 bonus to attack and damage rolls made with your unarmed strikes. When you hit with an unarmed strike, you can choose to deal slashing or bludgeoning damage, and you can spend 1 ki point to deal additional cold damage equal to 2 rolls of your Martial Arts die.

Claws of Winter. As an action, you can stab the claws of the gloves into the ground, creating a burst of ice in a 30-foot sphere centered on you. Each creature in that area must make a Constitution saving throw against your ki save DC. On a failed save, a target takes cold damage equal to 5 rolls of your Martial Arts die and can't use reactions for 1d4 turns. On a success, a target takes half as much damage and can use reactions normally. Once you use this feature, you must finish a long rest before you can use it again.

Glacial Riposte. As a bonus action, you can spend 3 ki points. For 1 minute, each time a hostile creature within 30 feet of you uses a reaction in response to being hit with a melee or ranged attack, it must make a Constitution saving throw against your ki save DC. On a failure, it loses its reaction until the start of its next turn. Once you use this feature, you must finish a long rest before you can use it again.

Wings of the Whispering Fai

Weapon (Longbow), Very Rare

Components: Longbow, Fai Glass, Potent Essence (Fai)

A magical bow made of Fai glass in the shape of ornate feathered wings, a bowstring so thin it's almost invisible, and a mahogany grip inlaid with gold filigree.

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This bow has 5 charges and regains 1d4 charges daily at dawn. When you hit with this weapon, you can expend a charge to cause the arrow to split into echoes. Roll 1d4; the result on the Echo Damage table determines both the number of echoes as well as the type of damage they deal. Each echo hits an additional target of your choice within 60 feet of the original target, dealing damage of the indicated type equal to half the damage of the original attack.

Echo Damage

D4	DAMAGE TYPE
1	Fire
2	Cold
3	Lightning
4	Thunder

Legendary Runic Items

The ancient weapons and items wielded by the Dragonbonded of the past are relics unmatched by current arcane crafters. These items possess enchantments and benefits that scale in power as their wielder does. They are treasured by adventurers throughout their careers, or function as heirlooms passed down through family lines or from master to apprentice.

Base and Level-Dependent Properties. Legendary runic items all have base properties that function regardless of attunement. However, to use the higher-level powers of a legendary runic item, a character must attune to it using the standard magic item attunement rules. When a character attuned to a legendary runic item reaches the required level for a property of that item, they immediately gain access to that property and its associated powers. If a character attunes to a legendary runic item, they automatically gain access to the item's level-dependent properties up to the character's current level. All properties bestowed by a legendary runic weapon are in effect as long as the character is wearing, carrying, or touching the item, unless otherwise noted.

Legendary Runes. In addition to their other features, legendary runic items possess runes similar to those inscribed by the Runecrafter feat, but with greater longevity and stability. The legendary runes found on these items may have limited daily uses, but they never fade. Each rune grants a minor and major power. Minor powers are always in effect as long as their conditions are met, but major powers must be activated and usually incur a cost to invoke.

Optional Item Property Rituals

Some GMs may wish to assign rituals that must be performed by a character who wishes to unlock the level-dependent property of a legendary runic item, rather than simply allowing the property to unlock when a character reaches the required level. These rituals can be quests, goals to accomplish, or even setting-specific events. Some rituals may require a character to actively undertake them, others can be unforeseen experiences which empower the item.

GMs can create their own rituals as they wish, though the following suggestions are offered as a guideline:

- A character successfully faces or defeats a foe who has long opposed them.
- A character loses a close ally or loved one while wielding the item, or because of it.
- A character gathers rare ingredients and performs a ritual in a location of spiritual or personal import.
- A character drops to 0 hit points due to an effect whose nature is thematic to the item.
- A character achieves a great deed that they swore to accomplish.
- A character is blessed by a being of significant power after performing a service.
- A character searches out, challenges, and defeats a creature or foe whose nature is thematic to the item.

Belt of Forms

Wondrous Item, Legendary Runic Item (3rd-Level and Higher Properties Require Attunement)

The first of these magical belts were fashioned by the Nahuinn, utilizing lore passed to them from the ancient Altanesi Empire. Rumors persist of the forbidden, sacrificial rituals used to make the items though no real evidence of this exists. For this reason, many shun these belts of interwoven leather, fur, and hides.

While wearing this belt, you have advantage on all Intelligence (Nature) checks. When you are in your Wild Shape form, the belt is absorbed into your new form but can still be invoked as normal.

Thlak Rune (3rd level). This rune glows with a cerulean radiance.

Minor Power. You gain the ability to use the Wild Shape feature as if you were a druid of half your character level. If you are already a druid, the maximum CR of your Beast shape increases to 1 at 3rd level, 2 at 4th level, and 3 at 8th level. This increase stacks with any druid subclass that also increases the Max CR of your Wild Shape feature.

Major Power. As a bonus action, you can invoke this rune's major power. For 1 minute, you can speak while in your Wild Shape form as if you were in your usual form. This allows you to cast spells that only have somatic components. Once you use this feature, you must finish a long rest before you can use it again.

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Hust Rune (6th level). This rune glows with a crimson radiance.

Minor Power. Once per long rest, if you soak this belt in the blood of a creature you helped slay for 10 minutes, it becomes imbued with the nature of the dead creature. Until you finish a long rest, when you use your Wild Shape feature, you can assume the form of a Beast or a creature of the same type as the dead creature. The maximum CR of a form that is not a Beast is half your normal maximum (minimum of 1/4).

Major Power. As part of the same action as your Wild Shape, you can invoke this rune's major power. For 1 minute, you can shift back and forth between your normal form and the Wild Shape form you chose. Doing so takes the same amount of time as using your Wild Shape feature (usually an action), and each form maintains its current hit points when you shift to the other form. Once you use this feature, you must finish a long rest before you can use it again.

Cataphract Armor of the Grand Ward

Amor (Plate Mail), Legendary Runic Item (3rd-level and Higher Properties Require Attunement)

This complicated suit of heavy plate mail features a high neck guard and overlapping, articulated joints inscribed with glowing glyphs. According to legend, one of the first Dragonbonded of the old Covenant created the cataphract armor to better safeguard the communities under their protection from dragon attacks. Thought to be just myth, today a very small number of these suits of armor have been found in ancient tombs and in the hoards of powerful foes.

You gain a +1 bonus to AC and saving throws while you wear this suit of plate mail.

F'jal Rune (3rd level). This rune is shaped like a mountain.

Minor Power. If you didn't move during your previous turn, you are immune to any effect that would push you or knock you prone.

Major Power. As a bonus action, you can invoke this rune's major power. When you do so, you can choose one damage type (bludgeoning, piercing, or slashing). For 1 minute, whenever a creature within 5 feet of you hits you with a melee attack that deals the type of damage you selected, you have resistance to that damage and the attacker takes 1d10 force damage. This power has three charges, and you regain expended charges when you finish a long rest.

Covenant's Luck (6th level). When you fail a saving throw against a spell or effect that targets only you, you can use your reaction to succeed on that saving throw instead. Once you use this feature, you must finish a long rest before you can use it again.

Hvel Rune (9th level). This rune is shaped like an upraised shield.

Minor Power. Your bonus to AC and saves while wearing this armor increases to +2.

Major Power. As an action, you can invoke this rune's major power and create a dome of force above you and centered on you. The dome has a 20-foot radius and a height of 10 feet. It otherwise functions like the *wall of force* spell. Your dome is immobile and lasts for 10 minutes but you don't need to concentrate on it. When you create the dome, you can instead choose for it to have a 100-foot radius and a height of 25 feet. If you do so, the dome only lasts for 1 minute. Once you use this feature, you must finish a long rest before you can use it again.

Shield of Honor (12th level). When an ally within 60 feet of you that you can see takes damage, you can use your reaction to magically teleport to an unoccupied space adjacent to the ally and take the damage meant for the original target.

Kuba Rune (15th level). This rune is shaped into layers of concentric shapes.

Minor Power. Your bonus to AC and saves while wearing this armor increases to +3.

Major Power. As a bonus action, you can invoke this rune's major power. When you do so, you can choose to take up to a –5 penalty to your attack rolls until the end of your next turn. If you do so, you can choose a creature you can see within 90 feet. That creature gains a bonus to its AC equal to the penalty you chose, and a bonus to its saves equal to half that much (rounded down), until the end of your next turn. Once you use this feature, you must finish a long rest before you can use it again.

Isskiva, Sword of the Ninth Witch

Weapon (Longsword), Legendary Runic Item (3rd-Level and Higher Properties Require Attunement)

Reputed to be crafted by the fabled witch of the north, Isskiva is a razor-sharp shard of unmelting ice set into a hilt and pommel of silver-etched steel. While unsheathed, the blade is frigid to the touch and the air around it is noticeably colder than the ambient temperature.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you ignore difficult terrain caused by ice or snow.

Kyla Rune (3rd level). This rune is transparent and clear as crystal.

Minor Power. You have advantage on Dexterity (Stealth) and Wisdom (Perception) checks made while in snowy or icy terrain.

Major Power. As a bonus action, you can invoke this rune's major power. When you do so you expend a charge and enclose your form in a flexible coating of magical ice for 1 minute. You gain 10 temporary hit points for the duration. When a creature hits you with a melee attack while you have these hit points it takes 5 points of cold damage. When the temporary hit points are reduced to 0, the ice crumbles away. This power has three charges, and you regain expended charges when you finish a long rest.

Gleaming Edge (6th level). On a successful hit, you deal an extra 2d6 cold damage.

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Kell Rune (9th level). This rune glows white and particles within seem in constant motion.

Minor Power. You have resistance to cold damage.

Major Power. As an action, you can invoke this rune's major power and cast the cone of cold spell as if you were a wizard of your character level. You can use this major power twice, regaining all expended uses when you finish a long rest.

Winter's Touch (12th level). Your bonus to attack and damage rolls made with this weapon increases to +2, and the extra cold damage you deal increases to 3d6. On a critical hit, the target must succeed on DC 15 Constitution saving throw or be encased in ice. A creature encased in ice is immune to damage and doesn't need to breathe. During this time, it is restrained and incapacitated for 1d4 rounds, or until another creature within reach of it uses an action to break away the ice.

Istapp Rune (15th level). This rune shines with a blue-white radiance and is bitterly cold.

Minor Power. You have immunity to cold damage and resistance to fire damage.

Major Power. As an action, you can invoke this rune's major power and call up a howling blizzard in a 30-foot radius. Until the effect ends, this storm moves with you, centered on you. When the storm appears, and on the start of their subsequent turns, each hostile creature in the storm must make a DC 17 Constitution saving throw. On a failed save, a creature takes 8d8 cold damage and treats the area as difficult terrain. On a successful save, the creature takes half as much damage and does not treat the area as difficult terrain.

Seeking Blade

Weapon (Any Sword), Legendary Runic Item (3rd-Level and Higher Properties Require Attunement)

Ages ago, these weapons manifested in the Dreamspace from the dreams of ancient master arcane crafters. Prized by the Fai, they are all constructed of an unknown pale blue metal and feature a hilt engraved with interlocking geometric patterns.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can cast the *true strike* cantrip at will.

Udni Rune (3rd level). This rune features complicated lines formed into an eye-like shape.

Minor Power. You can choose to add half your proficiency bonus to your attack rolls made with this weapon for 1 minute. Once you use this feature, you must finish a short or long rest before you can use it again.

Major Power. As a bonus action, you can invoke this rune's major power for 1 minute. Once on each of your turns during this time, if you miss on an attack roll made with this weapon, you can reroll the attack. You must use the new result even if it is worse. You can reroll a missed attack a number of times equal to your proficiency bonus, but only once on each of your turns. When the duration ends, or you use your maximum number of rerolls, the rune fades until you finish a long rest.

Kinra Rune (9th level). This rune resembles different shapes linked into a unified whole.

Minor Power. If a friendly creature within 5 feet of you makes an attack against a creature within your reach, your ally can add your proficiency bonus as extra damage to their first attack.

Major Power. As a bonus action, you can invoke this rune's major power for 1 minute. During this time, when you make a successful hit on a creature with this weapon, you can choose another creature within 30 feet of you to have advantage on their first attack roll made against the same target before the start of your next turn.

Banye Rune (15th level). This rune is a circular glyph run through by arrow-like lines.

Minor Power. Your attacks with this weapon ignore cover and disadvantage caused by spells or items that obscure sight (such as *invisibility, blur,* and *cloaks of displacement)*.

Major Power. As a bonus action, you can invoke this rune's major power for 1 minute. When you do so, you can choose one creature within 30 feet. If you hit that creature with this weapon on the same turn, all attack rolls made against that creature have advantage until the start of your next turn. For the duration, you can use a bonus action to choose a new creature or target the same one again. Once you use this feature, you must finish a long rest before you can use it again.

Spirit Items

Vaala spirits can manifest in many ways and inhabit many things. Occasionally, a Vaala spirit will inhabit an item, granting it unique properties that can sometimes alter and change based on the actions of the owner. Spirit items can form in many ways, and bestow various traits to their wielders.

Such habitation is different than the temporary binding caused by a summoner. There have been occasions when a summoner has developed an affinity with a particular Vaala spirit, causing the spirit to remain in the imbued item long after the duration of such a binding typically ends. There are also tales of particularly powerful summoners forcing a permanent binding, though a spirit forced into such servitude is often hostile to its wielder and attempts to undermine them at every opportunity.

Occasionally, rather than a separate spirit inhabiting an item, the spirit forms within the item, becoming inextricably entwined with the item itself. Such spontaneous formations are rare, and typically occur only when an item becomes emotionally or historically significant. The formation may occur slowly over time, such as in a brooch passed down for generations, or in a single, impactful moment, such as in a sword used to turn the tide of a pivotal battle.

For more details on Vaala spirits, see the Vaala chapter and the Bestiary chapter of this book.

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Sentient Servitors

All spirit items are sentient, but not all items communicate with their owners. Those who do communicate typically do so telepathically, and they may use words, visions, emotions, or other methods to convey their thoughts. Some have goals and desires of their own and may reward an owner who works in concert with them. Many of these goals are roleplay oriented and are fulfilled at the GM's discretion.

> **No Crafting, No Ingredients**
>
> Though most of the other items in this book provide ingredients for crafting, spirit items cannot be crafted like other items, so they have no listed ingredients.
>
> An item that becomes inhabited by a spirit can be anything, though if the item was magical prior to becoming a spirit item, it loses any previous properties and gains the properties bestowed by the spirit inhabiting it.

Creating Spirit Items

When you decide to make a custom spirit item, consider several questions.

What Is This Item's History? What is the origin of this item? How did it come to be inhabited by a Vaala spirit?

What Kind of Spirit Is Inhabiting This Item? You can use existing Vaala spirits (see the "Bestiary" chapter of this book) as examples of the type of spirit that could be found in an item, or you can create your own Vaala spirit. One thing to remember: A Vaala spirit embodies a single aspect of Vaala, and exemplifies the purpose or function of that aspect.

What Does This Spirit Want? Does the spirit have any particular goals, desires, or drives? Is it going to encourage the item's owner in a particular direction?

Is This Item Static, or Can It Change? Vaala spirits, like Vaala itself, crave change. Sometimes that desire for change is satisfied by the actions of their owners, but sometimes they long to grow and change themselves. Are there any properties that improve, alter, or are unlocked over the course of the owner's time with the item?

How Powerful Is This Item? Most permanent spirit items are the only one of their kind in existence, but they can be of varying power levels. A less powerful spirit bound to an item will convey less powerful properties to said item.

Sample Spirit Items

A few examples of spirit items are listed here.

Amulet of Burning Fury

Wondrous Item, Legendary (Requires Attunement)

This amulet is made of delicately carved bakka amber and glows softly from within. It was crafted by an obakkar as a memento mori after her entire family was slaughtered in battle. The act of carving the amulet was in itself a catharsis, as she channeled her rage and sorrow into the whorls and etchings in the amber.

The intensity of the obakkar's emotions, coupled with the potent Source of the bakka, imbued the amulet with a K'aab spirit. The spirit burns with the fury of the obakkar herself, as hot as the lava in the depths of the Magma Mountains.

Heart of Flame. When wearing this amulet, you have immunity to fire damage, and your melee weapon attacks deal an additional 2d6 fire damage.

Potent Fury. This amulet has 3 charges and regains 1d4 charges daily at dawn. As an action, you can expend one charge from the amulet to enter a fury for 1 minute. While in this fury, you have advantage on all melee weapon attack rolls, as well as all Strength checks and saving throws. If you are able to cast spells, you can't cast them or concentrate on them while in this fury. If you reduce a creature to 0 hit points while in this fury, you gain 1d10 temporary hit points.

Blind Vengeance. While wearing this amulet, you can attempt to forge a deeper connection with the Vaala spirit within it. To do so, you must spend 1 hour meditating with the amulet; when this meditation is complete, you must make a DC 18 Wisdom check. On a failure, you are thrust into a fury (see the Potent Fury property). On a success, until the next dawn, you can use a bonus action to release a burst of flame. When you do, each creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or take 3d6 fire damage and become blinded until the end of its next turn. Once you use this ability in this way, you cannot use it again until the next dawn. In addition, until the next dawn, the extra fire damage dealt by your melee weapon attacks increases by 3d6 (to 5d6), and any creature within 5 feet of you that hits you with a melee attack takes 5 fire damage.

Curse. The Vaala spirit that inhabits the amulet is one of wrath and vengeance. While in a fury, you must use an action to make a melee weapon attack against a creature on your turn; if no creature is within reach, you must use all your movement, if available, and take the Dash action to move toward the nearest creature. The fury ends early if there are no creatures within 120 feet of you. You can also attempt to end the fury early by using your action to make a DC 20 Wisdom saving throw, ending the fury on a success.

Diadem of the Fai Hydra

Wondrous Item, Legendary (Requires Attunement)

This circlet is wrought from the purest silver and crowned with three reptilian heads formed from Fai glass. It was created by a team of three artisans: a godao Dreamworker, an ellari Dreamshaper, and an allai summoner. Creating it took them an entire year, and the final, most vital part was the summoning and binding of a Fai spirit that required all three of them to work together in an intricate ritual that lasted 24 hours. When it was over, the three collapsed from exhaustion, but the fruits of their labor were sweet: The *diadem of the Fai hydra* was complete.

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The spirit within is one of pure Dream. It is not itself a Fai hydra, but is a malleable shape, woven by imagination and potential. As a being of Fai, it seeks to inspire its wearer to continuously create, dream, and imagine.

Inspired Casting. While wearing this diadem, you have a +1 bonus to your spell attack rolls and your spell save DC. This bonus increases to +3 for Fai spells. In addition, you have advantage on any Charisma (Performance) checks and any checks made with artisan's tools.

Regeneration. While wearing this diadem, you regain 10 hit points at the start of your turn as long as you have at least 1 hit point. If you take necrotic damage or damage from a deadsteel weapon, this property does not function during your next turn.

Conjure Dreams. This diadem has 5 charges. While wearing this diadem, you can use your action to expend one or more of its charges to cast the *summon Vaala spirit* spell to summon a Fai spirit. For 1 charge, you summon a Fai spirit of CR 1. You can increase the summoned spirit's CR by 1 for each additional charge you expend. The diadem regains 1d4 + 1 charges daily at dawn. If you expend the diadem's last charge, roll a d20. On a 1, the diadem crumbles into dust and is destroyed.

Dreamfield. If you have two or more motes of affinity in Fai, then while wearing this diadem, once per day, you can use your action to conjure forth a 20-foot-radius sphere of swirling Fai energy centered on yourself. This sphere lasts for 1 minute, or until you use a bonus action to dismiss it, and moves with you.

For the duration, any Fai spells or Fai-based effects used within the sphere are bolstered by the Vaala in the area; if any such spell or effect deals damage or heals a creature, it does so at the maximum possible amount. In addition, each creature of your choice within the area gains a fly speed of 40 feet as long as they are within the area. Also, for the duration, each creature of your choice that starts its turn within the area or enters it for the first time on its turn must succeed on a DC 18 Wisdom saving throw or become stunned until the end of its turn as its mind is flooded with beautiful or terrible images. When this effect ends, you gain one level of exhaustion. Once you use this property, you cannot use it again until the next dawn.

Silence

Weapon (Dagger), Legendary (Requires Attunement)

Made of Tyvalite and adorned with arcane etchings, this dagger has been passed down through a maghyr family for generations. As the family's symbol of authority, this dagger has always been more than a mere weapon, but it was only after centuries that it was inhabited by a powerful Id spirit, drawn by the force of personality of those who wielded it.

The spirit is now tied to the dagger. It is said in times of crisis it gives counsel to its wielder, advising them on the best course of action to quickly and efficiently put an end to any challenges to their authority.

Imposing Presence. While attuned to this dagger, you know the *thaumaturgy* cantrip. In addition, your Charisma score increases by 2, to a maximum of 20, and you have advantage on Charisma (Deception, Intimidation, and Persuasion) checks.

Indomitable Authority. When attuned to this dagger, once per day, you can use your action to cast the *command* spell at 6th level (DC = 8 + your proficiency bonus + your Charisma modifier). Once you use this property, you can't use it again until the next dawn.

Command and Conquer. The spirit within Silence wishes to see its wielder—and, by extension, itself—improve their station and cement greater authority. The dagger wants its wielder to successfully complete the following goals:

- Show conviction and leadership in the face of daunting odds.
- Defeat a rival.
- Gain the loyalty of an individual.
- Gain the loyalty of a village, city, or town.

When you fulfill one or more of these goals, you gain 1d10 temporary hit points. In addition, if it is a new goal you have not previously fulfilled, you gain access to the following additional properties:

- 1 goal fulfilled: You may use the dagger's Indomitable Authority property twice instead of once before the next dawn.
- 2 goals fulfilled: ***Quell the Crowd.*** While attuned to this dagger, you can use your action to target up to three creatures you can see within 60 feet of you. Each creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the target cannot speak for 1 minute or until you use this property again. An affected creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.
- 3 goals fulfilled: ***Strike Fear.*** While attuned to this dagger, you can use a bonus action to make a Charisma (Intimidation) check against a creature you can see within 120 feet, contested by its choice of its Wisdom (Insight) or Charisma (Intimidation). On a success, the target is frightened of you for 1 minute or until you use this property on another creature. While the target is frightened in this way, its speed is reduced to 0 and you have advantage on attack rolls against it. A creature who succeeds on its saving throw is immune to this effect for 24 hours.
- 4 goals fulfilled: ***Aura of Majesty.*** While attuned to this dagger, you can use a bonus action to activate an aura of majesty with a radius of 10 feet, centered on you. This aura lasts for 1 minute and moves with you. For the duration, any attack rolls made against you and friendly creatures within the aura are made with disadvantage.

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CHAPTER 6:

BESTIARY

This bestiary provides statistics for more than 60 monsters found within Valerna. Though these stat blocks should be usable in any 5th edition game, there are a few elements that are unique to Dragonbond. For example, each monster's type also lists which aspect of Vaala most influences their kind, something the GM may find useful for narrative flavor and other in-game considerations.

A Note on Creature Types

While most creature types in Dragonbond are common across 5th edition, a few do not have perfect correlations. Many of the peoples of Valerna, such as the bucentauri and the boaab, are not strictly Humanoid, despite their rich culture and their position as one of the main inhabitants of the continent, nor are they Monstrosities. In such cases, these creatures have been labeled as Beastfolk, a new creature type. They should be treated with the same depth and care given to Humanoid societies.

Additionally, Valerna does not have Fey creatures as they are found in other settings; the Feydh are the closest counterpart to the Fey and should be treated as Fey when dealing with game rules. Similarly, any Fey creatures imported from other resources can be considered Feydh in a Valerna setting.

Lastly, some creatures have the Vaala Spirit tag. Such entities are manifestations of Vaala within Valerna, either through a strong tie to Vaala in life that has persisted after death, such as the cihuen spirit, or as an embodiment of one of its aspects, like the azhid or kadhah. These monsters are particularly rich in Vaala.

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Abyssgazer

Abyssgazers are fearsome and powerful aberrations from the depths, created by a twisted, magical combination of Fai power and mortal drives. They are creatures of madness, with unfathomable minds and goals. They roam the Hollowdepths of Valerna, far below the surface, where they constitute a deadly peril for anyone that ventures deep enough, but also for the very monsters that share their dark territory.

One glance at these creatures has driven others to madness. Dozens of hands each with an ever-seeing eye in the palm, a bulbous translucent densely veined head with two rows of razor sharp teeth belies the reality and mind warping nature of these beings. Creatures that happen upon abyssgazers unprepared but managed to escape, tell tales of their flesh warping and time bending around them.



Abyssgazer

Large Aberration (Fai)

Armor Class 17 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 0 ft.; fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	19 (+4)	17 (+3)	8 (-1)	22 (+6)

Saving Throws Int +10, Wis +6, Cha +13

Skills Arcana +10, Deception +13, Insight +6, Perception +13, Stealth +10

Senses darkvision 120 ft, truesight 120 ft, passive Perception 23

Languages Primordial, Wadeep

Challenge 13 (10,000 XP) **Proficiency Bonus** +7

Eldritch Aura. Each creature within 120 feet of the abyssgazer that can see it must make a DC 20 Wisdom saving throw at the start of that creature's turn. On a failure, the creature is frightened of the abyssgazer and cannot take reactions until the start of its next turn, and it must roll a d10 to determine its behavior for that turn.

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 abyssgazer until the start of its next turn, when it can avert its eyes again. If the creature looks at the abyssgazer in the meantime, it must immediately make the save.

1D10	BEHAVIOR
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2–6	The creature doesn't move or take actions this turn.
7–8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9–10	The creature uses all its movement to move directly away from the abyssgazer. The creature doesn't take an action this turn.

ACTIONS

Multiattack. The abyssgazer makes three Hand attacks.

Hand. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and the target must make a DC 20 Wisdom saving throw as a nightmarish creature from its dreams attacks, taking 18 (4d8) psychic damage on a failure and half as much damage on a success. If the saving throw succeeds by 5 or more, the target is immune to this effect for 24 hours.

Eyes. The abyssgazer uses 4 following eyes at random (reroll duplicates), each targeting a creature it can see within 120 feet of it:

1. Conjure. The targeted creature must succeed on a DC 20 Dexterity saving throw or take 13 (3d8) acid, fire, lightning, cold, poison or necrotic damage.

2. Darkness. The targeted creature must succeed on a DC 20 Constitution saving throw or be blinded for 1 minute as a cloud of darkness fills its eyes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Hypnosis. The targeted creature must succeed on a DC 20 Wisdom saving throw or be incapacitated 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 or someone can use an action to shake the creature out of its stupor.

4. Silence. The targeted creature must succeed on a DC 20 Constitution saving throw or be unable to speak or produce similar sounds for 1 minute as fleshly tendrils stitch its mouth shut. The creature is unable to cast any spells with a verbal component for the duration.

5. Summon. The targeted creature must succeed on a DC 20 Charisma saving throw or be banished to the Dreamspace for 1 minute. In the target's space, a Feydh creature with a challenge rating of 6 or lower appears under the abyssgazer's control. The target takes 7 (2d6) psychic damage each round it is in the Dreamspace and can repeat the save at the end of each of its turns, ending the effect on itself and banishing the Feydh creature on a success.

6. Transform. The targeted creature must succeed on a DC 20 Wisdom saving throw or be transformed into an Aberration under the abyssgazer's control for 1 minute. If the saving throw fails by 5 or more the target has disadvantage on subsequent saves against this effect. The Aberration's challenge rating is equal to or lower than the target's CR or level. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Bend Reality. The abyssgazer swaps positions in the initiative order with another creature it can see within 300 feet. The targeted creature must succeed on a DC 20 Constitution saving throw or it and the abyssgazer swap positions in the initiative order for the rest of the encounter. If the change would put the abyssgazer lower in the initiative it gets an additional turn this round.

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Blizzard Haunt

Blizzard haunts are spirits twisted into Null entities, winter elementals tainted with the void when the first Null-worshippers settled in Ysval. Little of a blizzard haunt's body is corporeal, but its sinister presence is powerful enough to feel in the weather of Ysval's snowy slopes.

The energy of the void has turned natural elementals into gargantuan Null forces. It hatefully lashes out at any living thing it senses near, cutting their bodies with lacerating winds of bitter frost, and rending their souls with a much colder force, spawned from the Null.

The Blizzard Haunt's Lair

Though the blizzard haunt has no lair in the traditional sense, in certain circumstances, the area within it can act like a lair (see Lair Within trait).

Lair Actions

On initiative count 20 (losing initiative ties), the blizzard haunt takes a lair action to cause one of the following effects; the blizzard haunt can't use the same effect two rounds in a row:

Chill of the Null. The necrotic energy within the blizzard haunt intensifies. Each creature within the lair must succeed on a DC 19 Constitution saving throw or be unable to regain hit points until the start of the next round.

Whirlwind. The winds inside the blizzard haunt begin to pick up speed. Each creature within the lair must make a DC 19 Strength saving throw or be pushed back 30 ft.

Cold Plunge. The temperature drops greatly. Each creature within the lair must succeed on a DC 19 Constitution saving throw or become vulnerable to cold damage until the end of the blizzard haunt's next turn.



Blizzard Haunt

Gargantuan Aberration (Null)

Armor Class 15 (natural armor)
Hit Points 247 (26d8 + 130)
Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (-2)	14 (+2)	20 (+5)	6 (-2)	20 (+5)	6 (-2)

Saving Throws Con +11
Damage Resistances acid, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, lightning, necrotic, poison
Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages understands Primordial
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Lair Within. While Raging Storm is active, the space inside the blizzard haunt and the 10-foot radius around it acts as its lair.

Null Aura. Each creature ending its turn inside of the blizzard haunt must succeed on a DC 19 Constitution saving throw or take 11 (2d10) necrotic damage. Null creatures are immune to this aura.

Obscured. The area inside the blizzard haunt and in a 20-foot radius around it is lightly obscured. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight in this area.

Wind Movement. The blizzard haunt can move through the spaces of other creatures and objects and vice versa. It may end its turn in the space of another creature or object.

Actions

Multiattack. The blizzard haunt makes three Magical Strikes.

Magical Strike. *Melee Spell Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) necrotic and 10 (3d6) cold damage.

Raging Storm (1/Day). The area inside the blizzard haunt and within a 10-foot radius of it rages out of control for 1 minute. Each creature in this area must make a DC 19 Constitution saving throw. On a failed save the creature takes 17 (5d6) cold damage and 17 (5d6) necrotic damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and is not blinded. A blinded creature can make a Constitution saving throw at the start of its turn, ending the effect on itself on a success.

Each time a creature enters the affected area or starts its turn there it must make the same saving throw, taking 10 (3d6) cold damage and 10 (3d6) necrotic damage on a failure, or half as much damage on a success. When the blizzard haunt takes damage it must succeed on a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher, or the storm dissipates.

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Dai Cultist

The power daimoi can bestow upon their followers lures many into their services. Dai cultists, whether through trickery or the promise of power, give themselves over to these twisted unknowable beings. They run the dai temples in the Hollowdepths while also recruiting members from the surface—and selecting willing sacrifices from among them. Many dai cultists are sent to live aboveground as hidden enforcers and spies for their Dai.

There are many reasons why people join the faith, but for most they join and rise through the ranks in hopes of becoming dai incarni, powerful fiendish beings infused with the essence and powers of their daimos. And while outsiders spread tales of it all being trickery, that no mortal is ever elevated, the daimoi do choose from their most faithful, turning them into beings of pure power.



Dai Cultist

Medium Humanoid (Any Aspect)

Armor Class 13 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Arcana +2, Persuasion +5
Senses passive Perception 12
Languages Common, Primordial, Wadeep
Challenge 3 (700 XP) **Proficiency Bonus** +2

Minor Essence of the Daimoi. The cultist has advantage on saving throws against spells and effects that would alter its form.

Proselytize. When the cultist speaks about its faith, each creature that can hear and understand the cultist must make a DC 13 Wisdom saving throw. On a failed save the cultist has advantage on Charisma checks against the affected creature for the next hour. Creatures that are immune to being charmed automatically succeed on the save. If a creature's saving throw is successful, it is immune to the cultist's Proselytize for the next 24 hours.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* 2 (1d4 + 1) piercing damage.

Spellcasting. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *charm person, implant thought*

1/day: *calm emotions, tongues*

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Dai Cultist Agent

Medium Humanoid (Any Aspect)

Armor Class 16 (studded leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	12 (+1)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +7, Wis +5
Skills Deception +10, Insight +8, Perception +8, Stealth +10
Senses passive Perception 18
Languages Common, Primordial, Wadeep
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Unnatural Sight. The cultist can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Minor Essence of the Daimoi. The cultist has advantage on saving throws against spells and effects that would alter its form.

ACTIONS

Multiattack. The cultist makes two Shadow Blade attacks.

Shadow Blade. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d6 + 7) necrotic damage. The cultist's shadow blade returns to its hand after being thrown.

Spellcasting. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):

At will: *friends, comprehend language, tongues*

3/day: *darkness*

BONUS ACTIONS

Shadow Strike. The cultist makes a Shadow Blade attack against a creature in darkness.

Shadow Step. The cultist teleports, along with any equipment it is wearing or carrying, to a space in dim light or darkness that it can see within 60 feet.

Dai Cultist Leader

Medium Humanoid (Any Aspect)

Armor Class 18
Hit Points 63 (14d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	10 (+0)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Wis +7, Cha +8
Skills Arcana +4, History +4, Insight +8, Persuasion +7
Senses passive Perception 14
Languages Common, Primordial, Wadeep
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Greater Essence of the Daimoi. The cultist is immune to spells and effects that would alter its form. When the cultist hits with any weapon, the weapon deals an additional 10 (3d6) necrotic damage (included in the attack).

Proselytize. When the cultist speaks about its faith, each creature that can hear and understand the cultist must make a DC 18 Wisdom saving throw. On a failed save the cultist has advantage on Charisma checks against the affected creature for the next hour. Creatures that are immune to being charmed automatically succeed on the save. If a creature's saving throw is successful, it is immune to the cultist's Proselytize for the next 24 hours.

ACTIONS

Multiattack. The cultist makes two maul or sickening strike attacks

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 10 (3d6) necrotic damage.

Sickening Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 10 (3d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Eldritch Armor. The cultist envelops its torso in a breastplate made of writhing blood and gains 30 temporary hit points. If a creature hits the cultist with a melee attack while the cultist has these hit points, the creature takes 4 (1d8) necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16, +8 to hit):

At will: *bane, calm emotions, charm person, implant thought, tongues*

3/day: *hold person, power word strike**

1/day: *dimension door, dominate person, power word crush*

**This spell can be found in* Itza's Guide to Dragonbonding

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Ellari Weeper

Far from the rigid laws and stubborn prejudices of Allarian cities, bands of ellari dissidents roam the Fai Woods. Its dense forest keeps their settlements hidden from the Dragon Kingdom's enforcers. Alternately havens for disillusioned ellari and hotbeds for active resistance, these remote communities value their independence and freedom above all.

Long barred from practicing Dreamshaping, some ellari freedom fighters attempted to reclaim their ancestral magic based on self-teaching and half-remembered traditions. Over the centuries they honed a new technique: a wailing battle cry that afflicts their opponents with dreamlike confusion. These sorrowful, blood-chilling shrieks earned these ellari rebels the name Weepers.

Each band of Weepers operates independently with loose alliances connecting the groups. While some communities have become less militant since the ellari were granted equal legal rights by Qan Elyse I, others continue the struggle by stealing from Allarian caravans and using guerrilla tactics to strike out at the kingdom's forces when they venture too deep into the Weepers' wooded refuge.

As outlaws and outcasts, the Weepers are wary of even the friendliest outsiders—many an Allarian spy has come disguised with honeyed words. However they are deeply sympathetic to others struggling under oppression, and gladly offer their aid in solidarity.



Ellari Weeper

Medium Humanoid (Ellari, Fai)

Armor Class 14 (leather armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +5, Wis +4
Skills Insight +4, Perception +4, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Allai, Common, Ellari
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambush Adept. If the weeper successfully hits a target with a weapon attack while hidden from the target, it can spend its reaction to immediately move up to its speed in any direction.

ACTIONS

Multiattack. The weeper makes two Dagger attacks, or it makes one Bolas attack and one Dagger attack.

Bolas. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 13 saving throw or fall prone. Ending the prone condition requires spending an action to remove the bolas.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Weeping Wail. The weeper lets out a howling battle cry imbued with Fai. Each creature within 60 feet who can hear the weeper must succeed on a DC 13 Wisdom saving throw or become magically convinced it is dreaming, behaving as though it were affected by the *confusion* spell. An affected creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
A creature that successfully saves is immune to all weepers' wailing until it finishes a long rest.

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Gem Gargoyle

Tiny Beast (Fai)

Armor Class 14 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +5, Sleight of Hand +5
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified, poisoned
Senses blindsight 10 ft., passive Perception 13
Languages Primordial
Challenge 1 (200 XP) **Proficiency Bonus** +2

Pack Tactics. The gem gargoyle has advantage on attack rolls against a creature if at least one of the gargoyle's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature is restrained and begins to turn to crystal. 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 for 24 hours.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

BONUS ACTIONS

Cunning Action. The gem gargoyle can take the Dash or Disengage action.

Variant: Gem Gargoyle Familiar

Some gem gargoyles can be found in the service to mortal spellcasters. Quick-fingered and perceptive, a gem gargoyle will happily work in exchange for a plentiful supply of crystals and gemstones—but woe be to the practitioner who doesn't keep their gem gargoyle familiar well-fed. Some such gem gargoyles have the following trait.

Familiar. The gem gargoyle can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the gem gargoyle senses as long as they are within 1 mile of each other. While the gem gargoyle is within 10 feet of its master, the master shares the gargoyle's Magic Resistance trait. At any time and for any reason, the gem gargoyle can end its service as a familiar, ending the telepathic bond.

Gem Gargoyle

Native to Enkhara, gem gargoyles look like small, winged crystalline humanoids, with long fangs and claws. Some have horns, tails, or crystal ridges along their back. Most don't have eyes, guiding themselves through vibrations in the air. No two gem gargoyles look exactly alike, with variations of colors and physical characteristics giving them each a distinct look. Like many creatures found in Enkhara, they have been infused with the Fai magics that suffuse the Jeweled Desert, making them particularly hardy against magical effects.

Crystal Scavengers. Gem gargoyles feed on the gemstone formations found in the Jeweled Desert, typically traveling in family groups of ten or more known as swarms or flocks. Occasionally, smaller groups or individual gargoyles will scout ahead of the masses, locating large mineral deposits and ferrying the rest of their family to the location. Some gem gargoyle swarms have been found working with gem trolls to siege a Shield outpost or cache of crystals; however, just as often, these creatures have been found in conflict with one another over a source of gemstones.

Creatures of Opportunity. Gem gargoyles' strength lies in their numbers, so they will often avoid direct conflict unless they feel they have the upper hand. Even then, they're much more likely to swarm a location, grab what they can, and flee before anyone has the chance to rally against them. However, a hungry gem gargoyle is a desperate creature, and will become far more aggressive when faced with famine, and will resort to hunting other creatures, using their bite to turn their target to crystal and then consume them.



Alejandro Maroto (Order #45615517)

Gem Grub

Gem grubs are giant, crystal-encrusted worms that feed on the magically charged gems and creatures of the Jeweled Desert. They live in clusters in cool caverns and fissures, and are highly territorial, blinding then biting any creature that comes near regardless of size. Once a gem grub latches on, it won't let go until it or its victim is dead.

Gem Grub

Large Beast (Fai)

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	1 (-5)	6 (-2)	3 (-4)

Saving Throws Str +5, Cha −2
Damage Resistances piercing and slashing from nonmagical attacks
Senses blindsight 15 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 23 (8d4 + 3) piercing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 13). Until the grapple ends, the target takes 23 (8d4 + 3) piercing damage at the start of each of the gem grub's turns. The grub can't make attacks while grappling a creature in this way.

Dazzle (Recharge 5–6). A disorienting array of colorful light flashes from the gem grub's crystals. Each creature in a 30-foot cone must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Gem Worm

The most aggressive gem grub in a cluster eventually devours all its siblings as it matures, growing to enormous size. These solitary gem worms burrow through the sands of the Jeweled Desert actively hunting for sizable prey.



Alejandro Maroto (Order #45815517)

Gem Worm

Gargantuan Monstrosity (Fai)

Armor Class 17 (natural armor)
Hit Points 203 (14d20 + 56)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	1 (-5)	8 (-1)	5 (-3)

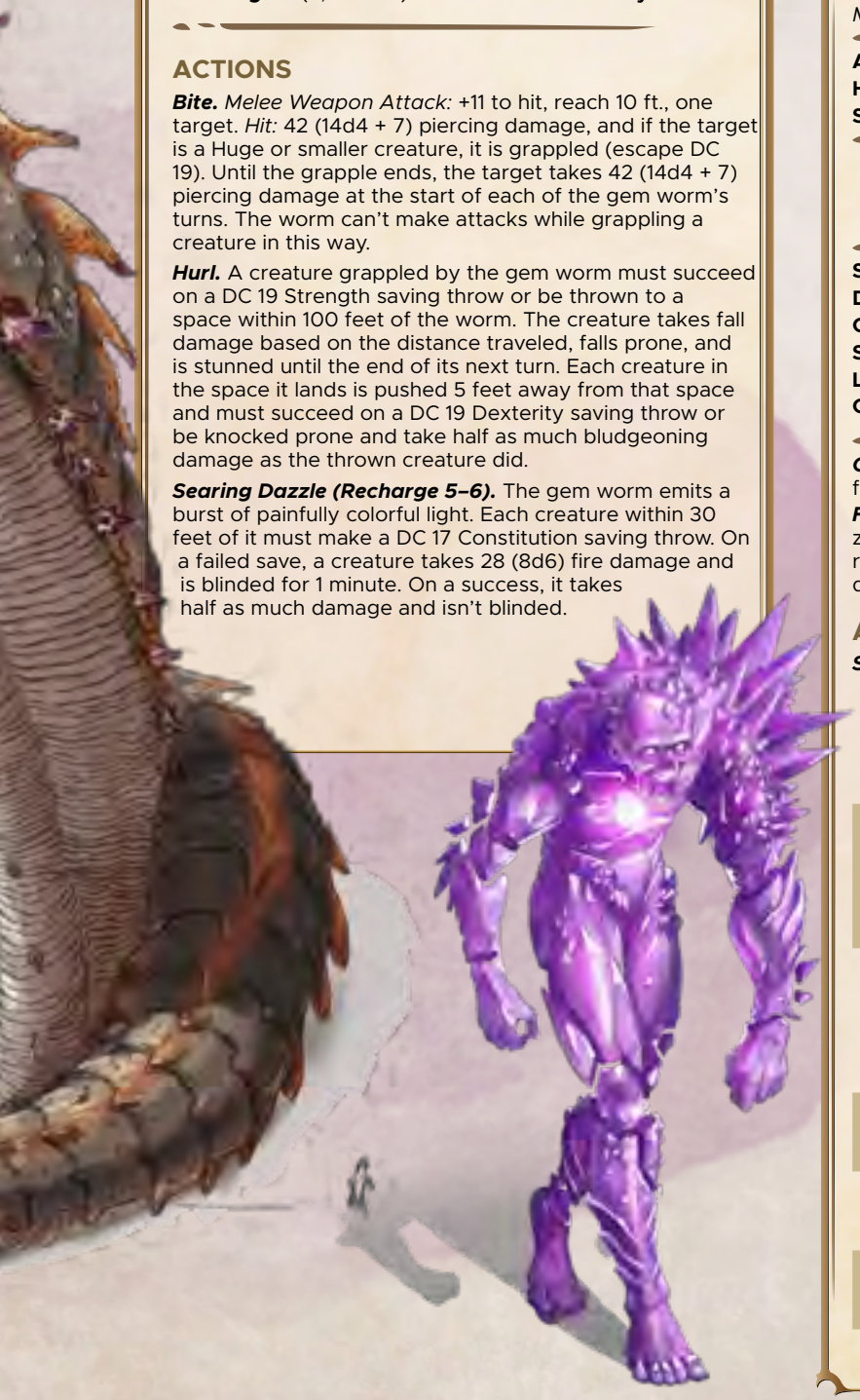
Saving Throws Str +11, Cha +1
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft. (blind beyond this radius), tremorsense 100 ft., passive Perception 7
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 42 (14d4 + 7) piercing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 19). Until the grapple ends, the target takes 42 (14d4 + 7) piercing damage at the start of each of the gem worm's turns. The worm can't make attacks while grappling a creature in this way.

Hurl. A creature grappled by the gem worm must succeed on a DC 19 Strength saving throw or be thrown to a space within 100 feet of the worm. The creature takes fall damage based on the distance traveled, falls prone, and is stunned until the end of its next turn. Each creature in the space it lands is pushed 5 feet away from that space and must succeed on a DC 19 Dexterity saving throw or be knocked prone and take half as much bludgeoning damage as the thrown creature did.

Searing Dazzle (Recharge 5–6). The gem worm emits a burst of painfully colorful light. Each creature within 30 feet of it must make a DC 17 Constitution saving throw. On a failed save, a creature takes 28 (8d6) fire damage and is blinded for 1 minute. On a success, it takes half as much damage and isn't blinded.



Gem Zombie

Gem zombies are humanoid-shaped arrangements of jagged crystal growths with a faintly glowing heart at their core. They rove across the Jeweled Desert in glittering packs, slaves to their hunger for Fai and their dark whims. Only the Dhaagan Witnesses know the horrifying truth of the gem zombies: that they were once people of the Shields, corrupted and transformed beyond recognition by the crystalline pollen that drifts from the gemstone forests. Though not undead, gem zombies earned their name from their seemingly mindless wanderings and their feral need to consume and destroy.

Gem Zombie

Medium Monstrosity (Fai)

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	8 (-1)	8 (-1)	14 (+2)

Saving Throws Wis +1
Damage Resistances poison, psychic
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 9
Languages One language of your choice
Challenge 3 (700 XP) **Proficiency Bonus** +2

Crystal Mutation. The gem zombie has one mutation from the Crystal Mutations table.

Fai Reflection. When a creature deals damage to a gem zombie with a spell or magical effect, the damage is reduced by 1d4, and the caster takes that much psychic damage.

ACTIONS

Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

CRYSTAL MUTATIONS

D6	MUTATION
1	**Splinterspines.** The gem zombie gains the following action: ***Splinterspine.*** *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage.
2	**Translucent.** The gem zombie gains the following bonus action: ***Refractive Gems.*** The gem zombie turns invisible until the end of its next turn. This effect ends early if the zombie makes an attack. For the duration, any attack it scores against a creature that is surprised is a critical hit.
3	**Towering Mirror.** The gem zombie's size is Large, its hit point maximum increases by 20, and its Fai Reflection trait applies to all damage it takes.
4	**Fai Overflow.** The gem zombie can cast *psychic flare* at will and can cast *confusion* once per day. Charisma is its spellcasting ability (spell save DC 12).
5	**Extra Limbs.** The gem zombie gains the Multiattack action, allowing it to make two Stab attacks, and its speed increases to 35 ft.
6	Roll twice on the table and take both results.

Alejandro Maroto (Order #45615517)

Golden Constructs

To an uneducated eye, golden constructs shouldn't work. The mechanical parts making up their bodies appear haphazard or even nonsensical, yet there is method to the madness. Genius creators harness the power of Fai into their constructs, turning seemingly randomly attached parts and junk into artistically crafted automatons. Golden constructs far surpass so-called clockwork machines, their very being is infused with the dreams and aspirations of their creators.

Golden Guardians

Crafted by golden geniuses, a guardian is both the symbol of the mastery of their craft and an experiment without end. These large, hulking humanoid-shaped constructs act as protector and servant to their creator. No two guardians are exactly alike as they can be equipped with a myriad of possible upgrades and gadgets. These constructs typically remain near their creator, obeying their orders and standing against all threats. Occasionally, however, a golden guardian can be encountered alone, following the orders of its master even if its creator perished long ago.

Golden Guardian

Large Construct (Fai)

Armor Class 16 (natural armor)
Hit Points 73 (6d10 + 30 + 10 from energy core)
Speed 20 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Understands the language of its creator
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the guardian moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Construct Upgrades. The creator of this guardian has upgraded the construct with an Energy Core (+10 hit points), Ballista Arm, Repulsion Field, and the Charge Trait (already included in the stat block)

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

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

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

ACTIONS

Multiattack. The golden guardian makes two weapon attacks.

Arm Maul. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Ballista Arm. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage.

REACTIONS

Protection Mode. The guardian imposes disadvantage on the attack roll of one creature it can see that is within 10 feet of it that is attacking a creature other than the guardian.

Repulsion Field (Recharge 5-6). When the guardian takes damage from a melee attack, it can use its reaction to emit a sphere of invisible force in a 30 foot radius, centered on itself. Each creature in the area must succeed on a DC 13 Strength saving throw or be pushed out to the edge of the sphere.



Alejandro Maroto (Order #45815517)

Golden Homunculus

Often the first construct built by novice golden geniuses is the homunculus. Unlike the similarly named arcane creation, golden homunculi are Tiny sized, spider-like mechanical creatures with nimble legs and ports for various upgrades. They obey their creators and can follow simple orders for an extended period of time. Some genuses bond psychically with their homunculi, using the constructs to be their eyes and ears in remote, or hard to access locations.

Golden Homunculus

Tiny Construct (Fai)

Armor Class 13 (natural armor)
Hit Points 31 (6d4 + 4 + 10 from energy core)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Understands the language of its creator
Challenge 2 (450 XP) **Proficiency Bonus** +2

Construct Upgrades. The creator of this guardian has upgraded the construct with an Energy Core (+10 hit points), Injector Arm, and Scurry (already included in the stat block).

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

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

ACTIONS

Injector Arm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or take 7 (3d4) poison damage.

Projectile Launcher. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage.

REACTIONS

Scurry. The homunculus can take the Dash, Disengage, or Hide action as a bonus action on its turn.



Golden Genius

Most godao have an innate knack for creating and modifying gear, and their armor and weapons are all different, adjusted to the taste of their wielder. A golden genius—the official title of an inventor in the Grand Guild of Allaria—is often escorted by a golden guardian or another type of bodyguard construct, which protects its creator with fanatical loyalty.

Golden Genius

Small or Medium Humanoid (Typically Godao, Fai)

Armor Class 14 (studded leather armor)
Hit Points 14 (4d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Int +6
Skills Arcana +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Allarian, Godao
Challenge 1 (200 XP) **Proficiency Bonus** +2

Tinkerer. The golden genius is proficient in tinker's tools and has advantage on Intelligence checks related to tinkering.

ACTIONS

Multiattack. The golden genius makes two Dagger or two Light Repeater Crossbow attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Repeater Crossbow. *Ranged Weapon Attack:* +4 to hit, range 90/240 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Alejandro Maroto (Order #45615517)

Hags

Delving too deeply into Vaala can twist the mind, will, and body of any humanoid, and Valernian hags are an ever-present warning to approach magic with caution. Hags are as monstrous as they are cunning, each formed by the Vaala aspect they gave themselves to, using their magic to adopt a harmless guise and lure mortals into their traps. Despite their power, hags typically prefer defenseless targets, like children and sleeping adults, which they use either for food or magical experiments. Rather than fight to the death, a hag typically flees via invisibility, shape-changing, or simply running away.

Tahuen Hag

The blood hags of Nahuac, known as tahuen in the local tongue, were once makaab witches that developed a thirst for blood not unlike that of a maghyr. This thirst twisted the Vaala, driving them away from their innate ties with nature until they abandoned their Source magic altogether and turned instead to Id.

A tahuen hag resembles a beautiful, yet eerie and unkempt humanoid, wearing jewelry made from animal parts or the bones of their victims. These trinkets represent the source of the hag's power and cannot be hidden by illusions, no matter how the hag disguises themself.



All tahuen hags shapeshift, and they enjoy assuming the form of scavenger birds, typically crows and vultures. Even in humanoid form, they often sharpen their fingernails into talons, transmitting curses and sickness with a scratch.

Tahuen Hag

Medium Humanoid (Id)

Armor Class 15 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	13 (+1)	16 (+3)	16 (+3)

Skills Deception +9, Insight +9, Medicine +9, Perception +9, Stealth +9
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages Common, Náhuinn
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The hag makes two Talon attacks and one Bite attack. It can use spellcasting instead of one attack.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) slashing damage plus 4 (1d8) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned until it finishes a long or short rest. While poisoned in this way, a creature's hit point maximum is reduced by the poison damage taken.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one poisoned target. *Hit:* 9 (2d6 + 2) piercing damage and the hag regains hit points equal to the damage dealt.

Shapeshift. The hag polymorphs into a giant vulture or back into its true form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Spellcasting (Hag Form Only). The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 14, +6 to hit):

At will: *charm person, mirror image, misty step*

1/day each: *bestow curse, cloudkill, vampiric touch*

Alejandro Maroto (Order #45815517)

Vali Hag

Medium Humanoid (K'aab)

Armor Class 15 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	18 (+4)	15 (+2)

Skills Athletics +7, Medicine +7, Perception +7, Survival +7
Damage Immunities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages Common, Gellan, Orlaai
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Chilling Presence. Each creature within 60 ft. of the hag makes all Strength and Constitution saving throws with disadvantage. A creature that is resistant or immune to cold damage is unaffected by the hag's chilling presence.

Cold Absorption. Whenever the hag is subjected to cold damage, it takes no damage and instead regains hit points equal to the cold damage dealt.

ACTIONS

Multiattack. The hag makes two attacks using either its claw or staff. It can use spellcasting instead of one attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) cold damage, and the target must succeed on a DC 16 Constitution saving throw or become slowed (as per the effects of the slow spell) until the end of the hag's next turn.

Gnarled Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target loses any immunity or resistance to cold for 1 minute.

Shapeshift. The hag polymorphs itself into a Beast or back into its true form. It retains its Intelligence, Wisdom, and Charisma scores, as well as its ability to understand languages. It reverts to its true form when it dies.

Spellcasting (Hag Form Only). The hag casts one of the following spells, requiring no material components. It uses Wisdom as the spellcasting ability (save DC 15):

At will: *fog cloud, gust of wind, sleet storm*

1/day: *cone of cold, ice storm, wind wall*

Vali Hag

The most feared of hags is the vali hag. Believed to once be orlar witches who used forbidden winter rituals, they are deeply connected to nature and take their strength from the cold.

Winter hags are as straightforward and merciless as the cold. Unlike their fellow hags, they despise deceit and prefer to be left alone. Instead of hunting for prey, they instead slaughter anyone unfortunate enough to trespass in their domains. Vali despise sapient life, viewing it as something to be eradicated.

A winter hag looks like a gaunt, unnaturally tall orlar with a disheveled white mane, carrying a gnarled runestaff symbolizing their power. They are often accompanied by a cloud of winter ravens or snowy owls.



Alejandro Maroto (Order #45615517)

Wuga Hag

Allarian hags, known as wuga, are the stuff of cautionary tales across much of Valerna. Former Fai practitioners who delved too deeply into Dream, they became the embodiments of nightmares.

Wuga are as chaotic and flexible as dreams, preferring to act on instinct rather than make grand plans. They cause torment for the pleasure of it and abandon any task that proves too difficult in favor of something more enjoyable.

In its true form, a wuga is shaggy and stout-bodied, with a wild mane of hair. They decorate their hair with pieces of rotting wood, painted beads, or dead animal parts, and wear painted masks to hide their horrifying visage. They have fanged mouths and clawed hands, with skin that is mottled and striped in ever-shifting contrasting, bestial colors. The colors and patterns shift with the wuga's whims, so a person may encounter the same wuga multiple times in one day and not realize it.



Wuga Hag

Medium Humanoid (Fai)

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	16 (+3)	13 (+1)	11 (+1)

Skills Deception +7, Perception +5, Survival +5, Stealth +5
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Allai, Common, Oneiric
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

ACTIONS

Multiattack. The hag makes two claw attacks. If both attacks hit the same target, the target is Grappled (Escape DC 16) and the hag can immediately Lick the target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Lick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) psychic damage and the hag regains a number of hit points equal to the psychic damage dealt.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (save DC 14):

At will: *expeditious retreat, sleep, vicious mockery*

3/day: *hold person, confusion, invisibility*

Unsettling Visage (Recharges After a Short or Long Rest). The hag's form bubbles and pulsates. Each creature within 30 feet of the hag that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alejandro Maroto (Order #45815517)

Kaimerai

Kaimerai are the embodiment of the drive that permeates sikari society: to control the laws of life. Altered by sikari sages' experiments, kaimerai are mutated life forms created by combining various living creatures together. Some kaimerai appear indistinguishable from unmodified animals, only revealing slight modifications for utility upon close inspection. Others are true horrors, displaying an amalgamation of traits, shapes, and functions unseen in the natural world.

There are kaimerai of all sizes, colors and shapes, although blue elves prefer them small enough to keep as pets, in order to better parade them before their peers. The more shocking the kaimera's appearance, the more socially rewarding.

Outside Nature. Kaimerai are rarely found outside the labs and leashes of blue elves, but a few of them are occasionally released into the wild. While the odd kaimerai manages to breed and find an ecological niche, most feral kaimerai kill everything around them within a few weeks and shortly thereafter die of starvation.

Kaimeran Pet

Tiny Monstrosity (K'aab)

Armor Class 13 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 20 ft., climb 20 ft., plus choose either burrow 20 ft., fly 20 ft., or swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances See variable anatomy
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amphibious. The kaimera can breathe both air and water.

Keen Senses. The kaimera has advantage on Wisdom (Perception) checks relying on hearing and smell.

Variable Anatomy. Choose one damage type from acid, bludgeoning, cold, fire, lightning, piercing, poison, or slashing. The kaimera gains resistance to the chosen damage type, and it deals damage of that type with its attacks.

In addition, choose one of the following:

- ***Amorphous:*** The kaimera can move through a space as narrow as 1 inch wide without squeezing.
- ***Pack Tactics:*** The kaimera has advantage on an attack roll against a creature if at least one of the kaimera's allies is within 5 feet of the creature and the ally isn't incapacitated.
- ***Nimble Escape:*** The kaimera can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Limb. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) damage of the chosen type.

Kaimeran Guardian

Large Monstrosity (K'aab)

Armor Class 16 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 20 ft., climb 20 ft., plus choose either burrow 20 ft., fly 20 ft., or swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +4
Damage Resistances See variable anatomy
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The kaimera may breathe both air and water.

Keen Senses. The kaimera has advantage on Wisdom (Perception) checks relying on hearing and smell.

Variable Anatomy. Choose one damage type from bludgeoning, piercing, or slashing, and one damage type from acid, cold, fire, lightning, or poison. The kaimera gains resistance to both damage types, and it deals damage of both types with its attacks.

In addition, choose two of the following:

- ***Amorphous:*** The kaimera can move through a space as narrow as 1 inch wide without squeezing.
- ***Blood Frenzy (Swimming Speed Only):*** The kaimera has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- ***False Appearance (Burrowing Speed Only):*** While the kaimera remains motionless, it is indistinguishable from an inanimate statue or stone.
- ***Flyby (Flying Speed Only):*** The kaimera doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- ***Pack Tactics: T***he kaimera has advantage on an attack roll against a creature if at least one of the kaimera's allies is within 5 feet of the creature and the ally isn't incapacitated.
- ***Nimble Escape:*** The kaimera can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The kaimera guard makes three Limb attacks.

Limb. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) damage of the first chosen type, plus 7 (2d6) damage of the second chosen type.

Alejandro Maroto (Order #45615517)

Kalaha

The Kalaha, or the Cursed, are tiger people from the Southwest of Nahuac. Convinced they are superior to "weak" shapeshifting humans, tiger-kin dream of conquering the world for the beasts. Originally tánaid shapeshifters from the Nahuac Coalition, the Kalaha chose power over the Coalition and were able to permanently become half-tigers.

A Kalaha looks like a strange amalgamation of human and tiger, as if caught mid-transformation. They are formidable in both appearance and ability, with incredible fighting skills trained from cubhood.

Animal Ambition. Former shapeshifting wild-kin who cut themselves off from their totemic blessing, Kalaha are strong, fast, and vicious. They believe a perfect society is one with them as the rulers, and they twice tried to wrest power over Nahuac from the Ocelinn Lordships of the jaguar-kin before being expelled from the Westerlands.

K'aab Eaters. The most fearsome ability of a Kalaha is their power to absorb Source magic. While they have lost their own connection to K'aab, they consume the magic of others, depriving spellcasters of their power and leaving them defenseless against a Kalaha's muscles and speed.



Kalaha

Medium Humanoid (Human, K'aab)

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	8 (-1)	10 (+0)	12 (+1)

Saves Str +6, Dex +5
Skills Athletics +6, Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Late Altanesi, Nahuinn
Challenge 2 (450 XP) **Proficiency Bonus** +2

Improved Magic Resistance. The Kalaha gains advantage on saving throws against magic spells and effects. If the Kalaha succeeds on the saving throw, the spell fails completely and has no effect.

Kalahat Leap. A Kalaha may ignore difficult terrain when moving. The Kalaha's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Kalahat Pounce. If the Kalaha moves at least half its speed in a straight line, it gains advantage on all melee attack rolls made during that turn.

ACTIONS

Multiattack. The Kalaha makes one bite attack and one claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +4) piercing damage, and the target must make a DC 14 Charisma saving throw. On a failed save, one magical effect currently affecting the target is dispelled as per the *dispel magic* spell, and the Kalaha regains 1 hit point per spell level of the dispelled effect.

If there were no magical effects active on the target, then on a failed save, the target instead spends one of its unused spell slots without effect (the highest level slots are lost first), and the Kalaha regains 1 hit point per spell level of the spent slot.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and if the target is Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Frightful Roar. The Kalaha emits a deafening, deep roar. Each living creature within 30 ft. of the Kalaha must make a DC 14 Charisma saving throw. On a failed save, the target becomes Frightened until the end of the Kalaha's next turn, and one randomly chosen magical effect currently active on the target is dispelled as per the *dispel magic* spell.

If there were no magical effects active on the target, then on a failed save, the target instead spends one of its unused spell slots without effect (the highest level slots are lost first).

Alejandro Maroto (Order #45815517)

Lightwisp

While most feydh have creative and often beautiful shapes emerging from the Fai that animates them, lightwisps are undisguised, showing their raw, featureless nature. Their appearance—as floating spheres of light—has led to them more commonly being referred to as nightlights or eeries. These wisps are friendly, if mischievous, feydh creatures native to Ysval and the north forests.

Curious Origins. Though staunchly denied by the Galadyan priests, lightwisps are rumored to have been created by them, due both to the creatures' benevolence toward mortals and the specificity of their habitat. Not wishing to have their faith associated with feydh creatures, the Galadyans typically refute the claim while suggesting that, if lightwisps were created by Light magic, it must have been an accidental occurrence.

Best Intentions. Floating around Ysvalian forests, lightwisps seek opportunities to do good. They are, however, not particularly smart, and their idea of good is sometimes quite alien to mortals. They cannot interact with the material world save by illusions, but will gladly put their magic to the service of a Galadyan priest, knight, or worthy traveler. Under the guidance of wise mortals, lightwisps can be downright useful, for they know the locations of magical places and hidden treasures in the northern woods.



Lightwisp

Tiny Feydh (Fai)

Armor Class 15
Hit Points 10 (7d4 − 7)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	8 (-1)	7 (-2)	7 (-2)	13 (+1)

Saving Throws Dex +7, Cha +3
Damage Immunities radiant, poison
Damage Resistances acid, cold, fire, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't deadsteel
Condition Immunities blinded, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 90 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Ephemeral. The lightwisp can't wear or carry anything.
Incorporeal Movement. The lightwisp 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.
Magic Resistance. The lightwisp gains advantage on all saving throws against spells and other magical effects.
Light. While it is visible, the lightwisp sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

ACTIONS

Fai Flare. A creature of the lightwisp's choice within 30 feet of it must succeed on a DC 12 Wisdom saving throw or take 4 (1d6 + 1) radiant damage plus 3 (1d6) psychic damage.

Heroic Boon (1/Day). The lightwisp inspires hope in the darkest places, granting a creature it can see one d4 bonus boon die. The recipient can add this boon die to any ability check, attack roll, or saving throw it makes within the next 24 hours. A creature can only have one boon die at a time. While a creature has this boon die but has not spent it, the creature is immune to being frightened.

Spellcasting. The lightwisp casts one of the following spells, requiring no components and using Charisma (save DC 12, +3 to hit) as the spellcasting ability:

At will: *dancing lights, minor illusion*

1/day: *faerie fire, locate object*

BONUS ACTIONS

Flicker. The lightwisp becomes invisible. It becomes visible again if it attacks or casts a spell. While invisible, it leaves no physical evidence of its passage, and can only be tracked by magic.

Alejandro Maroto (Order #45615517)

Manticora

Manticora are lesser relatives of sphinxes, smaller and more bestial than their wiser kin. Preying on living flesh, the manticora lives to kill. It will eat anything, bones and all, typically leaving no trace of its prey. Some manticora form small but fearsome hunting packs powerful enough to take down a vampyr squad. A manticora looks like a large, spiked lion with a fanged humanoid face. Pinning its prey with its massive paws, it then whips them into submission with its powerful barbed tail.

Allies of the Nwoda. When the Zumari clan of the nwoda exiled themselves to Tyveria, they began hiring manticora bodyguards for their ships in exchange for the blood of their captives and a share of the loot.



Manticora

Large Beast (ld)

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	8 (-1)	10 (+0)	11 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Spexa, Tyverian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Spiked Beast. When a creature targets the manticora with a melee attack, it must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) piercing damage.

ACTIONS

Multiattack. The Manticora makes one Claw attack, one Bite attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The manticora then regains hit points equal to half the total damage dealt.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and the target becomes Grappled (escape DC 14).

Barbed Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed safe or half as much damage on a successful one.

REACTION

Spray of Barbs. If a creature comes within 5 feet of the manticora, it releases a spray of tail barbs at the creature in a 10-foot cone. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 9 (2d6 + 2) piercing damage on a failed save.

Alejandro Maroto (Order #45815517)

Nightmare Caller

Catalyzed into existence by the Dreambleed, the Fell Courts are home to beings not quite living but certainly not dead. The ellari archmages that caused the Dreambleed were destroyed in the process, but the Fai repurposed their memories to create a new kind of people. The faari, or dream elves, who rule the Fell Courts are composed of pure Dream magic.

But dreams require dreamers, and so the faari use their powers to call mortal souls to the Fell Courts, using them as anchors and manipulating their dreams into the foundations for twisted palaces and haunting realms. Fell awakeners support the magical structure of their court, work which requires collecting and analyzing mortal dreams, and learning how best to exploit their targets' fears and desires. They deploy their mastery of dream magic to lure dreamers into the Fell Courts and then trap them with bargains, tricks, and labyrinthine woods.

Dreadful Dreams. Some powerful faari instead choose the path of the nightmare caller. The nightmare callers are warrior mages and connoisseurs of dread, summoning the stuff of nightmares into reality, straight from mortals' minds, in service of the Fell armies. They find physical weapons primitive and are fascinated by the discovery of new and unusual fears.

Surreal Appearance. True to their calling, nightmare callers are particularly fond of presentations that strike fear into the hearts of their enemies, often adopting features such as elegantly clawed hands, extra-jointed limbs, and malevolent grins too wide for their faces.



Nightmare Caller

Medium Feydh (Faari, Fai)

Armor Class 13
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	20 (+5)	12 (+1)	16 (+3)

Saving Throws Int +9, Wis +5, Con +5
Skills Arcana +9, Deception +7, Insight +5, Intimidation +7
Damage Vulnerabilities bludgeoning, piercing, and slashing damage from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 15
Languages Allai, Common, Oneiric
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ephemeral Form. The nightmare caller can alter its appearance at will, so long as it remains a Medium Humanoid creature.

Eldritch Vision. The nightmare caller can see in magical darkness.

Feydh Ancestry. The nightmare caller gains advantage on saving throws against being charmed, and magic can't make it sleep.

ACTIONS

Multiattack. The nightmare caller makes three Grim Rapier attacks. It can replace one of these attacks with a use of Call Nightmare or Spellcasting.

Grim Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 20 psychic damage, and the creature must succeed on a DC 17 Wisdom saving throw or become frightened of the nightmare caller until the end of the creature's next turn.

Call Nightmare. The nightmare caller targets a creature within 60 feet and extracts its most terrifying nightmare, creating an illusory manifestation of the target's worst fear. For 1 minute, at the start of each of its turns, the target must succeed on a DC 17 Wisdom saving throw or take (4d10) psychic damage. On a success, the target avoids the damage, but the effect continues. The effect ends early if the nightmare caller voluntarily dismisses the effect, targets a different creature with this effect, or is reduced to zero hit points.

Spellcasting. The nightmare caller casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (save DC 17, +9 to hit):

At will: chill touch

1/day: *conjure fey* (6th level), *dream, hallucinatory terrain, insect plague* (6th level)

3/day: *darkness, mirror image*

BONUS ACTIONS

Dream Step. The nightmare caller teleports up to 30 feet to any place it can see.

Lucid Nightmare. The nightmare caller targets a creature it can see within 30 feet and attempts to magically drag its physical body closer to the Dreamspace. The target must make a DC 17 Wisdom saving throw. On a failure, until the end of its next turn, the target's speed is reduced by half, and it makes all weapon attack rolls and Dexterity saving throws with disadvantage.

REACTIONS

Warped Reflection. When a creature targets the nightmare caller with a Fai spell, the nightmare caller can attempt to redirect the spell by making an ability check, using its spellcasting ability, against a DC equal to 10 + the spell's level. On a success, the nightmare caller can choose another creature (including the spellcaster) that it can see within 120 feet. The spell targets the chosen creature instead of the nightmare caller. If the spell forces a saving throw, the chosen creature makes its own save. If the spell requires a spell attack, the attack roll is rerolled against the chosen creature.

Alejandro Maroto (Order #45615517)

Null

Where Vaala is the primal energy of potential that pervades the living world, the Null is the opposing force. The energy of the void, a force that exists outside of the movement of the cosmos, the Null is a paradox in of itself: It is and is not, and it exists only to unmake.

The Null first manifested in Valerna when a daring experiment intent on harnessing raw Vaala went awry. The Null consumes Vaala. But unlike dragons, it is not empowered by it, nor does it require Vaala to persist. Instead, the Vaala it touches is undone, unraveled, destroyed, and turned against itself. Where Vaala seeks change and creation, the Null seeks nothingness, emptiness, and the end of all things, even Vaala itself.

Corrupting Power. The Null is strong, some say even stronger than Vaala. Some sages claim that the experiment to harness raw Vaala did not fail after all, and that the Null is simply the true form of Vaala. Occasionally, the power-hungry or truly desperate will turn to the Null for aid, only to be corrupted in turn.

Null-Touched Nightmares. A creature who is exposed to the Null eventually succumbs to the twisting corruption of such power. Many Null-touched creatures become mere shadows of themselves, forgoing weapons and other abilities in favor of new and terrifying powers that aid in the spread of the Null across Valerna.



Null-Touched Púka

The púka are creatures of home, hearth, and plenty, serving across Valerna as cooks, crafters, and innkeepers. However, when a púka is corrupted by the Null, that drive to help is equally corrupted, turning the púka into a monstrous entity that is quick, nimble, and terrifying.

Null-Touched Púka

Small Aberration (Null)

Armor Class 11
Hit Points 11 (2d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	6 (-2)	7 (-2)	6 (-2)

Saving Throws Cha +0, Wis +0
Skills Perception +0, Survival +0, Stealth +3
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, radiant
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages Common, Ysvalian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Halfling Nimbleness. The púka can move through the space of any Medium or larger creature.

Lucky. When the púka rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 necrotic damage, and the creature must succeed on a DC 10 Constitution saving throw or gain 1 temporary Null corruption point.

Bonus Actions

Null Cunning. The púka can take the Dash action.

Alejandro Maroto (Order #45815517)

Null-Touched Hydra

Huge Aberration (Null)

Armor Class 17 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 30 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	23 (+6)	1 (-5)	4 (-3)	4 (-3)

Saving Throws Str +10, Con +10
Skills Perception +1
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, radiant
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages understands all spoken languages but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Bolstered by Null. The hydra gains a bonus to all of its attack rolls and saving throws equal to the number of creatures currently tainted by its Null Fog within 90 feet of it.

Multiple Heads. The hydra has four heads. When the hydra has more than one head, it has advantage on attack rolls made with its Bite and has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

If the hydra takes more than 25 points of damage in a single turn, one of the heads falls unconscious. At the start of the hydra's turn, one unconscious head regains consciousness unless its Regeneration trait is suppressed.

Regeneration. The hydra regains 10 hit points at the start of its turn if it has at least 1 hit point. If the hydra takes necrotic damage or damage from a deadsteel weapon, this trait does not activate during the hydra's next turn.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads. It can replace one attack with a use of Null Fog.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 6 necrotic damage.

Tail Sweep. Each creature within 10 feet of the hydra must succeed on a DC 18 Dexterity saving throw or take 15 (2d8 + 6) bludgeoning damage and 6 necrotic damage and be knocked prone.

Null Fog (Recharge 5–6). The hydra exhales a sickly gray fog in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or become tainted for the next hour. This effect can be removed by the *greater restoration* spell or similar magic. A creature still tainted at the end of the duration gains 1 permanent Null corruption point.

REACTIONS

Ferocious Response. If the hydra is hit with a melee weapon attack, it can make a Bite attack against the attacker if it is within reach. It can take this reaction a number of times per turn equal to the number of heads it has remaining.

Null-Touched Hydra

The Fai hydra is a fearsome manifestation of Vaala, born of dreams to terrorize the Dragon Kingdom of Allaria. When Null-touched, it embodies its nightmare form, trading its Dream Fog for a Null-altered version, conveying corruption with but a breath.



Alejandro Maroto (Order #45615517)

Null-Touched Ogerron

The ogerron are most populous in Tyveria, where they most often serve as mercenaries, soldiers, and elite guards. Massive, hulking humanoids, ogerron are terrifying on the battlefield, wielding huge weapons and singing battle songs for the dead. The Null is particularly anathema to the ogerron, as Null flesh offers no nourishment in their Rite of Flesh, as it lacks the Vaala inherent in living creatures of Valerna. A Null-touched ogerron is abhorrent to their culture, put down quickly and burned to nothing but ash to prevent the taint from spreading.



Null-Touched Ogerron

Large Aberration (Null)

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	6 (-2)	5 (-3)

Saving Throws Str +6, Con +5
Skills Athletics +6, History +0, Perception +0, Survival +0
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, radiant
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages Common, Ogerri, Tyverian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Oversized. The ogerron can use a Small or Medium object as an improvised weapon to make melee weapon attacks, dealing 8 (1d8 + 4) damage on a successful hit. The type of damage is determined by the object being used, as decided by the GM. The object breaks and becomes unusable on a critical hit or if a 1 is rolled on the die for the attack roll.

Grasping Tentacles. The ogerron can have up to three tentacles at one time, each of which can grapple only one target at a time.

ACTIONS

Multiattack. The ogerron makes one Corrupting Grapple or Tentacle Slam attack for each of its available tentacles.

Corrupting Grapple. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 necrotic damage, and the target is grappled (escape DC 14). A creature who starts its turn grappled by the ogerron in this way takes 5 necrotic damage.

Tentacle Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage plus 3 necrotic damage.

BONUS ACTIONS

Necrotic Tendrils. Twisting black tendrils burst from the ogerron and attempt to corrupt its prey. Each creature grappled by the ogerron must make a DC 13 Constitution saving throw. A creature takes 10 (4d4) necrotic damage and gains 1 temporary Null corruption point on a failed save, or takes half as much damage and doesn't gain Null corruption on a successful one.

Alejandro Maroto (Order #45815517)

Null-Touched Qirin

The qirin are noble beasts native to the forests of Allaria. Used by the Allarian wardens, soldiers, and nobility, qirin are a common sight in the Dragon Kingdom. However, once tainted by the Null, they become horrifying creatures of twisted flesh and sharpened hooves.



Null-Touched Qirin

Large Aberration (Null)

Armor Class 13 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Saving Throws Str +6, Con +5
Skills Athletics +6, Insight +0, Perception +0
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, radiant
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands all spoken languages but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Qirin Leap. The qirin's long jump is up to 30 feet, and its high jump is up to 15 feet, with or without a running start. This movement does not provoke opportunity attacks.

ACTIONS

Multiattack. The qirin makes two Kick attacks and one Horns attack.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 necrotic damage.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 necrotic damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

BONUS ACTIONS

Null Guidance (3/Day). The qirin chooses one Null creature it can see within 30 feet of it. The target gains advantage on its next attack roll, saving throw, or ability check.

Alejandro Maroto (Order #45815517)

Null Cultist

While the Null is a vile, corrupting force, many are drawn in by the lure of its power. While some of those individuals are twisted and changed into mindless Null aberrations, some manage to hold off the taint and instead become fanatically devoted to the cause of spreading the Null.

Servitors of the Null. Some cultists work alone, answering only to the Null whispering in their minds, a solitary tendril creeping into the safety of their community. However, occasionally the Null manages to find a foothold in a village or city, and a larger cult quietly festers and grows. In such instances, a group of cultists typically work together under the guidance of a Null cult leader, making them a much more formidable threat.



Null Cultist

Medium Humanoid or Beastfolk (Any Lineage, Null)

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Skills Arcana +3, Deception +4, Insight +2
Damage Resistances necrotic, radiant
Condition Immunities charmed, frightened
Senses passive Perception 10
Languages Common and one other language
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

ACTIONS

Corrupting Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 1 necrotic damage.

Drain Vaala (Recharge 6). The cultist attempts to draw the life force and magic from the creatures around it. Each creature within 10 feet of the cultist must succeed on a DC 12 Constitution saving throw or take 4 (1d8) necrotic damage and lose 1 Vaala point, and the cultist regains hit points equal to half the damage dealt.

Spellcasting. The cultist casts one of the following spells, requiring no material components and using Charisma as the spell casting ability (spell save DC 12, +4 to hit):

At will: *bane, chill touch*

1/day each: *aura of apathy*, inflict wounds, misty step*

**this spell can be found in* Itza's Guide to Dragonbonding

Alejandro Maroto (Order #45815517)

Sandtrapper

A sandtrapper is a bizarre ambush predator resembling a gigantic manta ray that swims beneath the sand dunes of the Jeweled Desert. The top of a sandtrapper's flat body is sandy in color, and it has a massive, gaping mouth. It waits just beneath the desert's surface for unwary prey to step on it, then wraps its massive wings around the creatures and crushes them towards its mouth to devour, bones and all.

Sandtrapper

Gargantuan Beast (Fai)

Armor Class 17 (natural armor)
Hit Points 187 (15d20 + 30)
Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	3 (-4)	12 (+1)	3 (-4)

Saving Throws Con +6
Skills Perception +5, Stealth +9
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses tremorsense 120 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +4

Flat Surface. The sandtrapper can move through and occupy other creature's spaces.

Desert Camouflage. The sandtrapper has advantage on Dexterity (Stealth) checks made to hide in sand or desert terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, one target in its space. *Hit:* 23 (3d12 + 4) slashing damage.

Sweeping Engulf. Each creature in the sandtrapper's space must succeed on a DC 17 Dexterity or Strength saving throw (its choice) or be engulfed by the sandtrapper. An engulfed creature is blinded, restrained, unable to breathe, and it must succeed on a DC 17 Strength saving throw at the start of each of the sandtrapper's turns or take 17 (2d12 + 4) bludgeoning damage. If the sandtrapper moves, the engulfed creatures move with it. A creature can use its action to make a DC 17 Dexterity (Acrobatics) or Strength (Athletics) check, freeing itself or a creature within 5 feet of it on a success.

REACTIONS

Quake. When a creature moves 5 feet or more while in the sandtrapper's space, each creature in the sandtrapper's space must succeed on a DC 17 Dexterity saving throw or fall prone.



Alejandro Maroto (Order #45815517)

Shabu Watu

The shaba watu are one of the native peoples of the Enkharan Desert. They are tall, dark-skinned, four-armed humans, and favor elaborate, braided hairstyles often hidden beneath flowing robes worn to ward off the desert sun. They are a nomadic people, traveling Enkhara with large caravans that serve as mobile trading posts and their home in the sands.

Dream-Touched. The shaba watu are as old, if not older, than the Jeweled Desert itself. Said to have once been humans transformed into prescient magi almost overnight through the residual magic of the Dreambleed. Some shaba watu even claim to remember the Dreambleed itself, but these elders are so slow and reflective it would take an aeon to coax the story from them.

Patient Philosophers. A quiet people, the shaba watu are unassuming, despite their imposing seven-foot stature and elongated limbs. Within the Shield cities, they fulfill the roles of teachers, navigators, and gemsingers.



Shabu Watu

Medium Humanoid (Fai)

Armor Class 10
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Wis +4
Skills Athletics +2, Arcana +4, History +4, Insight +4, Nature +4, Survival +4
Senses passive Perception 12
Languages Common, Nwoda, Spexa
Challenge 2 (450 XP) **Proficiency Bonus** +2

Four-Armed. The shaba watu has advantage on grapple checks. When grappling a creature, it can only make two Scimitar attacks instead of four, and it has advantage on melee weapon attacks against a creature it has grappled.

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

Actions

Multiattack. The shaba watu makes four Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Whirlwind Slice (Recharge 6). The shaba watu makes a spinning attack with its scimitars. Each creature within 5 feet of the shaba watu must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) slashing damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Bonus Actions

Piercing Insight. The shaba watu chooses one creature it can see and makes a Wisdom (Insight) check contested against the target's Charisma (Deception). If the shabu watu succeeds, it has advantage on attack rolls against that creature for 1 minute or until it uses its Piercing Insight on another target.

Alejandro Maroto (Order #45815517)

Sphinx

Said to be the first inhabitants of the Jeweled Desert, sphinxes are proud and noble creatures with a powerful mastery over magic. Though there are multiple types of sphinxes, all have the body of a lion and four massive wings. Their imposing physicality coupled with their arcane acumen makes them a challenging foe, and many prefer to bargain with a sphinx more than challenge it.

Lords of the Desert. The sphinxes were once the primary inhabitants of the Enkharan Desert, and to this day, each sphinx considers itself a guardian of a vast domain. When the Dreambleed began, the sphinxes sheltered from the cataclysm by burying themselves deep in the sand and entering a magical hibernation. When they awoke, they found their lands changed, filled with peoples of all sorts that they had never seen before. The massive birthstones of the nwoda floated in the skies above the sands, and vast oases of crystal forests spread beneath. Though many sphinxes resented the invasion, as they saw it, most saw the wisdom in peace and chose to work alongside these newcomers rather than fight against them. Now, most sphinxes found in the Shield Cities are there as advisors, providing their wisdom to the rulers on matters of trade, war, and diplomacy.

Might and Magic. All sphinxes have a powerful tie to Vaala and are able to channel the Fai magics innate to the Jeweled Desert. Each defends their chosen domain fiercely, whether it is a Shield City or a vast, hidden subterranean labyrinth. Because of their age, sphinxes possess millennia worth of forgotten knowledge and may share a fragment of that knowledge with those they deem worthy.

Alusphinx

The smallest of the sphinxes, the alusphinx features the head of a goat with four impressive, curling horns. These sphinxes are the most rarely seen, and prefer a solitary and quiet existence on their own rather than negotiate with lesser creatures. Cunning and with an eye for gold, the alusphinx loves material wealth above all and is most likely to be found in a stronghold beneath the sands, deep in the desert.

Alusphinx

Medium Beastfolk (Fai)

Armor Class 20 (natural armor)

Hit Points 187 (25d8 + 75)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	22 (+6)	12 (+1)	16 (+3)

Saving Throws Str +11, Int +11

Skills Arcana +11, Deception +8, History +11, Investigation +11, Perception +6, Persuasion +8, Stealth +11

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Nwoda, Spexa

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Keen Hearing. The sphinx has advantage on Wisdom (Perception) checks that rely on hearing.

Pounce. If the sphinx moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone.

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

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

Actions

Multiattack. The sphinx makes one Headbutt attack and three Claw attacks. It can replace one attack with a use of Spellcasting.

Headbutt. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Spellcasting. The sphinx casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 19):

At will: *alter perception*, detect magic, fog cloud, mage hand*

3/day each: *blindness/deafness, darkness, detect thoughts, mindlock*, moonbeam*

2/day each: *dispel magic, haste, lightning bolt, psychic blast**

1/day each: *banishment, blight*

**This spell appears in this book.*

Bonus Actions

Cloak of Shadows (3/Day). The sphinx turns invisible, along with anything it is wearing or carrying. The invisibility lasts for 1 minute or until the sphinx makes an attack or casts a spell.

Reactions

Vicious Counterspell (3/Day). The sphinx interrupts a creature it can see within 120 feet that is casting a spell with verbal, somatic, or material components. The target must make a DC 19 Constitution saving throw, taking 12 (4d6) force damage on a failed save or half as much damage on a successful one. Regardless of the save, if the spell is 5th level or lower, the spell fails and has no effect.

Legendary Actions

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Headbutt. The sphinx makes one Headbutt attack.

Evasive Dash. The sphinx moves up to its speed without provoking opportunity attacks.

Spellcasting (Costs 2 Actions). The sphinx casts a spell.



Alejandro Maroto (Order #45615517)

Lammusphinx

The lammusphinx bears the head of a lion, and is the most common type of sphinx found across the Enkharan Desert. Lammusphinxes love nothing more than a question to which they do not know the answer and will dive into research to uncover the truth. They enjoy conversing with newcomers and relish learning about a new subject. Those wishing to barter with a lammusphinx would do well to arrive with an ancient tome, a rare magical item, or a mystery to present to the regal beast.



Lammusphinx

Large Beastfolk (Fai)

Armor Class 19 (natural armor)

Hit Points 237 (25d10 + 100)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	22 (+6)	14 (+2)	18 (+4)

Saving Throws Str +12, Int +12

Skills Arcana +12, History +12, Insight +8, Intimidation +10, Medicine +8, Nature +12

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Nwoda, Spexa

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Keen Smell. The sphinx has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the sphinx moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone.

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

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

Actions

Multiattack. The sphinx makes one Bite attack and three Claw attacks. It can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Spellcasting. The sphinx casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 20):

At will: *faerie fire, identify, illusory script, lesser feeblemind*, spare the dying*

3/day each: *arcane eye, blink, clairvoyance, fireball, psychic blast**

2/day each: *polymorph, resilient sphere, shadow speed**

1/day each: *antilife shell, geas*

**This spell appears in this book.*

Bonus Actions

Antimagic Glare (Recharge 4–6). The sphinx's eyes flash with arcane light, targeting one creature it can see within 90 feet. The creature must make a DC 20 Wisdom saving throw. On a failure, any spell of 5th level or lower on the target automatically ends, and any magical effects on the target or anything it is wearing or carrying are suppressed until the end of the sphinx's next turn.

Savage Bite. The sphinx can make one Bite attack against a prone creature. If it hits, it deals its normal damage and an additional 6 (2d6) psychic damage.

Reactions

Vicious Counterspell (3/Day). The sphinx interrupts a creature it can see within 120 feet that is casting a spell with verbal, somatic, or material components. The target must make a DC 19 Constitution saving throw, taking 12 (4d6) force damage on a failed save or half as much damage on a successful one. Regardless of the save, if the spell is 5th level or lower, the spell fails and has no effect.

Legendary Actions

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Bite. The sphinx makes one Bite attack.

Battle Roar. The sphinx lets out a roar. Each creature within 60 feet that can hear the sphinx must succeed on a DC 20 Wisdom saving throw or become frightened of the sphinx for 1 minute. A frightened creature that takes damage from the sphinx or one of its allies may repeat the saving throw, ending the effect on itself on a success.

Spellcasting (Costs 2 Actions). The sphinx casts a spell.

Alejandro Maroto (Order #45815517)



Shedusphinx

These sphinxes have the head of a bird of prey, with the keen-eyed awareness to go with it. Shedusphinxes are the most friendly and helpful of the sphinxes, with a strong sense of justice and fairness, and will often join a cause simply because they believe in its goals, with no expectation of reward or compensation. They are the most likely of the sphinxes to be found in the Shield Cities, and often frequent taverns, as they love songs, sagas, and legends, and will trade tales long into the night.

Shedusphinx

Large Beastfolk (Fai)

Armor Class 18 (natural armor)

Hit Points 237 (25d10 + 100)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	20 (+5)	20 (+5)	17 (+3)

Saving Throws Int +10, Wis +10

Skills Arcana +10, History +10, Insight +10, Perception +10, Performance +8, Persuasion +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Common, Nwoda, Spexa

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Keen Sight. The sphinx has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the sphinx moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone.

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

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

Actions

Multiattack. The sphinx makes one Beak attack and three Claw attacks. It can replace one attack with a use of Spellcasting.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The sphinx casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18, +10 to attack):

At will: *mystical mimicry*, charm person, shake*, thunderwave*

3/day each: *blur, Fai diversion*, hope*, scorching ray, shatter, silence*

2/day each: *clairvoyance, daylight, hypnotic pattern, remove curse, slow*

1/day each: *death ward, private sanctum*

**This spell appears in this book.*

Bonus Actions

Piercing Peal (Recharge 4–6). The sphinx lets out a shrieking call. Each creature within 90 feet of the sphinx that can hear it must make a DC 18 Constitution saving throw. On a failed save, a creature takes 22 (4d10) psychic damage and is incapacitated until the start of the sphinx's next turn. On a successful save, the creature takes half as much damage and is not incapacitated.

Reactions

Vicious Counterspell (3/Day). The sphinx interrupts a creature it can see within 120 feet that is casting a spell with verbal, somatic, or material components. The target must make a DC 19 Constitution saving throw, taking 12 (4d6) force damage on a failed save or half as much damage on a successful one. Regardless of the save, if the spell is 5th level or lower, the spell fails and has no effect.

Legendary Actions

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Beak. The sphinx makes one Beak attack.

Embolden. The sphinx targets one creature it can see within 60 feet of it. The creature regains 21 (6d6) hit points and has advantage on its next attack roll or saving throw.

Spellcasting (Costs 2 Actions). The sphinx casts a spell.

Alejandro Maroto (Order #45815517)



Alejandro Maroto (Order #45815517)

Vaala Spirits

While all living things on Valerna have Vaala running through them (except for dragons, of course), Vaala spirits are entities composed entirely of Vaala themselves. A Vaala spirit can form in a number of ways, and their creation is impossible to predict. When an individual dies, their emotions or memories may separate from them and spontaneously take form; places or items that develop personal or cultural importance, as through tragedy, war, or close ties to a community or family, may become inhabited with a Vaala spirit that embodies the significance of the item or location; nightmares made manifest in the Dreamspace or powerful concepts or emotions that take on a life of their own; all of these are methods through which Vaala spirits have come into existence, though they are not the only ways this can occur. More on Vaala spirits can be found in the Vaala chapter of this book.

Bakkagog

Bakkagog are rare Source spirits formed of raw, boiling bakka resin. Sometimes called amblers, they're born from the semi-organic lava of the djaat, spontaneously congealing and fleeing the lava pools to consume organic matter and cool themselves by expelling their terrible heat. A bakkagog's malleable resin body becomes more rock-like as it cools, solidifying into rich, honey-colored bakka amber and making them less volatile. They die when cooled completely, leaving behind a corpse of stony, unrefined bakka of great value to the Scourge Triumvirate.

Bakkagog are often found in the Southorn volcanic ranges and are drawn to obakkar orc settlements, where the orcs have learned to refine bakka for use in crafting and sacred rituals.



Bakkagog

Large Elemental (Vaala Spirit, K'aab)

Armor Class 11
Hit Points 170 (20d10 + 60)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Str +7, Con +7, Wis +5
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses Darkvision 60 ft., passive Perception 11
Languages Understands Djaataki and Primordial
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Cooling Threat. For every 40 damage the bakkagog receives, its speed decreases by 10 feet, its AC increases by 2, and its Slam and Hurl Resin attacks deal 1d6 less fire damage. While it has half its hit point or less, it loses its Molten Form trait and Heatwave action.

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

Molten Form. The bakkagog can squeeze through spaces as if it was one size smaller. A creature that touches the bakkagog takes 3 (1d6) fire damage. Whenever the bakkagog takes damage other than cold damage, each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or be splattered with molten resin, taking 2 (1d4) fire damage at the start of each of its turns until a creature uses its action to cool or clean it off.

ACTIONS

Multiattack. The bakkagog makes two Slam attacks, and can replace one or both with Hurl Resin attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 10 (3d6) fire damage.

Hurl Resin. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) fire damage, and the target must succeed on a DC 13 Dexterity saving throw or be splattered with molten resin as described in the Molten Form trait.

Heatwave (Recharge 5–6). The bakkagog releases a burst of intense heat in a 30-foot radius around itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. The heat ignites any flammable organic objects in the area that aren't being worn or carried. This action immediately recharges whenever the bakkagog would take fire damage (before applying immunity).

Alejandro Maroto (Order #45815517)

Barker

A barker is a Fai spirit born of nightmares of temptation and the fear of getting lost in a crowd. Barkers call out to passersby, enticing their victims to follow them to wonders and horrible delights. They often lurk at carnivals or festivals, blending in with the crowd of other hawkers, vendors, and raconteurs, luring unsuspecting guests to alleyways and through dark tent flaps, never to be seen again.



Barker

Medium Feydh (Vaala Spirit, Fai)

Armor Class 15
Hit Points 90 (12d8 + 36)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	22 (+6)

Saving Throws Dex +9, Wis +8, Cha +10
Skills Acrobatics +9, Deception +10, Insight +8, Perception +8, Performance +10
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 18
Languages Ellari, Godao, Oneiric, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Enticement. The barker radiates carnival magic and mayhem. Each creature of the barker's choice that starts its turn within 10 feet of the barker must succeed on a DC 17 Wisdom saving throw or have the charmed condition until the start of its next turn. While charmed in this way, the creature views the barker as a trustworthy ally and obeys the barker's verbal or telepathic commands. If the target receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If a creature's saving throw is successful, it is immune to this barker's Aura of Enticement for the next 24 hours.

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

Actions

Multiattack. The barker makes two Mystical Cane attacks. It can replace one of these with Dazzling Delights.

Mystical Cane. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, or 14 (2d8 + 5) bludgeoning damage if wielded with two hands, plus 14 (4d6) psychic damage.

Dazzling Delights. The barker flings an explosion of light and sound at a point it can see within 30 feet. Each creature of its choice within 30 feet of the explosion must succeed on a DC 17 Wisdom saving throw or be stunned until the end of its next turn.

Spellcasting. The barker casts one of the following spells requiring no material components and using Charisma as the spellcasting ability (DC 18).

At will: *minor illusion, prestidigitation, suggestion*

1/day each: *detect thoughts, fear, hypnotic pattern*

Bonus Actions

Step Right Up. The barker disengages and teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet.

Reactions

That's All You Got? When a creature misses the barker with an attack roll, the barker magically insults it to its core, dealing 5 (2d4) psychic damage to the attacker.

Alejandro Maroto (Order #45815517)

Bean Sidhe

A former herald of the Fell Court, bean sidhes wander the mortal realm heralding the deaths of mortals. Bean sidhes are often described as beautiful maidens made of light, often resembling a dying person's mother or lost love.

Drawn to Death. The bean sidhes are called to places where people often die. Some claim the bean sidhes themselves are the bringers of death, while others say they are simply a messenger, appearing hours or days before a mortal's demise. Sometimes they will appear solely to the dying mortal themselves and only when they are moments from death. Though many claim to know tricks or spells to ward off the bean sidhe, no structure can keep out their tolling bell and dreary light.



Bean Sidhe

Medium Feydh (Vaala Spirit, Fai)

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	14 (+2)

Skills Religion +5, Perception +6
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire, necrotic, poison
Condition Immunities charmed, diseased, exhaustion, frightened, grappled, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages Ellari, Oneiric
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The bean sidhe can move through a space as narrow as 1 inch wide without squeezing.

Evasion. If the bean sidhe is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided it isn't incapacitated.

Illumination. The bean sidhe sheds dim light in a 15-foot radius.

ACTIONS

Multiattack. The bean sidhe makes two weapon attacks. One attack can be replaced by its keen, if available.

Draining Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 +2) radiant damage, and if the target is a creature that was not at its hit point maximum when it was hit, it takes an additional 11 (3d6) psychic damage. A creature struck by this attack must succeed on a DC 13 Constitution saving throw or have its hit point maximum reduced by an amount equal to the total damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Tolling Bell. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 9 (2d6 + 2) thunder damage. The target creature must succeed on a DC 13 Constitution saving throw or it is surrounded by a sickly light until the end of its next turn, and all attacks against it are made with advantage, as if it were under the effect of the *faerie fire* spell.

Keen (1/Day). The bean sidhe keens for the dying, calling them to the other side. This cry has no effect on constructs and undead. All other creatures within 30 feet of the bean sidhe that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage and is stunned.

BONUS ACTION

Shepherding Light (5–6). The bean sidhe forces one creature it can see within 60 feet to make a DC 13 Constitution saving throw. On a failure, the creature's move speed is reduced to 0 and it becomes vulnerable to psychic damage until the end of its next turn. On a success, the creature's movement is halved instead and there are no other additional effects.

Alejandro Maroto (Order #45615517)

Bloodbath

At the site of mass violence and brutality, a bloodbath may form. They crave that self-same violence, and enjoy sewing hatred and malice within communities, encouraging them to acts of bloodshed. Even the smallest seeds of discontent can blossom into terror in the presence of a bloodbath, and it can spur a crowd from peaceful protest to an uncontrolled mob. In its natural form, a bloodbath appears as a vague shape of a predator, such as a wolf or bear, made of blood and Id.

In Plain Sight. The bloodbath revels in acts of violence, and often disguises itself so it can get closer to the action and bask in the carnage before revealing its presence. A bloodbath will occasionally join forces with a karn'Id, the two working together to influence a town toward slaughter. A particularly clever bloodbath will take the form of a small creature, and insinuate itself into a household as a family pet before coercing one of the family members to massacre the others.



Bloodbath

Large Elemental (Vaala Spirit, Id)

Armor Class 17
Hit Points 156 (15d10 + 75)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	12 (+1)	20 (+5)

Saving Throws Str +8, Cha +9
Skills Athletics +8, Deception +9, Intimidation +9. Persuasion +9, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages all languages
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The bloodbath makes two Savage Bite attacks. It can replace one attack with a use of Incite Violence.

Savage Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Incite Violence (Recharge 5–6). The bloodpath lets out a howl of primal bloodlust. Each creature within 120 feet that can hear the bloodbath must make a DC 17 Wisdom saving throw. On a failed save, a target becomes frenzied for 1 minute. While frenzied, the target views all creatures as its enemies, and uses its turn to move toward and attack the creature closest to it with little regard for its own safety. A frenzied creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Change Shape (3/Day). The bloodbath magically assumes the shape of a beast of CR 11 or lower. It can revert to its true form using a bonus action. While in the new form, the bloodbath's stat block is replaced by the stat block of that form, except the bloodbath keeps its current hit points, its hit point maximum, this bonus action, its languages, and its Incite Violence action.

Reactions

Terrorizing Strikes. When the bloodbath takes damage from a creature within 60 feet of it, it can immediately move to within reach of the creature without provoking opportunity attacks and make one Savage Bite attack against the creature. On a hit, the target must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened of the bloodbath until the end of the bloodbath's next turn.

Alejandro Maroto (Order #45815517)

Carny

When a child attends a circus, carnival, or other event with painted-faced pantomimes and costumed performers, they sometimes find fear in the experience rather than joy. Carnies are feydh spirits that manifest in response to a child's fear of such performers. They revel in chaos, often laughing maniacally in response to the terror invoked by their behavior. They can often be found in the company of barkers, working in concert with one another to create havoc.



Carny

Small Feydh (Vaala Spirit, Fai)

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5, Wis +2
Skills Acrobatics +5, Medicine +2, Sleight of Hand +5
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 30 ft., passive Perception 10
Languages Ellari, Godao, Oneiric
Challenge 1 (200 XP) **Proficiency Bonus** +2

Agile Climber. Opportunity attacks against the carny have disadvantage while it is climbing.

ACTIONS

Multitool. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning, piercing, or slashing damage as chosen by the carny, plus 3 (1d6) psychic damage.

Sensory Overload. The carny releases a cacophony of lights, sounds, and smells in a 30-foot radius centered on itself. Each non-Feyd creature within range must succeed on a DC 10 Wisdom saving throw or become incapacitated until the start of its next turn.

BONUS ACTIONS

Dream Step. The carny teleports up to 30 feet to an unoccupied space it can see.

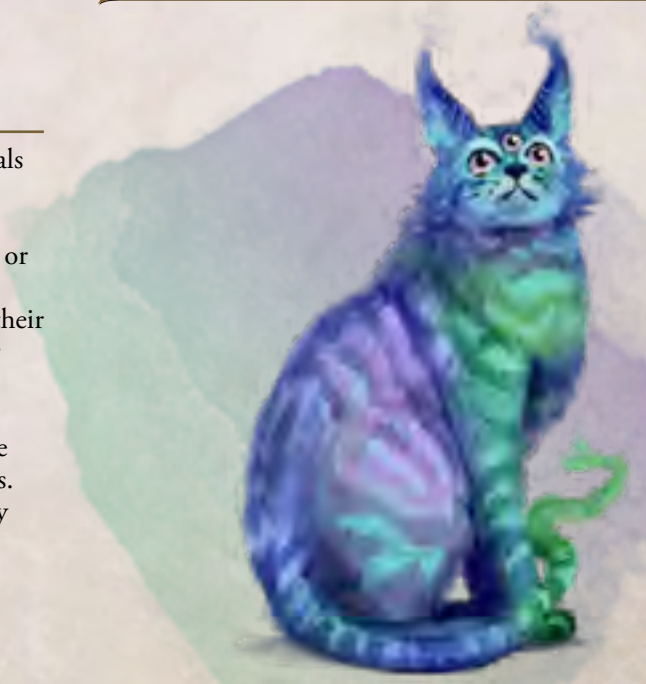
Magical Medic (Recharge 5–6). The carny magically emanates light for a moment. The carny and each creature of its choice in a 10-foot radius gain 4 (2d4) temporary hit points.

Confounding Cat

These small, brightly colored cats are the bane of mortals who wander into the Fai Woods. Pesky and unhelpful, they come and go as they please, often assuming the shapes of those around them in order to trick, beguile, or confuse lost mortals.

Curious and Bored. Confounding cats serve only their own enjoyment and prefer to toy with and annoy their enemies rather than fight them. Like any cat, however, they are deadly hunters and fearsome when riled.

Courtiers' Companions. Some faari denizens of the Fell Courts keep confounding cats as close companions. Though the creatures are too intelligent to be pets, they often serve as gossip mongers, bringing the best tidbits of information back to their favored faari or invisibly irritating their enemies.



Alejandro Maroto (Order #45615517)

Confounding Cat

Small Feydh (Vaala Spirit, Fai)

Armor Class 16
Hit Points 45 (10d6 + 10)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Skills Deception +6, History +4, Perception +5, Stealth +8
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't deadsteel
Condition Immunities charmed, frightened
Senses Darkvision 60 ft., passive Perception 15
Languages Oneiric
Challenge 3 (700 XP) **Proficiency Bonus** +2

Evasion. If the confounding cat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Mighty Leap. The confounding cat's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Pounce. If the confounding cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The confounding cat makes two Claw or Reinvigorating Bite attacks in any combination.

Claw. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target cannot see the confounding cat when it attacks, the target must succeed on a DC 13 Strength saving throw or fall prone.

Reinvigorating Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 8 (2d8 – 1) piercing damage and the confounding cat regains hit points equal to the amount of damage dealt.

Dissolve. The confounding cat magically becomes invisible for 1 hour or until it attacks or casts a spell. It can choose to slowly become invisible over the course of several rounds or all at once. While disappearing, the confounding cat can choose to leave any part of its body visible, such as its tail, ears, or whiskers. Any equipment the cat wears or carries becomes invisible with it.

Spellcasting. The confounding cat casts one of the following spells, requiring no components, and using Charisma as the spellcasting ability (save DC 14):

At will: *disguise self, minor illusion, vicious mockery*

1/day: *confusion, polymorph (self only)*

BONUS ACTIONS

Dream Step. The confounding cat teleports up to 30 feet to an unoccupied space it can see.

Opportunistic Bite. The confounding cat can make one Reinvigorating Bite attack against a prone target.

Cúllerath

Sometimes called a choke, a cúllerath is an unfortunate Fai spirit formed from acts of embarrassing personal failure, large or small. Whether an individual fails an important test or accidentally sinks a peace accord, the cúllerath can form from the sudden and overwhelming sense of realization, humiliation, and regret. The entity appears often as nothing more than a tiny sparkling cloud of pink, purple, or blue mist, easily overlooked.

Irritating Spirits. Cúllerath try to provoke feelings of despair and embarrassment by inciting failure but only possess enough power to do so in small ways. They're seen as horrid pests, and many residents of the Fell Courts enjoy directing a cúllerath toward those they dislike.

Cúllerath

Tiny Feydh (Vaala Spirit, Fai)

Armor Class 13
Hit Points 27 (6d4 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)

Skills Deception +4, Sleight of Hand +5, Stealth +7
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing
Senses darkvision 120 ft., Passive Perception 11
Languages telepathy 60 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Intrusive Telepathy. The cúllerath's telepathy feels to the recipient like jarring thoughts coming from its own mind.

ACTIONS

Pinch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 11 Wisdom saving throw or take 10 (4d4) psychic damage and suffer disadvantage on its next attack roll or until the end of its next turn.

REACTIONS

Unfortunate Twist. When a creature the cúllerath can see within 30 feet rolls a die, that die result becomes a 1.



Alejandro Maroto (Order #45815517)

Dread Domitor

This Id spirit is formed from the collective intent to subdue, enslave, or otherwise impose one's will on an unwilling subject. Though these spirits are drawn to obvious locations such as slave markets, prisons, and palaces, they can be found wherever abuses of power imbalances are prevalent. A manifested dread domitor appears as a massive, four-armed humanoid that carries in its hands a whip, a glass of wine, a scroll of parchment, and a pen.

Oppression Manifested. Dread domitors possess no empathy, sympathy, or other mortal emotion of any kind. They observe suffering and oppression without joy or malice and carry out acts of cruelty with little change in their expression. For a dread domitor, the natural state of existence is either of the oppressor or the oppressed, powerful or powerless, tyrant or subject, and if you are not one you must be the other. They capitalize on any sign of weakness, and respect shows of strength.



Alejandro Maroto (Order #45815517)

Dread Domitor

Huge Elemental (Vaala Spirit, Id)

Armor Class 18 (natural armor)

Hit Points 218 (23d10 + 92)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Str +9, Cha +10

Skills Insight +7, Intimidation +10, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages all languages

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

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

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

ACTIONS

Multiattack. The dread domitor makes four Subjugating Whip attacks. It can replace one attack with a use of Intoxicating Wine or Spellcasting.

Subjugating Whip. *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 9 (2d4 + 4) slashing damage, and the target is grappled (escape DC 17) and must succeed on a DC 18 Wisdom saving throw or become frightened of the dread domitor. While a target is grappled in this way, the target is restrained, and the dread domitor may not use its Subjugating Whip attack. Once the grapple ends, a frightened character can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Intoxicating Wine. The dread domitor pours some of its wine on the ground and targets one creature it can see within 120 feet of it. The creature must make a DC 18 Constitution saving throw. On a failed save, the creature is poisoned. It must repeat the saving throw at the beginning of its next turn. On a failed save, the creature falls unconscious for 24 hours or until it is subjected to the greater restoration spell or similar magic.

Spellcasting. The dread domitor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *command*

3/day each: *detect thoughts, hold person, silence*

2/day each: *counterspell, dispel magic, hypnotic pattern*

1/day each: *mass suggestion, wall of force*

BONUS ACTIONS

Far Step (Recharge 5–6). The dread domitor teleports to an empty spot of its choice within 500 feet. It can be a place it can see, one it can visualize, or one it can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." It can bring along objects as long as their weight doesn't exceed what it can carry. It can attempt to bring an unwilling creature with it. The unwilling creature must make a DC 18 Constitution saving throw. On a failed save, it is teleported with the dread domitor. On a successful save, the domitor can choose to teleport without the creature or to remain in its current location.

LEGENDARY ACTIONS

The dread domitor 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 dread domitor regains spent legendary actions at the start of its turn.

Expose. The dread domitor casts the faerie fire spell in a 40-foot cube. This spell lasts for 1 minute or until the dread domitor uses this legendary action to cast it again.

Whip. The dread domitor makes one Subjugating Whip attack, if available.

Manipulate (Costs 2 Actions). The dread domitor targets a creature it can see within 120 feet. The creature must succeed on a DC 18 Wisdom saving throw or be charmed by the dread domitor. While charmed in this way, the creature views the dread domitor as a trusted friend to be heeded and protected. If the creature takes damage from the dread domitor or its allies, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the charm effect lasts for 24 hours, or until the dread domitor is destroyed or takes a bonus action to end the effect.

Alejandro Maroto (Order #45815517)

Dust Husk

In the wake of the Amasi clan's extinction, the lost fifth clan of the nwoda, it was thought the only remnants of the people were the structures left behind. But those traveling through the desert, both close and far from their ancestral lands, were set upon by animated shapes of these ancient dwarven rulers.

Seemingly created by the elemental forces of the Jeweled desert, dust husks look like the sculpture of an ancestral, regal dwarf made in sand or dust. It seems to crack and rupture as it moves, only to reform again when it becomes still, dust clouds wafting up in its wake. These echoes have been mistaken for undead, costing many their lives. Tales of people that have traveled to entreat these forces with mounds of riches in exchange for aid and protection, only to have disaster befall them, have been spread by the few survivors. There are no traces of the ancient dwarf nobles' selves, save their dried up physical frame, and some of their magical power

A dust husk fights by using primal elemental magic, which now constitutes its entire being. It can form tiny sandstorms, sirocco bursts and crystal shards, and cast them with elemental force against its enemies. It can also summon lesser elementals, which often accompany a dust husk as its new mindless "retinue."



Dust Husk

Medium Elemental (Vaala Spirit, Fai)

Armor Class 17 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 20 ft., 30 fly (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities acid, cold, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages understands Nwoda and Primordial but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The dust husk makes three sand strike attacks.

Sand Strike. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target: *Hit:* 13 (3d6 + 3) piercing damage.

Sirocco Burst (Recharge 6). Wind pours out of the dust husk's mouth in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 28 (8d6) piercing damage and being pushed back 35 feet on a failure, or taking half as much damage and not being pushed back on a success.

BONUS ACTIONS

Sandstorm (3/Day). The dust husk summons a 10-foot radius sandstorm at a spot it can see within 30 feet. This area is heavily obscured for creatures other than the dusk husk, and any creature who enters the area for the first time or starts its turn there must make a DC 17 Strength saving throw. On a failure, the creature takes 14 (4d6) piercing damage and its movement speed is halved until the start of its next turn; on a successful save, the creature takes half as much damage and its movement speed is not impeded. The dust husk can move the sandstorm 30 feet as a bonus action. When the dust husk takes damage it must make a Constitution saving throw against a DC equal to 10 or half the damage taken, whichever is higher. On a failed save the sand storm dissipates.

Summon Sandwraith (1/Day). The dust husk summons 3 (1d4 + 1) sandwraiths.

Alejandro Maroto (Order #45815517)

Fatespinner

A fatespinner is an Id spirit formed from regrets and doubts over choices one makes about their life's direction. When one wonders about the various paths they could have taken and looks back with bitterness or disappointment about the what-ifs, the seed for a fatespinner's creation is sown. Once fully manifested, a fatespinner takes the shape of a massive spider with the upper torso, arms, and head of a humanoid.

Self-Made Prison. A fatespinner spins webs that ensnare its prey in a mental prison of their own making, causing them to live and relive all the alternate ways their life could have gone, with each choice, no matter how small, altering the web and spinning myriad new threads. One regret, no matter how seemingly insignificant, is all the fatespinner needs to trap a creature, leaving very few immune to its snare.



Fatespinner

Large Elemental (Vaala Spirit, Id)

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	19 (+4)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Dex +7, Cha +8
Skills Acrobatics +7, Insight +6, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 16
Languages all languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Regeneration. At the start of its turn, the fatespinner regains 5 (1d10) hit points for each creature restrained by its Web of Regrets within 60 feet of it.

Spider Climb. The fatespinner can move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free.

Web Sense. While in contact with a web, the fatespinner knows the exact location of any other creature in contact with the same web.

Web Walker. The fatespinner ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The fatespinner makes three Bite attacks. It can replace one attack with a use of Web of Regrets.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. For the duration, a poisoned creature takes 11 (2d10) psychic damage and 11 (2d10) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Web of Regrets (Recharge 4–6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* The target is restrained by the webbing. While restrained by the webbing, the target is assailed by visions of alternate pasts and possible futures and must make a DC 16 Wisdom saving throw at the start of its turn. On a failed save, the target takes 23 (3d12 + 4) psychic damage and is incapacitated until the start of its next turn. As an action, a restrained target can make a DC 16 Strength check, breaking the webbing on a success. The webbing can be attacked and destroyed (AC 10; 10 hit points; resistance to bludgeoning, piercing, and slashing damage; immunity to poison and psychic damage).

REACTION

Changing Fate. If the fatespinner is hit by an attack by a creature it can see within 90 feet, it can force the creature to reroll the attack roll, using the new result.

Alejandro Maroto (Order #45815517)

Ferine Totem

Large Beast (Vaala Spirit, K'aab)

Armor Class 15 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	9 (-1)

Skills Athletics +9, Acrobatics +7, Perception +10, Stealth +7
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Cornered Animal. While the ferine totem has fewer than half its hit points, it has advantage on attack rolls and can make opportunity attacks against creatures entering its reach.

Charge. If the ferine totem moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the ferine totem can make one Bite attack against it as a bonus action.

Keen Hearing and Smell. The ferine totem has advantage on Wisdom (Perception and Survival) checks that rely on hearing or smell.

Running Leap. With a 10-foot running start, the ferine totem can long jump up to 30 feet and high jump up to 10 feet.

ACTIONS

Multiattack. The ferine spirit makes four attacks: one with its bite and three with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or start bleeding. A bleeding creature takes 2 (1d4) slashing damage at the start of each of its turns until it regains 1 or more hit points.

Ferine Totem

Ferine totems are bestial savagery given physical form, Source spirits of tusk and claw that know nothing but to hunt and consume. They arise on their own in particularly savage wilds such as the jungles of Nahuac or frozen reaches of Ysval, but can also be called by powerful Source-users to be unleashed in a chosen direction. They typically take the vague form of a four-legged predator that's most common in the region where they manifest.



Alejandro Maroto (Order #45615517)

Gluttonous Grandmaster

Like many creatures of the Fell Courts, a gluttonous grandmaster is a nightmare creature created by the stories and tales mortals tell of the feydh. A twisted version of a Fell courtier, the gluttonous grandmaster is a Vaala spirit that is concerned only with devouring mortals that find their way to the Fell Courts. Feared by mortals and despised by other Feydh, they appear at parties and other gatherings in the Fell Courts, though they are quickly ejected when discovered by the host. Their protuberant belly contains the bodies and memories of others, which they feed upon to increase their own power.



Gluttonous Grandmaster

Huge Feydh (Vaala Spirit, Fai)

Armor Class 16 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Con +6, Wis +5
Skills Arcana +4, Deception +7, Nature +4, Perception +5
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses Darkvision 60 ft., passive Perception 15
Languages Ellari, Oneiric
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ghastly. The gluttonous grandmaster has already swallowed 5 (2d4) angry ghasts that are hostile to all other creatures.

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

Voracious Appetite. If a creature the gluttonous grandmaster sees regains hit points or has them restored, the gluttonous grandmaster heals for the same amount and its attack rolls on its next turn are made with advantage.

ACTIONS

Multiattack. The gluttonous grandmaster makes two Dream Claws attacks or one Swallow attack.

Dream Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing plus 9 (2d8) psychic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Swallow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature grappled by the gluttonous grandmaster. *Hit:* The gluttonous grandmaster swallows the target and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the gluttonous grandmaster, and it takes 7 (2d6) acid damage and 3 (1d6) psychic damage at the start of each of its turns.

Every turn a creature remains restrained in this way, each ghast inside the gluttonous grandmaster can make a melee weapon attack against it with disadvantage.

Whenever the gluttonous grandmaster takes 20 damage or more in a single turn, it must succeed on a DC 15 Constitution saving throw at the end of that turn. On a failure, it regurgitates the creature it most recently swallowed. Regurgitated creatures fall prone in a space within 5 feet of the gluttonous grandmaster. When the gluttonous grandmaster is reduced to 0 hit points, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Spellcasting. The gluttonous grandmaster casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *psychic flare*, restless sleep***

2/day: *dream, invoke nightmare***

1/day: *heroes' feast, slow*

**This spell can be found in* Itza's Guide to Dragonbonding.

***This spell can be found in this book.*

BONUS ACTION

Slurp (Recharge 5–6). The gluttonous grandmaster feeds on the dreams of others. It targets up to three creatures it can see within 60 feet. Each target must make a DC 15 Constitution saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one. The gluttonous grandmaster then regains 20 hit points.

REACTION

Reflect Magic. A creature the gluttonous grandmaster can see that is casting a spell with verbal, somatic, or material components must succeed on a DC 15 Charisma saving throw, or the spell is cast on a target of the gluttonous grandmaster's choice that is within range of the original caster.

Alejandro Maroto (Order #45815517)

Grand Morass

A grand morass is a legendary Vaala spirit that embodies the chaotic natural cycles of life and death, pure Source manifested into a primordial tangle of twisting earth and flora. Wherever it crawls, the land dies, decays, and then flourishes with a fecund surge of life. It's a living natural disaster, a roving blessing, a directionless mess of everything the "civilized" lose sight of.



Regional Effects

The region surrounding a grand morass is altered by the spirit's magic, creating one or more of the following effects:

Primordial Growth. Within 5 miles of the grand morass, the land is dotted with patches of putrid bog and seemingly ancient forest brimming with life. As the grand morass moves, terrain no longer within 5 miles returns to normal over the course of 1d4 days then erupts with a bounty of rich vegetation, and the land becomes enriched for 1 year. Anything growing on enriched land yields twice as much food as normal.

Empowered Beasts. Beasts within 1 mile of the grand morass gain a +5 bonus to attack rolls, damage rolls, and saving throws, and serve as the grand morass's eyes and ears.

Grand Morass

Gargantuan Plant (Vaala Spirit, K'aab)

Armor Class 5

Hit Points 370 (20d20 + 160)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	1 (-5)	26 (+8)	5 (-3)	7 (-2)	4 (-3)

Saving Throws Str +11, Con +13, Cha+2

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, petrified, prone, restrained, unconscious

Senses blindsight 150 ft. (blind beyond this radius), passive Perception 8

Languages Primordial

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Decay and Growth. The grand morass exudes an aura of either decay or growth in a 150-foot radius, ignoring cover. At the start of its turn, roll a die to determine which aura is active until the start of its next turn: decay on an even result, growth on an odd result. While the decay aura is active, vegetation in the area dies and each creature in the area must make a DC 19 Constitution saving throw at the end of its turn, taking 18 (4d8) necrotic damage on a failed save or half as much damage on a success. While the growth aura is active, the area is filled with thick plant and tree growth that requires each creature moving through the area to spend 4 feet of speed for every 1 foot it moves.

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

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

Actions

Multiattack. The grand morass makes four Lash attacks, or makes two Lash attacks and uses Spellcasting.

Lash. *Melee Weapon Attack:* +6 to hit, reach 60 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the grand morass can move the target 15 feet in a direction of its choice.

Spellcasting. The grand morass casts one of the following spells, using Strength as the spellcasting ability (spell save DC 19):

At will: *goodberry, weave vegetation**

3/day: *hive heat*, insect plague, wall of thorns (no concentration required)*

**This spell can be found in* Itza's Guide to Dragonbonding

Legendary Actions

The grand morass 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 grand morass regains spent legendary actions at the start of its turn.

Mudsling. The grand morass hurls a 5-foot-radius sphere of muddy earth at a point within 300 feet. Each creature in the area must succeed on a DC 19 Dexterity saving throw or take 32 (4d12 + 6) bludgeoning damage and be stunned until the end of its next turn.

Regrow (Costs 2 Actions). The grand morass regains 52 (5d20) hit points.

Sucking Mire (Costs 3 Actions). The grand morass turns the ground, centered on a point it can see within 150 feet, into a 15-foot-wide, 20-foot-deep cylinder of suffocating mire. When a creature enters the mire's area for the first time on a turn or starts its turn there, it must succeed on a DC 21 Dexterity (Acrobatics) check or it sinks 1d4 + 1 feet into the mire. A creature in the mire is restrained, and while it isn't fully submerged it can use its action to make a Strength (Athletics) check (DC = 10 + number of feet the creature has sunk), escaping on a success. While completely submerged, a creature is also blinded, can't speak, and can't breathe. A creature outside the mire and within reach of a submerged creature can use its action to make the same Strength (Athletics) check, pulling the submerged creature out on a success.

Alejandro Maroto (Order #45615517)

Hamanimi Warden

A hamanimi warden is a massive and ancient hamanimi, who has taken it upon herself to protect her sisters. Outsiders have called them queens of the hamanimi, but they reject the title as the hamanimi are far too free-spirited for either court or crown. These Vaala spirits protect and foster growth within their portions of the forest, and so they prefer to be called wardens.



Hamanimi Warden

Huge Feydh (Vaala Spirit, Fai)

Armor Class 17 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	11 (+0)	20 (+5)	22 (+6)

Saving Throws Str +10, Int +4, Wis +9

Skills Insight +9, Intimidation +10, Nature +4, Perception +9, Survival +9

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Oneiric

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Drink Fate. If a living creature is brought to 0 hit points by the hamanimi's draining slam, the creature's body turns to dust, its essence used to feed the hamanimi's plants. The creature cannot be brought back to life except by a wish spell or similar magic.

False Appearance. While it remains motionless, the hamanimi is indistinguishable from a normal tree.

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

Speak with Natural Creatures. The hamanimi may communicate with Beasts, Elementals, and Plants as if they shared a language.

Tree Stride. Once on each of its turns, the hamanimi can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

ACTIONS

Multiattack. The hamanimi attacks twice with its Draining Slam. One attack can be replaced by its Blossoming Vine if available.

Draining Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 17 (2d10 + 6) poison damage and the hamanimi regains hit points equal to the total damage dealt. In addition, the target must succeed on a DC 17 Constitution saving throw or become Poisoned and Restrained until the end of the hamanimi's next turn.

Blossoming Vine (5–6). The hamanimi releases spores deadly to non-plants. In a 60-foot radius sphere centered on itself, each non-Plant creature must make a DC 17 Constitution saving throw. On a failed save, a creature takes 33 (6d10) poison damage and is poisoned. On a successful save, the creature takes half as much damage and is not poisoned. In addition, all creatures of the hamanimi's choice within the sphere are immune to the entangled, poisoned, and prone conditions for 1 minute. Each Plant creature in the area regains 16 (3d10) hit points. All plants in the area of effect become enriched, restoring all blighted vegetation, and yield twice the normal amount of food when harvested for the next month.

Spellcasting. The hamanimi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *alarm, druidcraft, spike growth*

2/day: *locate animals or plants, plant growth*

1/day: *sunbeam, transport via plants*

REACTIONS

Drink Magic. If a hamanimi is the target of a 3rd-level or lower spell or other magical effect that allows a Wisdom or Charisma saving throw, the spell fails and has no effect, plus the hamanimi regains 4 (1d8) hit points per level of the spell.

Alejandro Maroto (Order #45815517)

Hedgeling

Hedgelings are tiny creatures made of plants, animal horns, discarded fur, and other bits and pieces of natural debris. Animated by Vaala spirits, they are K'aab given a physical shape. Hedgelings form in areas strong in K'aab, guarding wild places where nature rules.

Hedgeling

Tiny Construct (Vaala Spirit, K'aab)

Armor Class 13
Hit Points 27 (6d4 + 12)
Speed 20 ft., burrow 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Construct Nature. The hedgeling doesn't require air, food, drink, or sleep.

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

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

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Open Pit (Recharge 6). The hedgeling chooses a Medium or smaller creature it can see within 60 feet of itself standing on unworked earth or stone, opening a 10-foot deep, 10-foot-radius pit centered on the target. Each creature on the ground in the pit's area must make a DC 12 Dexterity saving throw. On a failed save, the creature falls into the pit and takes 3 (1d6) bludgeoning damage from the fall. On a successful save, the creature moves to the nearest unoccupied space.

REACTIONS

Split. When a hedgeling is subjected to thunder or slashing damage, it splits into two new hedgelings if it has at least 4 hit points. Each new hedgeling has hit points equal to half the original hedgeling's, rounded down. New hedgelings are the same size as the original hedgeling.



Id Wisp

These tiny Id spirits can form when an intelligent creature dies a sudden, tragic, and often violent death. They typically appear as small glowing orbs of red, silver, or black light that linger where the creature died. However, a wisp is not the spirit of the creature itself, but an embodiment of their will, a fraction of their determination to survive made manifest.

Traveler's Beacon. When encountered in the wild, a wisp may guide lost travelers to safety, while others may be more malevolent, born from the creature's confusion and anger at their death. Occasionally, a wisp simply lights the way to its former body, dissipating once the body has been given proper burial rites. Sometimes, travelers may follow an Id wisp, thinking it to be a helpful lightwisp, only to discover their mistake when the wisp turns violent and aggressive.

Id Wisp

Tiny Undead (Vaala Spirit, Id)

Armor Class 12
Hit Points 18 (4d4 + 8)
Speed fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	13 (+1)	8 (-1)	14 (+2)	7 (-2)

Skills Perception +4
Damage Immunities cold, necrotic, poison, psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 10 ft., darkvision 60 ft., passive Perception 14
Languages Understands the language it spoke in life
Challenge 1 (200 XP) **Proficiency Bonus** +2

Incorporeal Movement. The wisp 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.

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

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

ACTIONS

Icy Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) cold damage.

Chill of the Grave (Recharge 6). The wisp bursts with frigid energy. Each creature within 10 feet of the wisp must make a DC 12 Constitution saving throw. On a failed save, a creature takes 7 (3d4) cold damage and 7 (3d4) necrotic damage and has its movement speed halved until the start of the wisp's next turn. On a successful save, the creature takes half as much damage and does not have its speed halved.

REACTIONS

Icy Rebuke. When the wisp is hit with an attack by a creature it can see within 30 feet, the wisp can envelop the creature in cold flames. The attacker must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) cold damage.



Alejandro Maroto (Order #45615517)

Judgment

Huge Elemental (Vaala Spirit, Id)

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	20 (+5)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Int +9, Cha +10
Skills Arcana +9, History +9, Insight +7, Investigation +9, Perception +7, Religion +9
Damage Resistances psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., truesight 60 ft., passive Perception 17
Languages all languages
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Immutable Form. The judgment is immune to any spell or effect that would alter its form.
Magic Resistance. The judgment has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The judgment makes two Censuring Blade attacks. It can replace one attack with a use of Condemning Gaze, Reprieve, or Render Verdict.

Censuring Blade. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, and the target must make a DC 18 Constitution saving throw. On a failed save, the target takes an additional 22 (4d10) psychic damage and is blinded or silenced for 1 minute (the judgment's choice). On a successful save, the target takes half as much damage and is not blinded or silenced. A blinded or silenced creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Condemning Gaze. The judgment's eye flashes with a brilliant light, targeting one creature it can see within 120 feet. The target must succeed on a DC 18 Constitution saving throw or become stunned until the end of its next turn.

Reprieve. The judgment targets one creature it can see within 30 feet of it. All debilitating conditions or effects, such as blinded, charmed, deafened, paralyzed, petrified, poisoned, or cursed, or any effect reducing its ability scores, immediately ends. In addition, if the target is suffering from exhaustion, it loses all of its exhaustion levels.

Render Verdict. The judgment places a magical command on a creature it can see within 120 feet of it, forcing it to carry out some service or refrain from some action or course of activity. The target must succeed on a DC 18 Wisdom saving throw or become charmed by the judgment. The charm effect ends when the judgment uses its Reprieve action to remove it, when the judgment dies, or by using the wish spell. While the creature is charmed in this way, it takes 27 (5d10) psychic damage each time it acts in a manner directly counter to the judgment's instructions, but no more than once each day.

BONUS ACTIONS

Executioner's Strike (Recharge 6). Melee or Ranged Weapon Attack: +7 to hit, reach 15 feet or range 60/120 ft., one creature charmed by the judgment. Hit: 20 (4d8 + 2) slashing damage and 33 (6d10) radiant damage. If this damage reduces the creature to 0 hit points, the creature dies.

Judgment

A spirit of judgment is a manifestation of the immutable rule of law and the binding contract formed by societies that agree to abide by those laws. It appears as a single, massive staring eye surrounded by a rotating halo of swords.

Uncompromising Arbiter. Though a judgment spirit can form naturally, they are often summoned to preside over disputes of the highest magnitude that cannot be otherwise decided in a mortal court of law. They are not called on lightly, however, as its verdict is binding and irrevocable, and those who attempt to defy a judgment's decree find they quickly face its wrath.



Karn'Id

A manifestation of temptation and desire, these diminutive Id spirits linger in bars, gambling dens, brothels, fighting pits, and other locations where vices run rampant. There, they lurk invisibly until they find an individual ripe for their attention, then whisper in their ear, encouraging them to give in to their urges. They spur on all manner of impulsive actions, whether it's convincing a child to swipe a sweet from a market stall or inciting a violent criminal to engage in darker, more sinister acts. Karn'Id prefer to remain unseen, but individuals who have managed to catch a glimpse of one describe a mass of grasping hands, laughing mouths, and licking tongues.



Alejandro Maroto (Order #45815517)

Karn'Id

Tiny Elemental (Vaala Spirit, Id)

Armor Class 13
Hit Points 25 (10d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	8 (-1)	10 (+0)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Persuasion +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages all languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Nimble. The karn'Id has advantage on Dexterity checks and saving throws.

Immutable Form. The karn'Id is immune to any spell or effect that would alter its form.

Magic Resistance. The karn'Id has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The karn'Id makes three Grasping Hands attacks.

Euphoric Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 13 Wisdom saving throw or become disoriented for 1 minute. While disoriented, a creature has disadvantage on all saving throws. The effect ends early if the disoriented creature takes damage from the karn'Id or its allies.

Grasping Hands. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Instigating Whispers. The karn'Id suggests a course of action (limited to a sentence or two) to magically influence a creature it can see within range. Creatures that are immune to being charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the target to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action the karn'Id described to the best of its ability until the end of the karn'Id's next turn. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

Invisibility. The karn'Id can turn invisible. Anything it is wearing or carrying is invisible with it. It remains invisible until it attacks or until it uses a bonus action to become visible again.

Limnean

Limneans are Vaala spirits of migration that take the form of great beasts to lead animals through harsh migrations on the path of their seasonal cycles. They're most often birthed by grand feats of mass travel, but can also arise from truly dedicated acts of support for travelers, even humanoid ones. While largely well-regarded, a limnean is always treated with caution as they've been known to charge through obstacles such as walls or small towns. A limnean most typically appears as a herd animal that would be found migrating naturally but has an unnatural intelligence in its eyes and a strange blur around its edges, almost as if it is incorporeal.

Limnean

Large Beast (Vaala Spirit, K'aab)

Armor Class 13
Hit Points 85 (10d10 + 30)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	7 (+2)	15 (+2)	12 (+1)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 3 (1,100 XP) **Proficiency Bonus** +2

Charge. If the limnean moves at least 20 feet straight toward a target and then hits it with a Strike attack on the same turn, the target takes an extra 10 (3d6) damage. This damage is doubled if the target is an object or structure. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Herdmaster. Each creature of the limnean's choice within 1 mile ignores difficult terrain and has advantage on saving throws made to resist environmental effects, and any food or water it consumes is twice as filling and nutritious.

ACTIONS

Strike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.



Alejandro Maroto (Order #45615517)

Living Nightmare

Sometimes nightmares grow beyond what even the most talented nightmare caller can deal with. Having gained sentience, these living nightmares cluster together and attack anything they see. Shifting forms as easily as they shift locations, they could be anywhere or anyone. Few creatures unlucky enough to face them leave unscathed.



Living Nightmare

Gargantuan Feydh (Vaala Spirit, Fai)

Armor Class 17 (natural armor)

Hit Points 155 (10d20 + 50)

Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	20 (+5)	12 (+1)	14 (+2)	22 (+6)

Saving Throws Dex +9, Int +6, Wis +7

Skills Athletics +12, Intimidation +11, Perception +7, Stealth +9

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhausted, frightened

Senses darkvision 120 ft., passive Perception 17, truesight 60 ft.

Languages Oneiric, telepathy 120 feet

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the living nightmare fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The living nightmare makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 18 (4d8) acid damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Fabricate Fears (5–6). The living nightmare targets up to three creatures it can see within 120 feet and pulls a random effect from their nightmares to apply to them. The target must make a saving throw with the ability determined by the chosen effect, and the target can repeat the save at the end of each of its turns, ending the effect on itself on a success. On a failure, the creature takes 27 (6d8) psychic damage and one of the following effects for 1 minute. Roll 1d6 for each target.

1. ***Silence.*** The creature must succeed on a DC 18 Charisma save or it cannot hear, speak, or cast spells with verbal components.
2. ***Freefall.*** The creature must succeed on a DC 18 Strength save or be knocked prone, then levitated up to 20 feet in the air.
3. ***Lethargy.*** The creature must succeed on a DC 18 Dexterity save or its movement speed halved, it cannot take reactions, and it must choose between taking either an action or a bonus action on each of its turns.
4. ***Wrath.*** The creature must succeed on a DC 18 Wisdom save or it uses its action each round to make a melee weapon attack against the nearest creature. If there is no target within range, it attacks itself.
5. ***Weakness.*** The creature must succeed on a DC 18 Constitution save or it becomes vulnerable to acid, bludgeoning, and slashing damage.
6. ***Exposure.*** The creature must succeed on a DC 18 Intelligence save or it no longer benefits from its armor or shield.

BONUS ACTIONS

Blink. The living nightmare teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Change Shape. The living nightmare polymorphs into a Medium Humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it is reduced to 0 hit points.

REACTIONS

Parry and Strike. The living nightmare adds 5 to its AC against one melee attack roll that would hit it, provided it can see the attacker. After the attack is resolved, the living nightmare can immediately make a Bite attack against the attacking creature.

LEGENDARY ACTIONS

The living nightmare 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 living nightmare regains spent legendary actions at the start of its turn.

Evoke Nightmare. The living nightmare targets one creature as though it used its Fabricate Fears action.

Flyby. The living nightmare moves up to its speed without provoking opportunity attacks.

Terrifying Gaze (Costs 2 Actions). The living nightmare magically terrifies all it looks upon in a 120-foot cone. Each creature it can see in that area must succeed on a DC 18 Wisdom saving throw or be frightened of the living nightmare 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.

Alejandro Maroto (Order #45815517)

Mask Collector

Once a maskbound falls or is drained of value, their actual mask is filed away by librarians. At least, that's how it's supposed to go. However, if the masks are not quickly gathered, they can attract a particularly terrifying Vaala spirit known as a mask collector. These creatures haunt Fell battlefields in an attempt to scavenge these masks to empower their own magic. These creatures have little ability of their own, relying on strength and abilities they can drain from the masks. Their form is that of a humanoid with four arms, and in place of its head is the multitude of masks it has gathered.



Mask Collector

Medium Feydh (Vaala Spirit, Fai)

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +8, Wis +7
Skills Arcana +8, Deception +9, Insight +7, Sleight of Hand +8, Stealth +8
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Ellari, Oneiric
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Endless Masquerade. The mask collector has six masks. At the start of each of its turns, the mask collector chooses a mask for the round. This mask provides immunity to the mask collector's choice of acid, cold, fire, force, lightning, or thunder damage. While wearing the mask, the mask collector adds 7 (2d6) damage of the chosen type to all of its attacks.

Whenever the mask collector takes 30 or more damage in a single turn, the current mask is broken and cannot be used again for 24 hours.

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

ACTIONS

Multiattack. The mask collector attacks twice with Stolen Glory and uses Fashion Victim if available.

Stolen Glory. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing plus 27 (6d8) damage of the chosen type.

Fashion Victim (5–6). The mask collector targets one creature it can see within 60 feet for its next mask. The target must make a DC 16 Wisdom saving throw. On a failure, the target takes 21 (6d6) psychic damage and is stunned until the end of the mask collector's next turn. On a successful save, the target takes half damage and is not stunned. The mask collector creates a new mask granting either force or psychic immunity, or it repairs a broken mask (the mask collector's choice).

BONUS ACTION

Identity Theft. The mask collector polymorphs into a duplicate of a Small or Medium feydh or humanoid creature it can see, or back into its true form. While transformed, the mask collector retains its game statistics but learns enough general information to reasonably pass itself off as the creature. It can cast any spells the creature has prepared. It uses Charisma to cast (DC 17, +9 to hit). It reverts to its true form if it is reduced to 0 hit points, uses this bonus action again, or uses a bonus action to revert to its true form.

Alejandro Maroto (Order #45615517)

Mortarch

A mortarch is a cemetery's imprint of its keeper when their long and dutiful stewardship has ended. The mortarch is animated by raw Source from parts of the cemetery, lifting free from the ground and scurrying about on insect-like legs when needed. Each mortarch is different in attitude and approach, taking on echoes of their keeper's attitudes, but nearly all work to maintain their cemetery and keep the dead at rest. They are friends of mourners, and foes of undead and interlopers alike.

Mortarch

Small or Medium Construct (Vaala Spirit, K'aab)

Armor Class 14 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	14 (+2)	10 (+0)	15 (+2)	7 (-2)

Saving Throws Con +5, Cha +1
Skills Athletics +7, Perception +5, Stealth +3
Damage Immunities poison, necrotic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages The languages the original cemetery keeper knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Final Rest. The mortarch's attacks ignore effects that would prevent a creature's hit points from being reduced to 0 such as the Undead Fortitude trait or *death ward* spell. Creatures killed by the mortarch can't become undead or be raised from the dead.

Quiet as the Grave. The mortarch makes no sound unless it chooses to.

ACTIONS

Leg Stab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Grim Glare (Recharge 5–6). One creature the mortarch can see within 60 feet of it must make a DC 15 Wisdom saving throw. On a failure, the target is frightened of the mortarch for 1 minute, and is paralyzed while frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Alejandro Maroto (Order #45815517)

Murk

Medium Elemental (Vaala Spirit, Id)

Armor Class 14
Hit Points 119 (14d8 + 56)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Con +7
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, slashing, and piercing
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages understands all languages but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amorphous Form. The murk can occupy another creature's space and vice versa.

Desiccating Aura. When a creature starts its turn in the murk's space, the creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 14 (4d6) necrotic damage and its hit point maximum is decreased by the same amount. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. On a successful save, the creature takes half damage and its hit point maximum is not decreased.

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

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

Regeneration. At the start of its turn, as long as it has at least 1 hit point, the murk regains 10 hit points if it is within 30 feet of a creature inflicted with exhaustion from its Tide of Apathy.

ACTIONS

Multiattack. The murk makes three Draining Tendril attacks.

Draining Tendril. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 3) necrotic damage. If the target has one or more levels of exhaustion from the murk's Tide of Apathy, the murk regains hit points equal to the damage dealt.

Tide of Apathy (Recharge 5–6). The murk radiates an aura of depression and fatigue. Each creature within 10 feet of the murk must succeed on a DC 15 Wisdom saving throw or gain one level of exhaustion as it loses the will to fight. Exhaustion gained in this way lasts 1 hour or until the affected creature finishes a short or long rest.

REACTION

Sharp Reprimand. When the murk is hit with an attack by a creature within 10 feet of it, it can make one Draining Tendril attack against that creature.

Murk

As embodiments of loss, despair, and hopelessness, murks are a particularly subtle yet terrifying type of Id spirit. They often appear in locations such as a city under a prolonged siege, a refugee camp struck by famine or disease, or a ship lost at sea. Its appearance varies, but most often manifests as a particularly dense swarm of biting flies.

Downward Spiral. Murks are not bound to any one type of location, but they are drawn to strong feelings of misery and desperation. When a murk arrives in such a place, it continues to engender those feelings in those around it, feeding and empowering itself and causing the emotions to take deeper root in the population. This often causes a destructive cycle that is hard to break unless the murk itself is destroyed—and even then, it might be too late.

Insidious and Persistent. The murk seemingly never tires of drinking in the anguish of those around it, and while it prefers to latch onto a large population that is already deep into its despair, it is just as eager to find a solitary individual in the throes of depression and slowly expand its reach and influence until the hopelessness expands to the individuals family, friends, and neighbors.



Alejandro Maroto (Order #45615517)

Sandwraith

Born from the deterioration of a dust husk, sandwraiths are more air than earth. When dust husks are unable to reconnect with the earth to replenish their power they crumble into formless sand and can rise again as sandwraiths when summoned by other dust husks. With vaguely humanoid forms, they retain a weakened version of the elemental magic they possessed before this decayed state. These elemental spirits are animated by the same primal, mindless forces that conserved their mortal bodies when they died.

While still sharing some abilities with dust husks, the more air-like nature of sandwraiths makes fighting against them more challenging. Doubling in size, they engulf creatures assailing them with hot winds and piercing sharp sand. They are sometimes known as spellcaster's bane, being able to choke a creature and prevent them from speaking.



Sandwraith

Medium Elemental (Vaala Spirit, Fai)

Armor Class 15
Hit Points 60 (18d8 + 72)
Speed 0 ft, 40 fly (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	18 (+4)	3 (-4)	10 (+0)	3 (-4)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Air Form. The sandwraith can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The sandwraith makes three Sand Strike attacks.

Sand Strike. *Melee or Ranged Weapon Attack:* –1 to hit, reach 5 ft. or range 60 ft., one target: *Hit:* 11 (4d6 – 3) piercing damage.

Scorching Sirocco (Recharge 4–6). A creature within the sandwraith's space must make a DC 14 Constitution saving throw, taking 10 (4d4) fire damage plus 10 (4d4) piercing damage and gaining one level of exhaustion on a failure, or taking half as much damage and no exhaustion on a success. If the save succeeds by 5 or more, the target is immune to exhaustion from this source for 24 hours.

BONUS ACTIONS

Choking Sand (2/Day). One creature that needs to breathe that the sandwraith can see within 60 feet of it must succeed on a DC 14 Constitution saving throw, or the sandwraith forces its way inside the creature's mouth and begins to choke it. A creature choking in this manner cannot speak or cast spells that require a verbal component and must make a DC 14 Constitution saving throw at the end of each of its turns. On a failed save the target takes 7 (2d6) piercing damage. On a success, the sandwraith is expelled from the target's body.

Alejandro Maroto (Order #45815517)

Sneak

This Id spirit appears as a small, hunched humanoid with tiny eyes and long fingers. A sneak forms from strong feelings of betrayal, from secrets whispered in the darkness, from poison poured in a cup or a knife hidden behind a back. It is furtive and quiet, eavesdropping on delicate conversations to later reveal to an enemy, or stealing a prized possession and hiding it in the pocket of the victim's trusted friend.

Courtly Haunts. While betrayal occurs everywhere and can strike anyone, it seems to occur in high frequency in noble houses, courts, and castles. Because of this, they are the favorite habitats for sneaks, which skulk in hallways or scurry through the walls. A particularly shrewd noble will search out a sneak and pay it with drops of their own blood for information on their rivals, though the sneak is just as likely to turn on their patron when such treachery would cut the deepest.



Sneak

Small Elemental (Vaala Spirit, Id)

Armor Class 14
Hit Points 55 (10d6 + 20)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +7
Skills Acrobatics +7, Deception +7, Insight +4, Sleight of Hand +7, Stealth +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages all languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Spider Climb. The sneak can move up, down, and along vertical surfaces and upside down on ceilings, while leaving its hands free.

Mimicry. The sneak can mimic any sound it hears, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Forger. The sneak can forge any handwriting it has seen. A creature comparing a sample of forged handwriting with a sample of the original can notice the telltale signs of forgery with a successful DC 15 Intelligence (Investigation) check.

ACTIONS

Multiattack. The sneak makes three Dagger attacks.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way takes 16 (3d10) poison damage at the start of its turn.

BONUS ACTIONS

Cunning Action. The sneak can take the Dash, Disengage, or Hide action.

Alejandro Maroto (Order #45615517)

Squall

A squall's origin is as mysterious as its nuisance is certain. Beings of pure, storming Source energy in the form of a great seagull, squalls are greedy creatures that bring storms and harass ships and seaside towns plucking up whatever shiny or delicious-looking things they please.



Squall

Large Elemental (Vaala Spirit, K'aab)

Armor Class 16
Hit Points 135 (18d10 + 36)
Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	14 (+2)	4 (-3)	15 (+2)	7 (-2)

Saving Throws Dex +11
Skills Athletics +7, Acrobatics +11, Perception +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities frightened, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 1 mile, passive Perception 17
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Flyby. The squall doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Storm Form. The squall can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the squall or hits it with a melee attack while within 5 feet of it must succeed on a DC 18 Strength saving throw or be knocked prone. In addition, the squall can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 13 (3d8) lightning damage.

Actions

Static Peck. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 36 (8d8) lightning damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the start of the squall's next turn.

Booming Cry. Each creature within 300 feet of the squall that can hear it must make a DC 18 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and drops what it's holding. On a successful save, it takes half as much damage and does not drop anything.

Spellcasting. The squall casts one of the following spells, requiring no material spell components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *lightning bolt, thunderwave*

1/day each: *control weather* (cast as 1 action)

Bonus Action

Gale-Force Wings. The squall buffets a point it can see within 60 feet with a powerful blast of wind. Each creature within 15 feet of that point must succeed on a DC 18 Strength saving throw or be pushed 15 feet away from it and fall prone. The wind disperses gas or vapor, extinguishes unprotected flames, and pushes unsecured objects of Medium or smaller size 15 feet away from the chosen point. A creature that collides with a barrier or is hit by an object as part of this effect takes 7 (2d6) bludgeoning damage.

Alejandro Maroto (Order #45815517)

Xorhuen Specter

Medium Undead (Vaala Spirit, K'aab)

Armor Class 22 (Plate Armor, Shields)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Str +7, Wis +4, Cha +5
Skills Perception +4
Damage Immunities cold, necrotic, poison
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Náhuinn
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magical Attacks. The specter's weapon attacks are magical.

Undead Fortitude. If damage reduces the specter to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the specter drops to 1 hit point instead.

ACTIONS

Multiattack. The specter makes two Shield Bash attacks.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage, and the creature must succeed on a DC 13 Strength saving throw or be pushed 5 feet away and knocked prone.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage.

Diverting Shout. The specter emits a shout that diverts attention to a specific target. Each creature of the specter's choice within 30 feet of it must succeed on a DC 13 Charisma saving throw or take 7 (2d6) psychic damage and have disadvantage on attack rolls against creatures other than a target creature of the specter's choice that it can see (can choose itself). This effect lasts until the end of the specter's next turn.

Revivify (1/Day). The specter casts *revivify* without requiring any components.

BONUS ACTIONS

Send Greatshield. The specter sends one of its shields to protect a creature it can see within 60 feet of it. The target gains a +2 bonus to its AC and Dexterity saving throws until the specter recalls the shield (no action required). The specter can send out up to two shields, and its AC decreases by 2 for each shield sent out. For each shield protecting another creature, the specter replaces one Shield Bash attack in its Multiattack action with one Unarmed Strike.

REACTIONS

Cowardly Retreat. When the specter would be killed, it can spend its daily use of Revivify to instead regain 30 (4d8 + 12) hit points and gain the benefits of the *invisibility* spell for 10 minutes.

Xorhuen Specter

Xorhuen specters are lingering echoes of individuals who failed to protect others when they needed them most, whether through cowardice, betrayal, or inaction. Filled with Source and forced back from death, these dark reflections of the cihuen carry the weight of their past in two heavy greatshields and must choose a path: to embrace their selfishness and resist their own death, or seek atonement by preventing the deaths of others at their own expense.



Alejandro Maroto (Order #45615517)



Alejandro Maroto (Order #45815517)

Dragons

Dragons are immense, nearly immortal beings that can grow to incredible size and age and possess formidable breath weapons, physical attacks, and even potent magic. Divided into familial broods, dragons are some of the most powerful creatures in Valerna, and beyond, able to wreak unrivaled death and destruction.

Dragons predate nearly every other being in the cosmos, apart from the Protogons, and their mighty, monstrous forms still reflect the power of the ancient days. They require huge amounts of Vaala, the magical essence that channels life, in order to grow in size and maintain their magic. However, dragons were exiled to the Red Moon of Drakha in the first ages of the world, and this sundering cut them off from Vaala itself. To feed their ravenous appetites for Vaala, dragons sporadically raid Rhaava, the mortal world, to feed on the magic inherent to its inhabitants and environment. The dragons that cross the portals between worlds stage frightful raids on the lands of Rhaava, especially the continent of Valerna, often returning to Drakha with their spoils of magic and captives.

Given time and enough access to Vaala, the dragons of Rhaava grow at an impressive rate. However, some dragons may be stunted in their growth and power despite their age, due to a lack of Vaala, while others may far surpass their peers if they can secure an ample supply. Below is the common growth rate for dragons in Valerna and on the Red Moon.

Dragon Age Categories

STAGE	SIZE	AGE RANGE
Hatchling	Tiny	1 year or less
Wyrmling	Medium	1–5 years
Young	Large	6–100 years
Adult	Huge	101–800 years
Ancient	Gargantuan	800 years or more

Tempesta Dragons

Tempesta dragons are temperamental, violent, and rowdy, reveling in their power and relishing each day as an opportunity for raucous celebration. Large and powerful, they surround themselves with crashing thunder and crackling lightning, and hold cacophony and destruction as goals in and of themselves. Tempesta dragons throw themselves into each and every whim with unbridled indulgence. Their battle tactics embrace the joyful fury of the wind, thunder, and lightning. Where Brood Tempesta goes, self-restraint and moderation vanish, and the storm comes with them.

Characteristics

Tempesta dragons are one of the more unique broods on Drakha. As large as Ehrlya dragons, they have narrow skulls, small dark eyes, and fangs that visabilly curve out of their wide mouths. Their spines have a slight hunch to support their oversized front arms and their spinal ridges form irregular spike formations different for each individual Tempesta. Their tail is short with two rows of spikes rising up from either side.

Unlike most dragons, Tempestas lack separate wings and have four arms: a larger pair of powerful arms on their lower torso, connected to the base of the dragon's tail by bat-like wing membranes, and a smaller pair of arms on either side of the upper torso.

A gathering of Tempesta dragons (called a bluster) is heard long before it is seen. Black clouds gather and lightning flashes, before the rumble of thunder becomes deafening. The storm summoning powers of these dragons increase when they gather in numbers, combining into hurricanes of unimaginable power. It is said the unified roars of a bluster can shatter the bones of their enemies and shake mountains to rubble.

Azhurma

The azhurma of this temperamental brood is Aria Tempesta, sometimes called the Thunder Crown, and this name is fitting. From the seat of her power in the Thundering Crater, she is always the first to lead the charge. Driven by an obsession to prove the power of her brood, she leads her followers on incredible campaigns of conquest against other dragons. The targets of these attacks are often chosen seemingly without logic, since the acquisition of territory is not Aria's primary concern. Once they conquer an area, the Tempestas abandon the region almost immediately, returning to their lairs to plan the next attack against another target. Due to this chaotic campaigning, the actual size of the brood grows more slowly than others.

The azhurma's lair, the Thundering Crater is a towering, dormant volcano on the dark side of Drakha. Surrounded by a continual storm, the caldera is one of the Tempestas' largest settled areas, with dragons establishing lairs quite near each other. Most of these dens sit below the surface, within the network of tunnels below the crater. These subterranean passages and caverns are filled with drifts of lightning-etched pyroclastic fog and dotted by energy-storing crystals. The unwary often meet their doom from the lightning discharges of the crystals.

Several times a year, the Thundering Crater plays host to the Azhurma's Carnival, a wild revel for the brood and select guests. These festivals tend to be rowdy and unbridled with lavish feasts, violent games of chance and skills, crashingly loud music, and bloody gladiatorial contests. Injuries and even deaths occur during the festivities. The other broods view the carnival as proof that the Tempestas are erratic and uncontrollable, and the azhurma wouldn't have it any other way.

Alejandro Maroto (Order #46815517)

Creating a Tempesta Dragon

Use the following tables to inspire your creation of a Tempesta dragon:

Tempesta Dragon Personality Traits

1D8	TRAIT
1	I am always first into battle!
2	I've never seen a drink or meal that I didn't like.
3	Stealth? I never bother with it!
4	Never tell me I can't do something.
5	You call that fighting? Let me show you how to do it!
6	My singing is as loud as the storms!
7	Why think when you can act!
8	I change my mind almost as often as I change my mood.

Tempesta Dragon Ideals

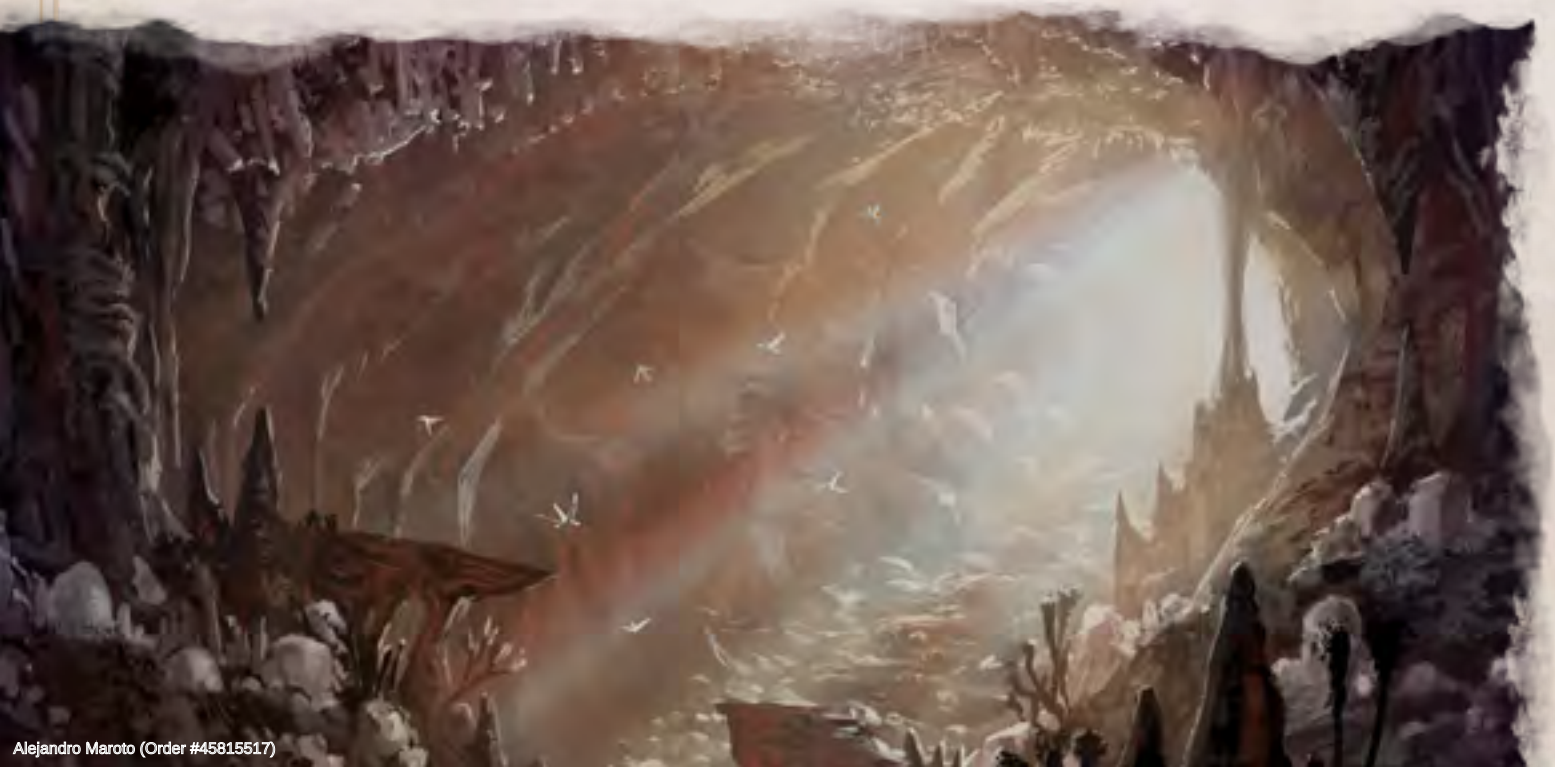
1D8	IDEAL
1	**Strength.** The strong must rule over the weak. It's the way of things.
2	**Loyalty.** It's all about the brood.
3	**Conviction.** Throw yourself into everything you do!
4	**Hierarchy.** I follow the orders of those stronger than me.
5	**Might.** I will prove that I am the best, and glory will be mine!
6	**Greed.** I want all the things.
7	**Victory.** Winning is how you keep score in life.
8	**Joy.** View each moment as a reason to celebrate.

Tempesta Dragon Flaws

1D8	FLAW
1	Moderation isn't something I'm good at.
2	Breaking things is fun.
3	I get bored easily.
4	Caution is the same as cowardice.
5	I hardly ever hide my feelings or thoughts, and that gets me in trouble sometimes.
6	The worse the situation gets, the better the chance for glory.
7	I really believe that others should just let me lead them.
8	I'll never overcome my own stubbornness.

Tempesta Dragon Goals

1D8	GOAL
1	By defeating the strongest foes I can find, I prepare to challenge the azhurma.
2	I wish to learn to wield mortal weapons and augment my power with magical blades!
3	One day, I will cover Valerna with storms.
4	I want to see how many things I can break.
5	Those who refuse to revel must be taught to enjoy life, or face death.
6	If life is a revel, I shall experience all that there is to experience.
7	I constantly search for magical ways to grow stronger and bigger.
8	I search for a legendary eternal storm so I might become one with it.



Alejandro Maroto (Order #45815517)

Tempesta Lairs

On Drakha, Tempesta dragons hail from the occluded side of the Red Moon. Their holds are scattered around the Thundering Crater, but the borders of their territory are in constant flux, as they build, abandon, and conquer as the mood strikes. This transient nature typically results in lairs more functional and rudimentary than refined and elegant.

Tempesta dragons dig intricate tunnels in mountains and cliffs following veins of precious metals, gemstones, or crystal deposits. They blast open vast natural caverns, or carve them out of whole cloth, using their lightning breath weapons, and connect them with twisting passages. Though the Tempesta's caverns seem unrefined, they are designed to offer a powerful defense. The network of tunnels often loops back onto itself, offering the Tempestas the ability to mount surprise attacks on anyone foolish enough to venture within. Glowing crystals and gemstones extrude from the cavern walls and ceilings. Infused with a portion of the dragon's might, and triggered by unwary intruders, these glowing crystalline traps create powerful storms inside their enclosed lairs.

In Valerna, Tempesta dragons prefer to build their tunnel lairs in high mountains, into the sides of tall cliffs, and in areas rich in gems and natural crystals. This brings some of them into conflict with the nwoda in isolated regions of the Enkharan Desert.

Lair Features

Tempesta lairs can vary widely, but most have common features.

Hall of Festivities. Close to the surface above the Tempesta tunnel complex, is usually a grand hall where the dragon entertains. The walls, polished smooth and painted with a metallic coating, glimmer with flashes of light, reflecting the lightning that etches the storm cloud roiling and crackling across the ceiling. Servitors haul food and drink to the hall and perform raucous music to delight the draconic guests.

Storm-Infused Crystals. The crystalline deposits dotting a Tempesta lair gather energy from the dragon's presence, charging and emitting bursts of lightning, roaring strong winds, and banks of gray clouds in an endless cycle. When a crystal unleashes this fury, it often triggers the discharge from other nearby crystals. While these may be deadly to intruders, Tempestas view them as both thrilling and soothing.

Verticals. The most difficult aspect of a Tempesta lair to navigate for most humanoids is the sheer vertical nature of its construction. Twisting tunnels and halls connect with vertical channels. Traversing these wide cylinders is made more treacherous by walls worn smooth by wind and lightning. Often, the only protrusions and handholds are the volatile storm crystals that react poorly to physical touch.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Crystal Detonation. Every 10 minutes, a creature moving through the lair, other than the dragon or its chosen servitors, has a 50 percent chance of triggering a nearby storm crystal, causing an effect similar to the *control weather* spell (rolling randomly to determine the weather produced). The changed weather conditions occur immediately in a 30-foot radius of the triggered storm crystal and last for 10 minutes before slowly dissipating.

Hurricane Vortex. A cyclone of swirling wind howls from a storm crystal to roar down one of the passages of the lair in a direction of the dragon's choice for 1 minute. The strong wind fills the entirety of the circumference of the tunnel and extends 90 feet, following the curvature of the passage. A creature in the area when the effect begins, or who starts its turn in the area, must succeed on a DC 15 Strength saving throw or be hurled downwind to the edge of the vortex, landing prone. On a successful save, a creature can maintain its position, treat the terrain upwind as difficult terrain, or move downwind at twice their normal speed.

Stormweb. Lightning arcs, intersects, and overlaps, forming a series of 5-foot-wide lines of crackling energy between storm crystals. The dragon chooses up to four storm crystals that it can see on the lair's solid surfaces, and a line of lightning spreads from each chosen crystal to each other chosen crystal, forming a web-like pattern. These crystals must all be within 120 feet of the dragon and 120 feet of each other. Each creature caught in one or more of the lines must make a DC 15 Dexterity saving throw. On a failed save, a target takes 10 (3d6) lightning damage and is restrained until the end of its next turn. On a successful save, a target takes half as much damage and isn't restrained.

Regional Effects

The region containing the Tempesta lair is warped by the dragon's presence and power, which create one or more of the following effects:

- The skies within 6 miles of the lair are perpetually wreathed in thunderstorms and intermittent strong winds.
- Air elementals are drawn to the storms shrouding the lair, delighting in the wind currents and scouring the ground below.
- The dragon automatically senses creatures using spells or magical effects that deal lightning or thunder damage within 1 mile of its lair. They know the general power of the effect used, and the location and distance to the creature, but not any further specific information.

Alejandro Maroto (Order #45615517)

Variant Tempesta Abilities

Not all Tempestas are the same, and neither are their powers. The optional abilities described below can be added to a Tempesta dragon's stats.

Actions

Kadmic Rune: Stormroar Curse (3/Day). The dragon sketches a rune in the air while uttering a roar of cacophonous sound, focusing on a creature it can see within 90 feet of it. The target must make a Wisdom saving throw or become cursed for 1 minute.

While cursed, if a creature within 30 feet of the target takes lightning or thunder damage, the target must repeat the Wisdom saving throw, taking damage equal to half of the triggering damage on a failed save.

A *remove curse* spell or similar effect ends this effect early.

Bonus Actions

Wing Tempest (3/Day). The dragon beats its wings creating a cyclone of howling wind. Each creature within 15 feet of the dragon must make a Strength saving throw. On a failed save, the target is thrown upward 10 feet before falling, landing prone. Falling creatures are subject to falling damage. On a successful save, a target is instead pushed 10 feet away from the dragon.

For each age category above hatchling, the distance the target is hurled upward (or pushed away) increases by 15 feet, up to a maximum of 70 feet for an ancient Tempesta dragon.

Breath Weapons

Delayed Lightning Blast. The dragon exhales a concentrated orb of lightning that manifests as an invisible 5-foot-radius sphere for up to 1 minute at a point it can see within 150 feet. The dragon must maintain concentration on its orb as if concentrating on a spell. When the duration ends, when the dragon's concentration is broken, or when it decides to end the duration (no action required), the orb detonates into a howling blast of lightning.

If a creature enters the same space as the invisible orb before the duration has expired, that creature must make a Wisdom saving throw to notice the orb. On a success, the creature knows an invisible object is present in that location (but not what it is) and can choose not to touch it. On a failure, the creature unintentionally touches the orb. Touching the orb causes it to detonate immediately.

When the orb detonates, each creature in a 20-foot-radius sphere centered on the orb must make a Dexterity saving throw, taking 27 (5d10) lightning damage on a failed save, or half as much damage on a successful one.

In addition, at the end of each of the dragon's turns, if the orb has not yet detonated, it gains an additional effect when it does detonate as indicated below. A creature succeeding on the Dexterity saving throw avoids these additional effects except for any increased damage:

- 1st turn: Target is pushed 10 feet away from the dragon
- 2nd turn: Target is knocked prone.
- 3rd turn: Target is restrained until the end of the dragon's next turn
- 4th turn: Target is frightened of the dragon until the end of the dragon's next turn.
- 5th turn: Target is stunned until the end of the dragon's next turn.
- 6th and further turns: For each round beyond 5th, the damage increases by 1d10.

Reactions

Combined Breath. When another Tempesta within 60 feet of the dragon uses its breath weapon, the dragon can combine its breath weapon with the other dragon's. The DC of the original dragon's breath weapon increases by 2, and its damage increases by 2dX, where X is the damage die for the breath weapon.

If three or more Tempestas combine breath weapons in this way, targets that fail the saving throw against the breath weapon must also make a Constitution saving throw using the same DC. On a failed save, the target's speed is halved, it takes a –2 penalty to its AC and its Dexterity saving throws, and it can't use reactions. Additionally, on its turn, it can use either an action or a bonus action, not both, and it can't make more than one melee or ranged attack during its turn. This effect lasts until the target finishes a long rest, or if a *lesser* or *greater restoration spell* (or a healing spell of 3rd level or higher) is cast upon it. All nonmagical objects in the area of effect that aren't being worn or carried also take the damage from the breath weapon.

Adventure Seeds

A few suggestions for adventures involving Tempesta dragons can be found here:

- The party receives an invitation to a Tempesta celebration in the dragon's lair, attended by a variety of other dragons. Often, the sign of a successful party is the caliber of the guests invited.
- Endless storms ravage a mountain town, and the party must venture into the newly established lair of a Tempesta dragon to put an end to the devastation.
- To finish a powerful artifact, or as the final ingredient in a desperately needed cure, the party needs to gather charged storm crystals from a Tempesta lair without angering the dragon or blowing themselves up.

Alejandro Maroto (Order #45815517)

Tempesta Dragons

Tempesta Hatchling

Small Dragon

Armor Class 15 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 15 ft., burrow 10 ft., fly 40 ft.,

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	7 (-2)	6 (-2)	12 (+1)

Saving Throws Dex +4, Con +4, Wis +0, Cha +3
Skills Intimidation +3, Perception +2, Stealth +4
Damage Resistances cold
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Lightning Scales. A creature that hits it with a melee attack while within 5 feet of it takes 1 lightning damage.

Secondary Arms. The dragon has two secondary arms that are slightly smaller than their primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, or pick up or set down a Tiny object.

Stormsight. The dragon can see through areas obscured by fog, mist, clouds, storms, or precipitation.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 1 point of lightning damage.

BONUS ACTIONS

Storm Veil. Until the beginning of its next turn, the dragon surrounds itself with howling, swirling winds that move with it. This storm veil pushes out vapor, gas, and fog that can be dispersed by strong wind, and ranged weapon attacks made against the dragon have disadvantage on the attack roll.



Alejandro Maroto (Order #45615517)

Tempesta Wyrmling

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	7 (-2)	13 (+1)

Saving Throws Dex +4, Con +5, Wis +0, Cha +3
Skills Intimidation +3, Perception +2, Stealth +4
Damage Resistances cold
Damage Immunities fire, lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Lightning Scales. A creature that hits it with a melee attack while within 5 feet of it takes 2 (1d4) lightning damage.

Secondary Arms. The dragon has two secondary arms that are slightly smaller than their primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a light crossbow or a weapon that has the light property.

Stormsight. The dragon can see through areas obscured by fog, mist, clouds, storms, or precipitation.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) lightning damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Advantageous Strike. The dragon can use a bonus action to attack with a weapon or use an item that it holds in its secondary arms.

Storm Veil. Until the beginning of its next turn, the dragon surrounds itself with howling, swirling winds that move with it. This storm veil pushes out vapor, gas, and fog that can be dispersed by strong wind, and ranged weapon attacks made against the dragon have disadvantage on the attack roll.



Alejandro Maroto (Order #45815517)

Young Tempesta Dragon

Large Dragon

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	9 (-1)	9 (-1)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +2, Cha +5
Skills Intimidation +5, Perception +5, Stealth +5
Damage Resistances cold
Damage Immunities fire, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Body of the Storm. The dragon's movement is not impeded by natural or magical storms, winds, or similar weather conditions.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Lightning Scales. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage.

Secondary Arms. The dragon has two secondary arms that are slightly smaller than their primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Small object, or wield a shield, a light crossbow, shortbow, or a weapon that has the finesse, light, or thrown property.

Stormsight. The dragon can see through areas obscured by fog, mist, clouds, storms, or precipitation.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Stormhowl. The dragon emits a roar of deafening fury in a 15-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and is deafened until the start of the dragon's next turn. A creature that fails the save by 5 or more is also incapacitated for the same duration. On a successful save, a target takes half as much damage and is not deafened.

Storm Mantle (Recharge 6). The dragon surrounds itself with a storm for 1 minute. A storm consisting of strong winds and thunderclouds crackling with lightning blows around the dragon in a 40-foot radius and moves with it. The area of the storm is lightly obscured and difficult terrain. Ranged weapon attack rolls made at a target within the area are made with disadvantage. The winds push out vapor, gas, and fog that can be dispersed by strong wind.

BONUS ACTIONS

Advantageous Strike. The dragon can use a bonus action to attack with a weapon or use an item that it holds in its secondary arms.

REACTIONS

Lightning Strike (Recharge 5–6). When the dragon is damaged by an attack from a creature it can see located within the area of its active Storm Mantle, it can call lightning to strike at the attacker. The target must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.



Alejandro Maroto (Order #45615517)

Adult Tempesta Dragon

Huge Dragon

Armor Class 18 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	24 (+7)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +7, Con +12, Wis +5, Cha +8
Skills Intimidation +8, Perception +10, Stealth +7
Damage Resistances cold
Damage Immunities fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Body of the Storm. The dragon's movement is not impeded by natural or magical storms, winds, or similar weather conditions.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistances (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Lightning Scales. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Secondary Arms. The dragon has two secondary arms that are slightly smaller than their primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Medium object, or wield a shield or a weapon.

Stormsight. The dragon can see through areas obscured by fog, mist, clouds, storms, or precipitation.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) lightning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 7 (2d6) lightning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Stormhowl. The dragon emits a roar of deafening fury in a 30-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw. On a failed save, a creature takes 45 (10d8) thunder damage and is deafened until the start of the dragon's next turn. A creature that fails the save by 5 or more is also incapacitated for the same duration. On a successful save, a target takes half as much damage and is not deafened.

Suppression Breath. The dragon expels a lightning-charged magical wave in a 15-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw. On a failed save, a target takes 27 (5d10) lightning damage and is suppressed by antimagic until the start of the dragon's next turn. While suppressed, any spells and magic-based features, such as the wizard's Benign Transposition, cast or used by the target automatically fail, and any active spells or magical effects on the target end. Moreover, the properties and powers of all magic items the target wears or carries are suppressed. If a summoned target fails its save, it temporarily winks out of existence, then reappears in the same space when the effect ends. On a successful save, a target takes half as much damage and is not subjected to the antimagic effect.

Storm Mantle (Recharge 6). The dragon surrounds itself with a storm for 1 minute. A storm consisting of strong winds and thunderclouds crackling with lightning blows around the dragon in a 60-foot radius and moves with it. The area of the storm is lightly obscured and difficult terrain. Ranged weapon attacks made within the area are made with disadvantage. The winds push out vapor, gas, and fog that can be dispersed by strong wind.

BONUS ACTIONS

Advantageous Strike. The dragon can use a bonus action to attack with a weapon or use an item that it holds in its secondary arms.

REACTIONS

Lightning Strike (Recharge 5–6). When the dragon is damaged by an attack from a creature located within the area of its active Storm Mantle, it can call lightning to strike at the attacker. The target must make a DC 16 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Secondary Attack. The dragon either makes a Tail attack or attacks with a weapon, or uses an item, held in its secondary arms.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Storm Lightning (Costs 3 Actions). A target within the area of the dragon's active Storm Mantle, that it can see, is hit by lightning. The target must make a DC 16 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Alejandro Maroto (Order #45815517)

Ancient Tempesta Dragon

Gargantuan Dragon

Armor Class 21 (natural armor)
Hit Points 409 (21d20 + 189)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	28 (+9)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +9, Con +16, Wis +8, Cha +11
Skills Intimidation +11, Perception +15, Stealth +9
Damage Resistances cold
Damage Immunities fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Body of the Storm. The dragon's movement is not impeded by natural or magical storms, winds, or similar weather conditions.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistances (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Lightning Scales. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 14 (4d6) lightning damage.

Secondary Arms. The dragon has two secondary arms that are slightly smaller than their primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Large object, or wield a shield or a weapon.

Stormsight. The dragon can see through areas obscured by fog, mist, clouds, storms, or precipitation.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 14 (4d6) lightning damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 14 (4d6) lightning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 90-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Stormhowl. The dragon emits a roar of deafening fury in a 60-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw. On a failed save, a creature takes 63 (14d8) thunder damage and is deafened until the start of the dragon's next turn. A creature that fails the save by 5 or more is also incapacitated for the same duration. On a successful save, a target takes half as much damage and is not deafened.

Suppression Breath. The dragon expels a lightning-charged magical wave in a 30-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw. On a failed save, a target takes 49 (9d10) lightning damage and is suppressed by antimagic until the start of the dragon's next turn. While suppressed, any spells and magic-based features, such as the wizard's Benign Transposition, cast or used by the target automatically fail, and any active spells or magical effects on the target end. Moreover, the properties and powers of all magic items the target wears or carries are suppressed. If a summoned target fails its save, it temporarily winks out of existence, then reappears in the same space when the effect ends. On a successful save, a target takes half as much damage and is not subjected to the antimagic effect.

Storm Mantle (Recharge 6). The dragon surrounds itself with a storm for 1 minute. A storm consisting of strong winds and thunderclouds crackling with lightning blows around the dragon in a 90-foot radius and moves with it. The area of the storm is lightly obscured and difficult terrain. Ranged weapon attacks made within the area are made with disadvantage. The winds push out vapor, gas, and fog that can be dispersed by strong wind.

BONUS ACTIONS

Advantageous Strike. The dragon can use a bonus action to attack with a weapon or use an item that it holds in its secondary arms.

REACTIONS

Lightning Strike (Recharge 5–6). When the dragon is damaged by an attack from a creature located within the area of its active Storm Mantle, it can call lightning to strike at the attacker. The target must make a DC 19 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Secondary Attack. The dragon makes a Tail attack, or attacks with a weapon, or uses an item, held in its secondary arms.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Storm Lightning (Costs 3 Actions). A target within the area of the dragon's active Storm Mantle, that it can see, is hit by lightning. The target must make a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Alejandro Maroto (Order #45615517)



Alejandro Maroto (Order #45815517)

Iconic Antagonists

In the world of Dragonbond, there are creatures and monsters of various threat levels. Sometimes, however, a story calls for a long-term antagonist—someone or something that will remain a thorn in the side of the characters for an entire campaign.

Iconic antagonists are specific, named NPCs with deeper backgrounds and more fleshed out personalities and motivations. They are built in such a way as to grow alongside the characters, to remain a threat regardless of their power level. Their lore has been written to be usable in any campaign but with enough detail to provide fully fleshed-out individuals.

This section presents four such iconic antagonists: Queen Bele, a Fell crown; Tluloc of Cucáinn, a Null cult leader; Kalima id Turai, a Dragonbonded maghyr belonging to the Manifest; and Briosa, a dragon of Brood Tempesta, also of the Manifest and Kalima's bonded partner. Each antagonist presents different challenges and has different goals, and fills a different niche in a campaign.

Death Saving Throws

Due to their powerful nature, when an iconic antagonist is reduced to 0 hit points, they begin making death saves.

Leveling up an Iconic Antagonist

The base CR of each antagonist varies depending on their lore and role. Queen Bele, for instance, is a more powerful foe by nature of her role. Such antagonists might be encountered by a lower-level party but rarely as an enemy they're intended to fight or kill at first meeting. Regardless of their initial power level, each antagonist gains elements to their stat blocks, such as additional or more powerful attacks or abilities, as the characters progress, leveling up alongside the party to remain a constant challenge.

An antagonist increases in potency as your characters move into a new tier of play. The tiers of play are as follows:

- Tier 1: Levels 1–4
- Tier 2: Levels 5–10
- Tier 3: Levels 11–16
- Tier 4: Levels 17–20

Each antagonist has guidance on how to alter their stat block based on the tier of play. If your characters are starting at a higher tier, add the new alterations provided for that tier as well as the alterations for the tiers below it.

When altering ability scores and proficiency bonus, be sure to adjust the creature's other statistics, such as spell save DC and bonuses to damage and to hit with its attacks, based on the change. When a creature has a skill, its proficiency bonus is also added to the relevant ability score modifier to calculate its bonus for that skill.

The beginning of each tier lists the creature's updated challenge rating (CR), proficiency bonus (PB), armor class (AC), hit points (HP), and ability scores, if any. Updated ability scores include the matching ability score modifier in parentheses.

GM Guidance: Long-Term Antagonists

Unlike most monsters used as the final goal for a session or a story arc and which typically die fighting the first time they are confronted, iconic antagonists are built to be long-term characters in your story. As such, as the GM, it's vital that you treat them differently than simple canon fodder.

Perhaps they begin as a subtle antagonist, an NPC the characters meet and interact with but who doesn't out themselves as against the characters right from the start. Or perhaps they are antagonistic from the beginning, but their antagonism is one of barbs and backhanded ploys rather than overt violence.

Even if violence does erupt with an iconic antagonist early on in the story, they need not fight to the death. Don't be afraid to make your antagonist smart, with backup plans and escape routes should things go poorly. Fleeing to regroup and fight another day is a valid tactic for such a foe, and a slippery villain is all the more satisfying once caught.



Alejandro Marcos (Order #45615517)

Fell Crown

Fell crowns are the monarchs of a Fell court, a pocket of the Dreamspace that is completely and utterly under the crown's control. A Fell court is populated with feydh of all sorts, all pledged to the crown and committed to keeping the tales and dreams of their people alive in the minds of mortals.

Existence by Authority. A Fell crown is not just the ruler of their realm, but the lynchpin that maintains the very existence of the court and the peoples within it. Through their will and their magic, the Fell crown fends off the nothingness of oblivion, often encouraging their vassals to encroach into the mortal world to keep their stories—and themselves—alive.

Malleable Dreams. A Fell crown can alter and shift the reality of their court on a whim and can similarly influence those who live within their lands. Whether this happens intentionally or is simply the Dreamspace reacting to the Fell crown's desires is unclear, though most Fell crowns are unwilling to dissuade others of the notion that they wield immense power.

Queen Bele

Queen Bele, also known as the Duskrose, is one such Fell crown, ruling over a portion of the Dreamspace that borders Vision Valley in the southern corner of the Cursed Coast. Queen Bele's court is crafted of the dreams and nightmares one conjures when looking up at the night sky, dreams created from the sense of wonder, beauty, and infinite possibility and nightmares born of the terror of insignificance and the futility of existence.



Queen of a Broken Court. Long ago, Queen Bele's court was fractured when a strange artifact fell from the sky and landed in one of her duchies. The artifact corrupted the feydh there, as well as her trusted Fell Knight of Stars, who Bele had sent to investigate the commotion. Eventually, Queen Bele severed that portion of her domain, excising it from her court lest the corruption spread. However, the action triggered a cascade, and Queen Bele's realm has continued to fracture and split, with pockets of the court becoming lost as if on their own accord. Queen Bele's primary goal is to find a way to cease this splintering, restoring her realm and cementing her power once and for all.

Proud and Desperate. Queen Bele maintains a regal bearing, rarely allowing herself to be needled by those she perceives as lower than her. She is the power in her court and she knows it. However, with the continued degradation of her realm, she has become petty and temperamental. While in public she may maintain an unflappable, noble countenance, in private she is quick to anger and does not hesitate to send her Fell agents to deal with any threats to her power, whether real or imagined.

Queen Bele's Lair

Queen Bele, being a Fell crown, holds domain over the entirety of her court. The court itself is an ever-changing landscape of wild forests, pristine gardens, and otherworldly cities. At the heart of Bele's court sits the capital city of Synastra, home to her palace. Many Fell courtiers and their households reside in this city, and the shifting streets and twisting alleyways are a veritable labyrinth to those who do not know how to navigate them.

Lair Actions

On initiative count 20 (losing initiative ties), Queen Bele can take one of the following lair actions.

Starburst. A 20-foot-radius area within 60 feet of Queen Bele explodes in a shower of shimmering light. Each creature in the area must succeed on a DC 18 Constitution saving throw or take 14 (4d6) radiant damage and 14 (4d6) psychic damage.

Dreamvines. Grasping vines sprout from the ground in a 20-foot square within 120 feet of Queen Bele. The vines remain for 1 minute or until Queen Bele uses this lair action again. For the duration, the vines turn the ground into difficult terrain. Each creature in the

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area when Queen Bele uses this lair action must succeed on a DC 18 Strength saving throw or be restrained by the vines for the duration. A restrained creature can use its action to make a DC 18 Strength check. On a success, it frees itself.

Leveling Up Queen Bele

Changes to Queen Bele's stat block are listed below, based on the characters' tier of play. Alternatively, she may also increase in power regardless of the characters' tier if portions of her court are restored.

Tier 2

HP 130 (20d8 + 40); INT 20 (+5); CR 15 (13,000 XP); PB +5.

Queen Bele gains the following action:

Summon Feline (1/Day). Queen Bele summons a **confounding cat**, which manifests in an unoccupied space of her choice that she can see within 90 feet. The cat is an ally to Bele. In combat, the creature shares her initiative count, but it takes its turn immediately after hers. It obeys her verbal commands (no action required by her). If she doesn't issue any, it takes the Dodge action and uses its move to avoid danger.

Tier 3

HP 162 (25d8 + 50); CR 19 (22,000 XP); PB +6.

The *blindness/deafness, counterspell, enthrall, hold person,* and *shatter* spells all become 3/day each. The *black tentacles* and *phantasmal killer* spells become 2/day each. She gains the *geas, mass suggestion, mislead,* and *prismatic spray* spells at 1/day each.

Tier 4

HP 227 (35d8 + 70); INT 24 (+7); CR 23 (50,000 XP); PB +7.

Queen Bele gains the following legendary actions. She 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. Queen Bele regains spent legendary actions at the start of her turn.

Dream Step. Queen Bele teleports up to 30 feet to an unoccupied space she can see.

Fai Glass Glaive. Queen Bele makes a Fai Glass Glaive attack.

Dazzling Constellations (Costs 2 Actions). Queen Bele weaves a disorienting pattern out of stardust. Each creature within 30 feet of her must make a DC 23 Wisdom saving throw. On a failed save, the creature takes 35 (10d6) psychic damage and is blinded for 1 minute. On a success, the creature takes half as much damage and is not blinded.

Queen Bele

Medium Feydh (Fai)

Armor Class 19 (Fai glass plate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Cha +8
Skills Arcana +8, Deception +8, Intimidation +8, Perception +6, Persuasion +8
Damage Vulnerabilities bludgeoning, piercing, and slashing damage from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages Allai, Common, Oneiric
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fai Ancestry. Queen Bele gains advantage on saving throws against being charmed, and magic can't put her to sleep.

Magic Weapons. Queen Bele's weapon attacks are magical.

Actions

Multiattack. Queen Bele makes four Fai Glass Glaive attacks.

Fai Glass Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 2 (1d4) psychic damage.

Dreamsunder (Recharge 5–6). A pulse of psychic energy emanates from Queen Bele. Each creature of Queen Bele's choice within 30 feet of her must make a DC 17 Wisdom saving throw. On a failed save, a creature takes 55 (10d10) psychic damage and is sundered for 1 minute. On a successful save, a creature takes half as much damage and is not sundered. A sundered creature is vulnerable to psychic damage and any damage dealt by Fai glass weapons. A sundered creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Queen Bele casts one of the following spells, using Intelligence as her spellcasting ability (DC 16, +8 to hit):

At will: *bane, disguise self, faerie fire, minor illusion, shocking grasp, vicious mockery*

2/day each: *blindness/deafness, counterspell, enthrall, hold person, shatter*

1/day each: *black tentacles, phantasmal killer*

Bonus Actions

Dream Step. Queen Bele teleports up to 30 feet to an unoccupied space she can see.

Alejandro Maroto (Order #45615517)

Null Cult Leader

The Null is the antithesis to Vaala; while Vaala is a force of change, the Null craves the pure silence of total cessation. The Null abhors change and progress, and desires stagnation, inactivity, and quiescence. It corrupts everything it touches, and negates the effects of Vaala on existence.

The Cost of Power. Because of its nature, the Null is extremely potent, and more than one individual has given in to temptation, judging the risk of corruption to be worth the immense power. Some manage to stave off the influences of the Null and maintain their personality and mind for a time; however, even these individuals find themselves compelled to do the Null's bidding, and form cults to provide them—and the Null—with influence and power.

Corrupted Forms. The Null corrupts everything it touches, even those who attempt to wield it for their own ends. Null cult leaders are no different, as they become more powerful, the more signs of corruption become apparent as they become harder to hide. Corruption often manifests as physical characteristics such as tentacles, hardened or blackened skin, changes to eye color or pupil shape, or even a loss of eyes altogether.

Tluloc of Cucáinn

Tluloc of Cucáinn is a mun kisuut, born in Nahuac, in the city of Cucáinn. His young life was filled with much love and laughter, and from an early age the bat-kin showed a promising affinity with makaab magic.

When an ancient Coatl dragon attacked, Tluloc and the other makaab weavers were the city's first line of defense. Together, they put up a fierce fight, but they were no match for such a creature. Seeing his friends, mentors, and siblings falling one by one to the dragon's attacks, Tluloc became desperate—and in that desperation, the Null reached out a tendril and offered itself to Tluloc.

Tluloc heard the Null's calling, and he answered. Just this once, he told himself, to save his city. The power of the Null allowed him to channel a massive spell, one that enveloped the Coatl and devoured it from the inside out, until there was nothing left but ashes.

Tluloc became a hero that day, but that power came with a price. That tendril of Null took root in his heart, and slowly, inexorably, began to spread.

Corrupted Compassion. After the battle against the Coatl dragon, the Null began whispering to Tluloc, quiet at first, but impossible to ignore. It spoke to him about the fragility of his people, of the failures of K'aab to save them, sewing paranoia of future threats to his loved ones. And so Tluloc reached for the Null again, then again, in small ways that would go unnoticed by most, until his mind was no longer entirely his own.

Salvation and Destruction. Tluloc may have saved his city, but in doing so, became the harbinger of its downfall. His status as a hero left him above reproach by many, so when he began bringing others into the fold of the Null, few spoke out against it. It was to strengthen the city, he said, and so they believed him, pushing aside their doubts.

Quiet Corruption. Tluloc's demeanor is one of quiet and calm. He's a leader in his community, and takes the responsibility seriously. He's free with his laugh and smile and slow to anger. But he hides the physical signs of his corruption—a mass of tentacles at his waist, and mottled coloration on his wings and arms—hidden as best he can, particularly when around outsiders.



Leveling Up Tluloc

Changes to the Tluloc's stat block are listed below, based on the characters' tier of play.

Tier 2

HP 104 (16d8 + 32); INT 16 (+3); CR 11 (7,200 XP); PB +4.

The necrotic damage of his Drain Vaala action increases to 18 (4d8).

He gains the following trait:

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Tier 3

AC 14 (chain shirt); HP 130 (20d8 + 40); CHA 20 (+5); CR 16 (15,000 XP); PB +5.

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The necrotic damage of his Corrupting Mace attack increases to 9 (2d8).

The necrotic damage of his Drain Vaala ability increases to 27 (6d8), and the number of Vaala points drained by that ability increases to 2.

The *dispel magic* and *fear* spells become 3/day each. He gains the following spells, 1/day each: *blight, circle of death, cloudkill,* and *confusion.*

Tier 4

AC 16 (chain mail); HP 225 (30d8 + 90); CON 16 (+3); CR 20 (25,000 XP); PB +6.

The necrotic damage of his Drain Vaala ability increases to 40 (9d8), and the number of Vaala points drained by that ability increases to 4. It also now recharges on a result of 4–6.

The *blight, circle of death, cloudkill,* and *confusion* spells become 2/day each. He gains the following spells, 1/day each: *disintegrate, finger of death, power word stun,* and *power word kill.*

He can now use his Commanding Presence to command up to 3 creatures at once.

He gains the following action:

Summon Null (Recharge 6). Tluloc can call forth a Null creature that has a challenge rating 8 or lower. It appears in an unoccupied space Tluloc can see within 120 feet. Roll initiative for the creature, which has its own turns. The Null creature is friendly to Tluloc and his companions, and obeys any commands Tluloc issues to it (no action required by Tluloc). If Tluloc does not issue any commands to the Null creature, it defends itself from hostile creatures but otherwise takes no actions.

Tluloc of Cucáinn

Medium Humanoid (Mun Kisuut Tánaid, Null)

Armor Class 11
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Con + 5, Cha +7
Skills Arcana +5, Deception +7, Insight +3, Perception +3, Persuasion +7
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, one other language
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Null Telepathy. Tluloc can communicate telepathically with any Null creature within 300 feet of him.

Actions

Multiattack. Tluloc makes two Corrupting Mace attacks.

Corrupting Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 4 (1d8) necrotic damage.

Drain Vaala. (Recharge 5–6). Tluloc attempts to draw the life force and magic from the creatures around it. Each creature within 10 feet of Tluloc must succeed on a DC 15 Constitution saving throw or take 9 (2d8) necrotic damage and lose 1 Vaala point, and Tluloc regains hit points equal to half the damage dealt.

Invoke Terror (Recharge 6). Tluloc shouts a word of dread. Each non-Aberration creature within 30 feet of Tluloc that can see or hear him must succeed on a DC 15 Wisdom saving throw or become frightened of Tluloc for 1 minute. A frightened creature must spend its turns trying to move as far away from Tluloc as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If a frightened creature takes damage, the effect ends for it.

Spellcasting. Tluloc casts one of the following spells, requiring no material components and using Charisma as the spell casting ability (spell save DC 15, +7 to hit):

At will: *bane, chill touch*

3/day each: *blindness/deafness, detect thoughts, hold person, inflict wounds, misty step, suggestion*

1/day each: *dispel magic, fear*

Bonus Actions

Commanding Presence. Tluloc commands one ally within 30 feet of him that he can see to act. The ally can immediately use its reaction to make one melee attack against a creature within its reach.



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Manifest Dragonbonded

Members of the Dragonbond Covenant follow a creed that vows loyalty to the Covenant over all other realms, renounces their ability to rule, and vows to safeguard the innocent. The Manifest follows no such creed, declaring that the Dragonbonded should rule Valerna due to their power and superiority.

The Chosen Ones. A Dragonbond is rare and unpredictable. No one knows why such a bond forms, but members of the Manifest believe that it is because they are destined for greatness. Their philosophy holds that the Dragonbond proves that they are superior to others, and that the bond bestows upon them a natural authority.

Might Makes Right. Through the Dragonbond, both the mortal and the dragon gain exponential power, power that only increases as they learn and grow. Such power is the mark of kings, according to the Manifest, and those who will not bow to them will fall to their strength.

Kalima id Turai

A maghyr born in Tyveria, Kalima initially began her life as a soldier in the martial ranks of House Turai. She quickly distinguished herself as skilled with both blade and blood sorcery, and earned the attention of the heads of the household. One maghyr general in particular, Tyr id Turai, wanted to see her put to the test, and so orchestrated a particularly challenging combat for her in the gladiatorial arenas of Auga Tyveria.

Eager to prove herself of use to her house and potentially rise in station, Kalima strode into the arena on that fateful day expecting to face a contingent of vampyri—or, perhaps, ogerron. Instead, she found herself face-to-face with a young dragon, wings bound but still vicious. The two fought ferociously, and it seemed for a moment that Kalima would rise victorious. But as she charged in to land the killing blow, she saw in the creature's eyes a defiance that matched her own. In that moment, something sparked, and a bolt of lightning struck the earth between them as a Dragonbond formed in view of hundreds in attendance, including Tyr id Turai.

The savvy general rallied, praising Kalima for her performance on the battlefield and touting House Turai's nobility and power. Behind the scenes, he quickly and efficiently took credit for Kalima's bond, since it was he who put her in the arena with the dragon in the first place, after all.

A House on the Rise. Kalima's Dragonbond with the Tempesta Briosa catapulted House Turai's standing in Tyveria. Kalima has used this newfound attention to her benefit, surrounding herself with the nobles of House Turai, quickly learning the art and skill of politics and the pen. Her new reputation within her house affords her many connections to the other powerful maghyri in Tyveria, and she hopes to use those connections to secure her house's position as well as her own. Though she's not admitted it to anyone other than herself, Kalima's ultimate goal is to claim Tyr id Turai's position and see him brought low before her. She joined the Manifest because she believes in their philosophy—she has the power, and she should wield it.

Subtle and Manipulative. Unlike her Dragonbonded companion, Briosa, Kalima has come to see the benefits of political and social machinations to get her way rather than pure brute force. Though she's not forgotten how to use a sword, she now considers it but one weapon in her arsenal. The right word in the right ear, the cunning use of blood sorcery to twist another's mind, a favor owed by a powerful ally; to Kalima, all of these are often more efficient than claw, tooth, or blade.



Leveling Up Kailima id Turai

Tier 2

CR 10 (5,900 XP); PB +4; HP 110 (20d8 + 20); CHA 20 (+5).

The DC to save against her Will of the Manifest action increases to 17.

Kalima gains the following bonus action:

Quickened Blood. Kalima makes a Blood Slash attack.

Kalima gains the following reaction:

Blood Shield. If Kalima is hit by a weapon or spell attack, she gains a +5 bonus to her AC until the start of her next turn, including against the triggering attack.

Tier 3

CR 16 (15,000 XP); PB +5; HP 162 (25d8 + 50), CON 15 (+2).

Her Multiattack action now

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allows her to make three attacks instead of two. Her Will of the Manifest action recharges on a 5–6, and the DC to save against it increases to 19.

She gains the following trait:

Bonded Tactics. When she's within 10 feet of Briosa, Kalima has advantage on all melee attack rolls.

Tier 4

CR 20 (25,000 XP); PB +6; HP 227 (35d8 + 70), STR 20 (+5).

Her Multiattack action now allows her to make four attacks instead of three. Her Longsword attacks deal an additional 10 (3d6) lightning damage.

She gains the following trait:

Limited Stormsight. When she's within 30 feet of Briosa, Kalima can see through areas obscured by fog, mist, clouds, storms, or precipitation.

Kalima gains the following action:

Stormburst (1/Day). Kalima roars a battle cry, and a blast of wind and lightning erupts from her. Each creature within 30 feet of her other than Briosa must make a DC 19 Dexterity saving throw. On a failure, the creature takes 33 (6d10) lightning damage and is pushed 15 feet directly away from Kalima, landing prone. On a success, the creature takes half as much damage and is not pushed or knocked prone.

Kalima's Kadhah

Like all maghyr, Kalima is haunted by her own kadhah, a manifestation of a maghry's blood magic. Kalima's kadhah increases in potency as she does; if her kadhah manifests, use the following stat blocks to match Kalima's growing power:

- Tier 1: **Kadhah corpse**
- Tier 2: **Kadhah shade**
- Tier 3: **Kadhah horror**
- Tier 4: **Kadhah outbreak**

See *Itza's Guide to Dragonbonding* for information and stat blocks for kadhah.

Kalima id Turai

Medium Humanoid (Maghyr, Id)

Armor Class 18 (breastplate + shield)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +3, Cha +6
Skills Deception +6, History +3, Insight +4, Intimidation +6, Perception +4, Persuasion +6
Damage Immunities Bonded Immunity (special)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses Bonded Darkvision (special), passive Perception 14
Languages Common, Draconic, Magy, Tyverian
Challenge 4 (1,100XP) **Proficiency Bonus** +2

Bonded Darkvision. Kalima has darvision out to a range equal to Briosa's darkvision.

Bonded Immunity. Kalima is immune to the breath weapons of the Tempesta brood.

Bonded Life. As long as Briosa is alive, Kalima will not die of old age. If either Kalima or Briosa is reduced to 0 hit points, they are both reduced to 0 hit points, fall unconscious, and begin making death saving throws. If any effect causes Kalima or Briosa to die, they both die.

Bonded Telepathy. Kalima can communicate telepathically with Briosa within 120 feet.

Actions

Multiattack. Kalima makes two attacks in any combination, but only one can be a Bite attack. She can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 9 (2d8) necrotic damage, and Kalima regains hit points equal to the amount of necrotic damage dealt.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, or 8 (1d8 + 4) slashing damage if used with two hands.

Blood Slash. *Melee Spell Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and Kalima regains hit points equal to half the slashing damage dealt.

Will of the Manifest (Recharge 6). Kalima lets out a war cry. Each creature within 20 feet of her that can hear her must succeed on a DC 14 Wisdom saving throw or become frightened of Kalima for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Kalima casts one of the following spells, replacing any material components with blood and using Charisma as the spellcasting ability (spell save DC 14):

At will: *chill touch, vicious mockery*

2/day each: *charm person, false life, hold person, mage armor*

Bonus Actions

Cleanse. Kalima ends an effect that causes her to take damage on each of her turns.

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Briosa

Briosa, like most others of Brood Tempesta, is brash, impulsive, and reckless. She often has little thought past the thrill of the moment, leaping into dangerous situations with enthusiasm.

Which is how she found herself, a young wyrmling, with her wings bound, facing off against a maghyr fighter for the entertainment of a bloodthirsty audience in one of the most notorious gladiatorial pits in all of Tyveria.

She put up a fight that would make Aria Tempesta proud, making use of her teeth and claws and storm-bred abilities to her advantage. But the maghyr was the better fighter, her ferocity matched only by her skill with her blade. How thrilling it would be to fight alongside such a creature, thought Briosa, and if she must die, to fall to such a foe would be a story indeed. But she would not go quiet, and she did not think the maghyr would, either.

It was in that moment, as the maghyr plunged her sword toward the dragon's heart, that Briosa felt a jolt like electricity flash through her. A thunderclap split the air and a lightning bolt cracked between them. For a moment, Briosa thought perhaps her broodmates had launched a rescue, but when she caught her breath, she realized something much more life changing had occurred.

She and the maghyr were bonded.

Brash and Bold. Though her impulsivity caused her to be caught by Tyverian soldiers, Briosa finds it hard to deny her Tempesta nature. Not one for subtlety and caution, she hits first and hits fast. But violence isn't the only passtime for this young dragon; any activity that is loud, audacious, and entertaining draws her like a moth to the flame.

Leveling Up Briosa

Unlike the other iconic antagonists listed here who have unique stat blocks, Briosa uses the standard Tempesta stat blocks, found earlier in this chapter. Leveling up Briosa involves using a different Tempesta stat block based on character tier, but regardless of which stat block is being used, Briosa gains the following traits:

Bonded Telepathy. Briosa can communicate telepathically with Kalima within 120 feet.

Bonded Life. As long as Kalima is alive, Briosa will not die of old age. If either Briosa or Kalima are reduced to 0 hit points, they are both reduced to 0 hit points, fall unconscious, and begin making death saving throws. If any effect causes Briosa or Kalima to die, they both die.

Additionally, after Briosa uses her Breath Weapon, it does not recharge. Instead, she must finish a short or long rest before she can use it again.

She cannot gain or use legendary actions, legendary resistances, lair actions, or lair regional effects.

Tier 1

Briosa uses the **Tempesta wyrmling** stat block.

Tier 2

Briosa uses the **young Tempesta** stat block.

Tier 3

Briosa uses the **adult Tempesta** stat block.

Tier 4

Briosa uses the **ancient Tempesta** stat block.



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APPENDIX A: HARVESTING & CRAFTING

Many adventurers purchase their gear from shops as they pass through town or scavenge armor and weapons from the corpses of those they've killed. However, some adventurers prefer to have a more hands-on approach, and may wish to craft their own gear from the materials they find on their journeys. Others may wish to own their own shops that they operate in the downtime between adventures, supplementing their endeavors with a more traditional income. Introduced in this section are two new optional systems: Harvesting and Crafting.

> **Heliana's Guide to Monster Hunting**
>
> The crafting section presented here is built to be able to stand alone or to work in conjunction with the crafting systems in Heliana's Guide to Monster Hunting from our friends at Loot Tavern. There, you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, salvaging old magic items, ritual carving using spellcasting abilities instead of Dexterity, and finding traders to buy and sell components.
>
> Happy hunting!

Harvesting Rules

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

Step 1 - Description

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

Example. In the example below, the party wishes to harvest a young Fulgen dragon they have slain. The GM consults the Dragon Harvest table and decides that the dragon has the following components on offer: 2 eyes, a breath sac, 50 phials of blood, a pouch of teeth, a pouch of claws, and its hide. Because the dragon is CR 10, the party can also harvest robust essence from it (see later in this chapter for more on essence).

Dragon Harvest

COMPONENT DC	COMPONENTS
5	*Eye, flesh, phial of blood*
10	*Bone, egg, fat, pouch of claws, pouch of teeth*
15	*Horn, liver, pouch of scales*
20	*Heart*
25	*Breath sac*

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a pouch of teeth, 2 eyes, the breath sac, and then the essence.

Step 3 - Harvest DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

COMPONENT	COMPONENT DC	HARVEST DC
Pouch of teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Breath Sac	25	45 (10+5+5+25)
Robust essence	30	75 (10+5+5+25+30)

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Step 4 - Harvesting check

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail later in this chapter.

Example. Because the creature being harvested is a dragon, the skill associated with the Assessment and Carving checks is Survival. The wizard, the assessing harvester, makes an Intelligence (Survival) check with a result of 17. The Barbarian, the carving harvester, makes a Dexterity (Survival) check with a result of 20. The results of the two checks combine to equal 37.

Step 5 - Loot

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the breath sac and essence are acquired.

Components & Difficulty

Harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The harvest tables later in this section describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged aboleth might only yield 1 eye and 1 tentacle, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract each component for which they meet or exceed its Harvest DC.

Duration & Degradation

Harvesting a creature takes a set duration based on the size of the creature, as listed in the Creature Size and Harvest Time table.

Creature Size and Harvest Time

CREATURE SIZE	HARVEST TIME
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

The adventurers have only a short time, post-mortem, to harvest components. Spells like gentle repose do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

The Rules. For harvesting to yield magical components, a harvester must begin harvesting a corpse within 1 minute of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, however, it makes both of these checks with disadvantage. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, beasts require a Survival check while aberrations require an Arcana check.

**This creature type is new to this book.*

Creature Types and Associated Skills

CREATURE TYPE	SKILL
Aberration	Arcana
Beast	Survival
Beastfolk*	Medicine
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Feydh* or Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

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Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)
Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)
Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table earlier in this chapter). For this reason, spells with a duration of 1 minute, like bless or guidance, never confer their bonus to the result of the check. A spell like enhance ability, however, which lasts for 1 hour, could confer its advantage to a Harvesting check, for example, so long as the spell begins before the check starts and does not end until after the check is completed.

Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monsters can have unique components that aren't found in these harvest tables.

Superscripts. Some harvestable components have small superscript letters after their name. These can be ignored unless you're using Heliana's Guide. A 'v' indicates the component is volatile (an optional rule found in Heliana's Guide), an 'E' indicates they are edible (but aren't used to craft items), while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as primordial dust being a spice) are indicated with an asterisk and explained below the table.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Aberration Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna^{E+*}, eye^{E+}, flesh^{E}, phial of blood^{E+}*
10	*Bone^{E+}, egg^{E}, fat^{E+}, pouch of claws, pouch of teeth, tentacle*
15	*Heart^{E}, phial of mucus, liver^{E}, stinger*
20	*Brain^{E+}, chitin, hide, main eye^{V}*

Beast Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna^{E+*}, eye^{E+}, flesh^{E}, hair, phial of blood^{E+}*
10	*Antler, beak, bone^{E+}, egg^{E}, fat^{E+}, fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart^{E+}, liver^{E+}, poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, pelt*

Beastfolk* Harvesting

COMPONENT DC	COMPONENTS
5	*Eye^{E+}, flesh^{E}, hair, phial of blood^{E+}*
10	*Antler, beak, bone^{E+}, egg^{E}, fat^{E+}, fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart^{E+}, liver^{E}, poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, pelt*

*This creature type is new to this book.

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Celestial Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]*
10	*Bone[E+], fat[E+], horn, pouch of teeth*
15	*Heart[E+], liver[E], pouch of feathers, pouch of scales*
20	*Brain[E], skin*
25	*Soul[V]*

Construct Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of blood[E+], phial of oil[E+*]*
10	*Flesh[E+], plating, stone*
15	*Bone[E+], heart[E], liver[E], gears*
20	*Brain[E], instructions*
25	*Lifespark[V]*

Dragon Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], phial of blood[E+]*
10	*Bone[E+], egg[E], fat[E+], pouch of claws, pouch of teeth*
15	*Horn, liver[E], pouch of scales*
20	*Heart[E+]*
25	*Breath sac[V]*

Elemental Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], primordial dust[E+*]*
10	*Bone[E+]*
15	*Volatile mote of air/earth/fire/water[V]*
25	*Core of air/earth/fire/water[V]*

Feydh* or Fey Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna[E+**], eye[E+], flesh[E], hair, phial of blood[E+]*
10	*Antler, beak, bone[E+], egg[E], horn, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart[E+], fat[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, tentacle, tongue*
20	*Brain[E], skin, pelt*
25	*Psyche[V]*

*This creature type is new to this book.

Fiend Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]*
10	*Bone[E+], horn, pouch of claws, pouch of teeth*
15	*Heart[E+], fat[E+], liver[E], poison gland, pouch of feathers, pouch of scales*
20	*Brain[E], skin*
25	*Soul[V]*

Giant Harvesting

COMPONENT DC	COMPONENTS
5	*Flesh[E], nail, phial of blood[E+]*
10	*Bone[E+], fat[E+], tooth*
15	*Heart[E+], liver[E+]*
20	*Skin*

Humanoid Harvesting

COMPONENT DC	COMPONENTS
5	*Eye, phial of blood[E+]*
10	*Bone[E+], egg[E], pouch of teeth*
15	*Heart[E+], liver[E+], pouch of feathers, pouch of scales*
20	*Brain[E+], skin*

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Monstrosity Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna*[E+*], *eye*[E+], *flesh*[E], *hair*, *phial of blood*[E+]
10	*Antler*, *beak*, *bone*[E+], *egg*[E], *fat*[E+], *fin*, *horn*, *pincer*, *pouch of claws*, *pouch of teeth*, *talon*, *tusk*
15	*Heart*[E+], *liver*[E+], *poison gland*, *pouch of feathers*, *pouch of scales*, *stinger*, *tentacle*
20	*Chitin*, *pelt*

Ooze Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of acid*[E+*]
10	*Phial of mucus*[E+]
15	*Vesicle*[E+]
20	*Membrane*

Plant Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of sap*[E+*], *tuber*[E+]
10	*Bundle of roots*[E+*], *phial of wax*[E+], *pouch of hyphae*[E+*], *pouch of leaves*
15	*Poison gland*[E+*], *pouch of pollen*[vE+*], *pouch of spores*[vE+*]
20	*Bark*[E+*], *membrane*[E+*]

Undead Harvesting

COMPONENT DC	COMPONENTS
5	*Eye*[E+], *bone*[E+], *phial of congealed blood*[E+]
10	*Marrow*, *pouch of teeth*, *rancid fat*[E]
15	*Ethereal ichor*[E+*], *undying flesh*[E+]
20	*Undying heart*[vE+]

Essence

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These essences are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst essence can be extracted from all creature types, the essence available depends on the creature's Challenge Rating (CR). The following Essence Harvesting table can be appended to all the creature harvest tables in this section.

Monstrosity Harvesting

CREATURE CR	COMPONENT DC	COMPONENTS	ITEM RARITY
3–6	25	*Frail essence*	Uncommon
7–11	30	*Robust essence*	Rare
12–17	35	Potent essence	Very rare
18–24	40	*Mythic essence*	Legendary
25+	50	*Deific essence*	Artifact

You can't harvest a lower-level essence from a higher CR creature—they have only one essence, the one dictated by its CR!

Appearance. In the world of Dragonbond, essence is Vaala, the power of life and potential. When you harvest essence from a creature you are gathering Vaala and storing it (temporarily) in specially designed containers for crafting purposes. Vaala's appearance typically varies by aspect; Fai usually looks like wispy pale-blue or silver energy, Id often manifests in jagged black or red bolts, and K'aab frequently occurs as beams of gold or green light.

Vaala as Essence

In the Dragonbond setting, the essence harvested from a creature corresponds to its primary Vaala aspect—Fai, Id, and K'aab—as indicated in its stat block in Chapter 6: Bestiary. Certain items may require essence with an associated aspect. For instance, the tinker's pouch requires *frail essence* (Fai), and so needs frail essence harvested from a Fai creature. For creatures outside of this book, the GM can determine the appropriate Vaala aspect associated with the creature.

Crafting

The crafting rules below provide what you need to know to craft each item in this book.

You can't enchant a *lightstaff* without a harpoon. Within this guide, there are two types of crafting, each associated with a type of crafting check.

Manufacturing is the creation of mundane (non magical) items from raw materials by a creature proficient with a tool using a Manufacturing check.

Enchanting is the magnification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

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Manufacturing

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a harpoon as an example.

Materials and Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. Thus a harpoon, for example, is worth 3 gp and requires 1 gp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC and Time table on pages later in this chapter summarizes the material cost of different mundane items.

Potion and *spell scroll* bases are unique in that there is no base item to compare the material cost to. In both cases, the cost of these magic items' nonmagical materials is 3 gp.

Abilities and Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table below for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with disadvantage. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty and Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC and Time table later in this chapter for the full breakdown.

Check. To manufacture an item, a creature must gather the required materials, tools, and auxiliary equipment and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule from *Heliana's Guide*, a functioning item with one or more flaws.

Example: Manufacturing a Harpoon

Materials: 3 sp steel

Time: 8 hours

Tools: Smith's tools

Auxiliary Equipment: Forge & anvil

Manufacturing Check: DC 14 Strength or Constitution using smith's tools



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Tools and Their Products

TOOL	ABILITY	ITEM TYPES
Alchemist's supplies	Intelligence	*Potions; miscellaneous (any salves or lotions)*
Brewer's supplies	Constitution	*Potions*
Calligrapher's supplies	Dexterity	*Scrolls*
Carpenter's tools	Dexterity or Strength	*Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)*
Cartographer's tools	Dexterity or Intelligence	*Maps; miscellaneous (anything involving paper)*
Cobbler's tools	Dexterity or Intelligence	*Miscellaneous (footwear)*
Cook's utensils	Constitution	*Magical meals**
Glassblower's tools	Constitution or Dexterity	*Rods, staves, wands; miscellaneous (anything made of glass)*
Herbalism kit	Intelligence	*Potions; miscellaneous (any salves or lotions)*
Jeweller's tools	Dexterity	*Miscellaneous (anything involving jewels or precious metals)*
Leatherworker's tools	Dexterity	*Armor (light or hide), weapons (slings, whips)*
Mason's tools	Strength	*Ammunition (sling bullets), miscellaneous (anything made of stone)*
Painter's supplies	Dexterity	*Scrolls*
Poisoner's kit	Dexterity or Intelligence	*Poisons*
Potter's tools	Dexterity	*Miscellaneous (anything made of clay)*
Smith's tools	Constitution or Strength	*Ammunition (sling bullets, repeater crossbow bolts), armor (heavy or medium except hide, shields), rods, staves, wands, weapons (axes, daggers, flails, javelins, maces, mauls, morningstars, polearms, tridents, swords, warhammers)*
Tinker's tools	Dexterity	*Instruments, rods, staves, wands, weapons (crossbows), wondrous items (anything with a mechanism)*
Weaver's tools	Constitution or Dexterity	*Armor (padded), weapons (nets, slings); miscellaneous (cloaks, hats, robes, anything made of cloth)*
Woodcarver's tools	Dexterity or Strength	*Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)*

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

*This is a new item category introduced in *Heliana's Guide*.

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Tools and Their Products

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
Adventuring gear		Varies	Varies	2 hours	11	Varies
Ammunition	Arrows (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Atlatl Dart (5)*	2 sp	*Carpenter or woodcarver*	1 hour	12	1 gp
	Bolts (20)	3 sp	*Carpenter or woodcarver*	1 hour	13	1 gp
	Needles (50)	3 sp	*Carpenter or woodcarver*	1 hour	13	1 gp
	Repeater crossbow bolts, heavy (4)*	2 sp	Tinker	8 hours	14	1 gp
	Repeater crossbow bolts, light (8)*	2 sp	Tinker	8 hours	14	1 gp
	Sling Bullets (20)	1 cp	Mason or Smith	1 hour	13	4 cp
	Swivel Ballista Bolt (10)*	2 gp	Smith or Tinker	1 hour	13	5 gp
	Swivel Ballista Bola Bolt (1)*	13 gp	Smith or Tinker	4 hours	14	25 gp
Armor	Shield	3 gp	Carpenter, smith, or woodcarver	8 hours	13	10 gp
Light Armor	Padded	2 gp	Leatherworker or weaver	8 hours	13	5 gp
	Leather	3 gp	Leatherworker	16 hours	15	10 gp
	Studded leather	15 gp	Leatherworker	24 hours	17	45 gp
Medium Armor	Hide	3 gp	Leatherworker	8 hours	13	10 gp
	Chain shirt	17 gp	Smith	16 hours	15	50 gp
	Scale male	17 gp	Smith	24 hours	17	50 gp
	Breastplate	130 gp	Smith	40 hours	18	400 gp
	Half plate	250 gp	Smith	80 hours	19	750 gp
Heavy Armor	Ring mail	10 gp	Smith	16 hours	15	30 gp
	Chain mail	25 gp	Smith	32 hours	16	75 gp
	Splint	70 gp	Smith	40 hours	18	200 gp
	Plate	500 gp	Smith	200 hours	20	1,500 gp
Dragon Equipment	Aerial gondola*	400 gp	Carpenter	40 hours	20	1,200 gp
	Dragonriding saddle, Large/Huge/Gargantuan*	50 gp/ 70 gp/ 100 gp	Leatherworker	36 hours/ 80 hours/ 150 hours	18	150 gp/ 200 gp/ 300 gp
	Dragon barding, Large/ Huge/Gargantuan*	x4/x8/x20	Varies	x3/x6/x15	+2	Varies
	Swivel Ballista*	30 gp	Smith	26 hours	17	100 gp
	Tailspike					
	Axe, Huge/Gargantuan*	135 gp/260 gp	Smith	54 hours/108 hours	18	400 gp/800 gp
	Blade, Huge/Gargantuan*	100 gp/200 gp	Smith	48 hours/96 hours	18	300 gp/600 gp
	Greatblade, Huge/ Gargantuan*	160 gp/330 gp	Smith	72 hours/144 hours	18	500 gp/1,000 gp
	Spike, Huge/Gargantuan*	50 gp/100 gp	Smith	24 hours/54 hours	18	150 gp/300 gp

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Tools and Their Products

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
Instrument		20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion Base		3 gp	Alchemist, brewer, herbalism	2 hours	15	10 gp
Ring		Varies**	Jeweler	8 hours	15	Varies**
Rod, staff, wand		Varies**	Varies	8 hours	17	Varies**
Shev explosive	Acid bomb	15 gp	Alchemist	8 hours	17	50 gp
	Putrid gas	15 gp	Alchemist	8 hours	17	50 gp
	Splatter bomb	50 gp	Alchemist	8 hours	17	150 gp
Spell scroll base		3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Club	3 cp	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	7 sp	Smith	1 hour	14	2 gp
	Greatclub	7 cp	Carpenter	0.5 hours	14	2 sp
	Handaxe	2 gp	Smith	3 hours	14	5 gp
	Harpoon*	3 sp	Smith	8 hours	14	1 gp
	Heavy Macahui*	6 gp	Woodcarver	18 hours	14	12 gp
	Javelin	3 sp	Carpenter, smith, or woodcarver	1 hour	14	**1 gp**
	Light hammer	7 sp	Mason or smith	1 hour	14	2 gp
	Macahui*	3 gp	Woodcarver	12 hours	14	8 gp
	Mace	2 gp	Mason or smith	3 hours	14	5 gp
	Quarterstaff	2 gp	Carpenter, smith, or woodcarver	0.5 hours	14	**5 sp**
	Sickle	2 sp	Smith	1 hour	14	1 gp
	Spear	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	**1 sp**
	Repeater crossbow, light*	25 gp	Tinker	30 hours	14	75 gp
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Weaver or leatherworker	0.25 hours	14	1 sp

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Tools and Their Products

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Blood blade*	16 gp	Smith	24 hours	17	50 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Huntsword*	50 gp	Smith	24 hours	17	150 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
Martial Melee Weapons	Maul	3 gp	Mason or smith	6 hours	17	10 gp
	Moonblade*	5 gp	Smith	24 hours	17	15 gp
	Morningstar	3 gp	Smith	6 ours	17	**10 gp**
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	**10 gp**
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Reaver scythe*	60 gp	Smith	24 hours	17	150 gp
	Scimitar	3 gp	Smith	6 hours	17	**10 gp**
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Spiked chain*	15 gp	Smith	24 hours	17	50 gp
	Trident	2 gp	Carpenter or smith	3 hours	17	5 gp
	War pick	2 gp	Smith	3 hours	17	5 gp
	Warhammer	5 gp	Mason or smith	8 hours	17	15 gp
	Whip	7 sp	Leatherworker	1 hour	17	2 gp
	Aerial lance*	50 gp	Woodcarver	20 hours	17	160 gp
	Atlatl*	1 gp	Woodcarver	2 hours	17	5 gp
	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
Martial Ranged Weapons	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
	Repeater crossbow, heavy*	50 gp	Tinker	40 hours	17	150 gp
Wondrous item***		Varies**	Varies***	8 hours	15	Varies**

#Item values in bold are different to the SRD (core 5e rules)

*This is a new item type found in *Itza's Guide to Dragonbonding.*

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

***This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion.

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Special Materials

Itza's Guide to Dragonbonding introduced several new types of materials for armor, weapons, and other items and equipment. Crafting items with these materials often alters the cost, crafting time, and DC of the final crafting checks. The materials and their respective changes are listed in the Crafting with Special Materials table. To determine the final cost, crafting time, and crafting DC, apply the modification listed to an existing recipe.

For example, a standard dagger requires 7 sp of material, 1 hour crafting time, and a successful DC 14 Strength or Constitution check with smith's tools. A dagger made with stormsteel would instead require 14 sp worth of material, 2 hours of crafting time, and a successful DC 16 Strength or Constitution check with smith's tools.

Crafting with Special Materials

MATERIAL	COST MODIFICATION	CRAFTING TIME MODIFICATION	CRAFTING DC MODIFICATION
Bakka amber	x2	x2	+3
Deadsteel	x3	x1.5	+2
Fai glass	x3	x2	+4
Jawahm crystal	x1.5	x2	+4
Stormsteel	x2	x2	+2
Tyvalite	x2	x1.5	+1

Enchanting

Enchanting involves extracting the magical power from creature components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Materials. The required materials for enchanting are: a mundane item, a magical component, and an essence. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see the Enchanting Rarity, DC, and Time table).

Essence. While magic items gain their nuances from the creature components used in their creation, the amplitude of an item's power is derived from a substance known as essence. The more rare the item, the more powerful it is and the more potent the essence required.

If you use a rarer essence than required for a particular item, the item gains the rarity of the essence used, affecting the time and DC required to make it (see the Enchanting Rarity, DC, and Time table). For example, if you make a helm of telepathy using a robust essence, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15) or even adding other effects.

Difficulty and Time. The DC and time required for the enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook. For bards, rangers, sorcerers, and warlocks, this means having the spell in their list of known spells. For clerics, druids, and paladins, this means any spell in their spell list.

Skills. As with harvesting, the skill associated with an enchanting check depends on the type of creature the component was harvested from. So, if you're making a lightstaff, which requires a foghorn's horn as its component, you would make an ability check using Survival. See the Creature Type and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the Enchanting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a harpoon into a lightstaff would thus make an Intelligence (Survival) check.

Creature Types and Associated Skills

CREATURE TYPE	SKILL
Aberration	Arcana
Beast	Survival
Beastfolk*	Medicine
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Feydh* or Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

*This creature type is new to this book.

Check. To enchant an item, a creature must gather the required materials and spend the requisite time. This time need not be continuous. At the end of the enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment fails or, if you're using the quirks optional rule from Heliana's,

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the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC. Success or failure, the essence and component are consumed.

Example: Enchanting a Lightstaff

Materials: Harpoon, foghorn horn, robust essence

Time: 80 hours

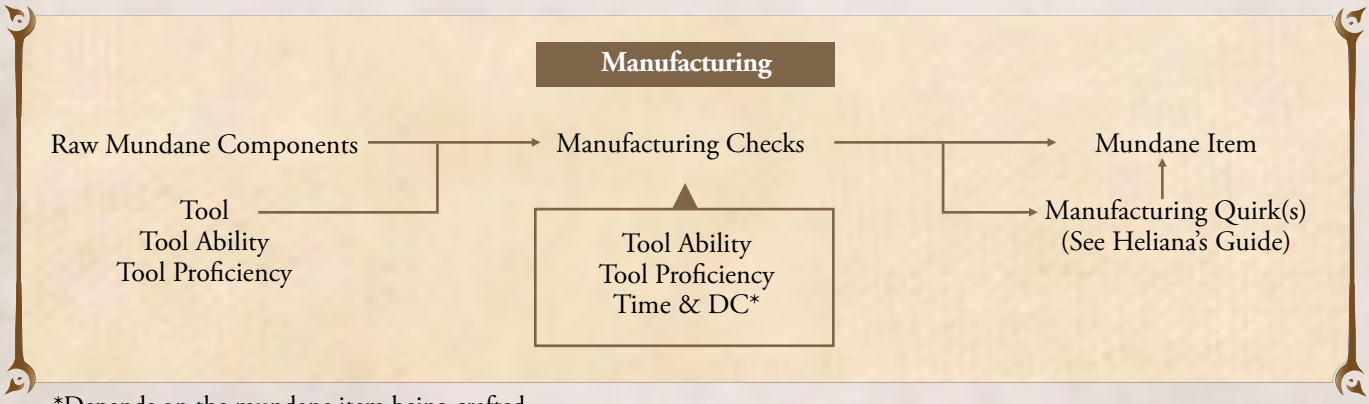
Enchanting Check: DC 18 spellcasting ability (Survival)



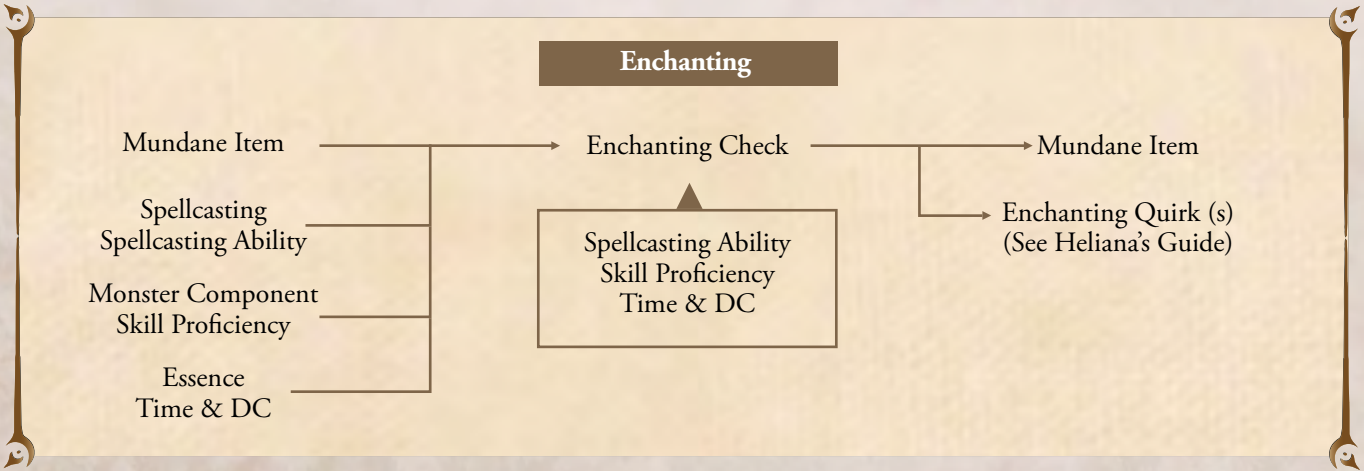
Enchanting Rarity, DC, and Time

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	Frail	15	4	10	20
Rare	Robust	18	20	40	80
Very Rare	Potent	21	80	160	320
Legendary	Mythic	25	320	640	1,280
Artifact	Deific	30	50,000	100,000	200,000

Crafting Summary



*Depends on the mundane item being crafted



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DRAGONBOND

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | ANCESTRY | ALIGNMENT | XP

STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA

PROFICIENCY BONUS

INITIATIVE | AC | SPEED

MAX HP | TEMPORARY HP | CURRENT HP

VAALA POOL

- ○ ___ Strength
- ○ ___ Dexterity
- ○ ___ Constitution
- ○ ___ Intelligence
- ○ ___ Wisdom
- ○ ___ Charisma

SAVING THROWS

Vaala Points Max

Aspect	Notes
Pai	○-○-○-○-○
Id	○-○-○-○-○
Kaab	○-○-○-○-○

VAALA AFFINITY

SKILLS

- ○ ___ Acrobatics (Dex)
- ○ ___ Animal Handling (Wis)
- ○ ___ Arcana (Int)
- ○ ___ Athletics (Str)
- ○ ___ Deception (Cha)
- ○ ___ History (Int)
- ○ ___ Insight (Wis)
- ○ ___ Intimidation (Cha)
- ○ ___ Investigation (Int)
- ○ ___ Medicine (Wis)
- ○ ___ Nature (Int)
- ○ ___ Perception (Wis)
- ○ ___ Performance (Cha)
- ○ ___ Persuasion (Cha)
- ○ ___ Religion (Int)
- ○ ___ Sleight of Hand (Dex)
- ○ ___ Stealth (Dex)
- ○ ___ Survival (Wis)
- ○ ___
- ○ ___
- ○ ___

SUCCESSES | FAILURES

PASSIVE PERCEPTION

Name	Attack Bonus	Damage/Type

ATTACKS & SPELLCASTING

FEATURES & TRAITS

EQUIPMENT

COPPER | SILVER | GOLD | PLATINUM

PROFICIENCY & LANGUAGES

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Magic Items

Attuned Magic Items

Dragon / Summon / Wild Shape



Treasure

Backstory

Notes

Personality Traits

Ideal

Bonds

Flaws

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Spellcasting Class

Ability

Bonus

Save DC

Spell Base

Custom Spells

Primary	Secondary / Coda	Secondary / Coda	Secondary / Coda

Descriptions

Cantrips

1st

Slots

Used

2nd

Slots

Used

3rd

Slots

Used

4th

Slots

Used

5th

Slots

Used

6th

Slots

Used

7th

Slots

Used

8th

Slots

Used

9th

Slots

Used

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Elyse's Guide to Magic

5e

Harness the Magic of Vaala

A mysterious force that permeates the cosmos, Vaala imbues existence with change. Without Vaala, the universe would be an empty, silent void. Vaala leads to movement, noise, color, and light. Its absence leads to stagnation, idleness and decline. It might seem chaotic and arbitrary, yet it is a power that can be wielded and directed by those with the aptitude and a talent to do so.

With an introduction from the renowned Qan Elyse I, the Dragon Queen of Allaria and powerful Dreamshaper, Elyse's Guide to Magic offers a wealth of new magic for players and GMs alike. Included within these pages is a new spontaneous spellcrafting system, allowing you to utilize Vaala to shape spells on the fly; an alchemy system for crafting potent potions, poisons, and brews; more than 130 new spells and dozens of new magic items; four new classes, including the Vaala witch and the arcanologist; and a host of other player options including subclasses, feats, ancestries, and lineages for characters from—or inspired by—the Dragonbond setting.

For GMs, included within this book is a bestiary brimming with new monsters, including the new Tempesta dragon brood, as well as Iconic Antagonists, complex adversaries that level up alongside the characters to remain an ever-present threat over the course of a campaign.

Compatible with the 5th Edition of the World's Greatest Roleplaying Game.

DRAGONBOND
ENDLESS SAGAS

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